XBOX 360

RESIDENT EVIL
CODE:Veronica
X

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Contents

Prologue

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident instigated by the international corporation known as "Umbrella." Claire Redfield, who travelled to Raccoon City in search of her lost brother Chris, managed to escape from the city along with rookie police officer Leon S. Kennedy. But their ordeal was only a prelude of things to come. Now, 3 months later…

CHARACTERS

Claire Redfield, who arrived in Raccoon City to search for her lost brother Chris and a rookie police officer Leon Kennedy managed to escape from the city But their ordeal was only a prelude of things to come

Claire Redfield

Claire's inquisitive nature makes her more than just an ordinary college student who loves riding motorcycles. She went to Raccoon City in search of her brother Chris, who was missing under mysterious circumstances. But almost immediately she became involved in series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon S. Kennedy, Claire managed to escape the city. Three months later, she now heads to Europe, following up on clues about Chris. However, she is soon caught by the Umbrella Corporation and transferred to the corporation's prison on an isolated island.
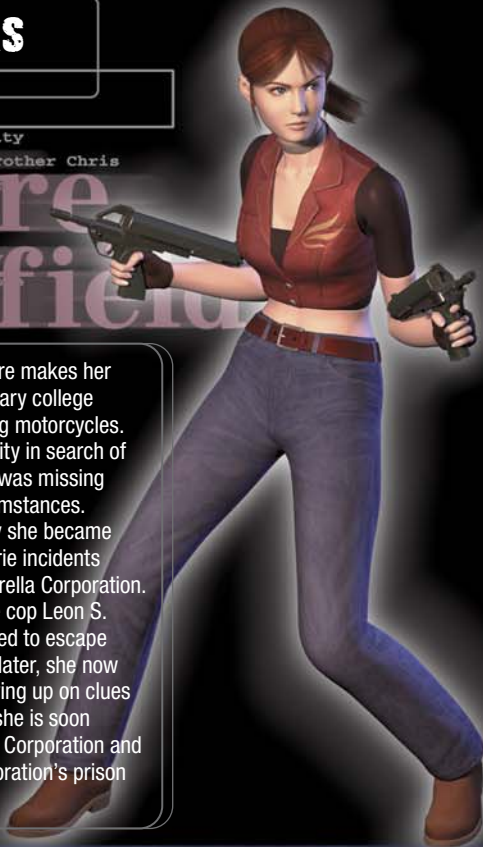
Chris Redfield

A member of special tactics force S.T.A.R.S., Chris is a tough agent with a will of iron and body of steel. He is an expert at handling firearms. A former Air Force pilot, he's also a top-notch airman. After solving the "mansion incident", he transferred to Europe with his team members Jill and Barry to seek the truth.
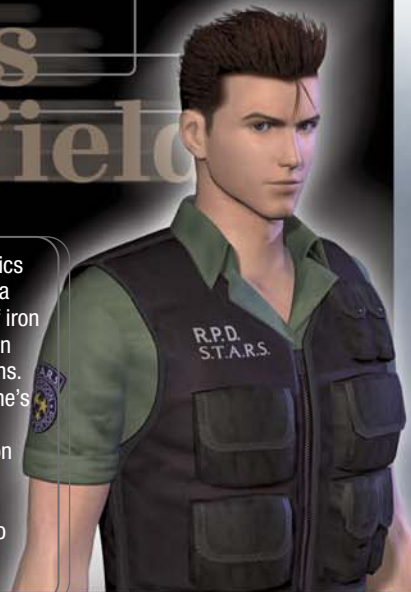
Steve Burnside

Though young and often reckless, Steve is a good kid at heart. He carries hard feelings toward his family, but his reasons remain wrapped in mystery. He was captured along with his father and held in the Umbrella prison on an isolated island. During a raid by an unknown organization, he escaped in the uproar. Steve now meets up with Claire as the adventure begins.

CONTROLS

Left Trigger LT

Change target

Press LT while holding RT

Option/Skip movies

◄ BACK Button

Display Status Screen

► START Button ►P.10

Right Trigger RT

Ready weapon

While holding RT,
- X to Fire
- LT to Target

RT + Left Stick ⬆ / ⬇   Aim Up / Down

Y Button   Map Screen   ►P.14

X Button

Action / Confirm

Actions vary pending on the situation   ►P.9

B Button

Cancel

Left Stick

Move

- Forward
- Rotate left
- Rotate right
- Back

All of the above can also be performed with the Directional Pad.

Directional Pad

Right Stick

Display Status Screen   ►P.10

A Button

Run / Confirm

Left Stick ⬆ + A ... Run
Left Stick ⬇ + A ... Quick turn

N.B. This software is compatible with vibration function. Toggle on/off in the Option.   ►P.16

STARTING A GAME

To start a new game, select NEW GAME on the Title Screen. Chose LOAD GAME to resume a previously saved game (see SAVE/LOAD ▶P.8).

● LEADERBOARDS

When signed in to Xbox LIVE, select LEADERBOARDS from the Title Screen. You can check out your friends or other players' rankings. Your own data will be sent to the LEADERBOARDS when you clear the game. See information on Xbox LIVE ▶P.7 .

XBOX LIVE

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

● ACHIEVEMENTS

During the game, when you fulfil some requirements, you can unlock achievements. You will be notified by a ring tone and a message will be displayed on screen.

● SAVE

To save your game, find an ink ribbon and use it with a typewriter. Press the Action Button in front of a typewriter and you will be asked if you want to save your game. Choose YES to save your game.
When you save, an ink ribbon is used up.
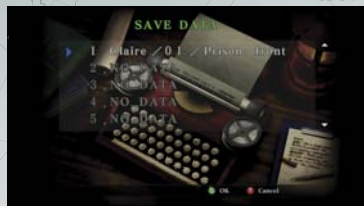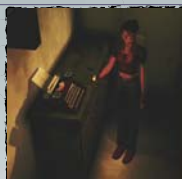
This game requires at least 160KB space in order to save game data. Please do not turn off your console while saving or loading the data. If you overwrite save data, the old data will be lost. Please note that up to 15 game saves can be stored.

● LOAD

You can load saved game data by selecting LOAD GAME on the Title Screen.

● RETRY

When your game is over, you will be asked: "Retry? Yes / No." Choose Yes to play on from the point where you last saved your game.

You can only retry from where you left the game under the following conditions:

1 If you saved with the typewriter then you can resume from the point where you last saved.

2 If you switch with your partner, then you can start from righter after the switch.

3 Start the game from Part 2. Restart the game starting from the beginning of Part 2.

ATTACK

While holding 🎮RT, press the ❌ Button

You need to have a weapon equipped to attack. You can aim up/down by pressing the directional pad /left stick while readying a weapon. You can equip a weapon in the Status Screen. See Status Screen ▶ P.10.

When you use certain weapons, a Scope Screen (first person view) is displayed when you hold down RT and attack. In the Scope screen, zoom in/out with LT and move the target with the directional pad or left stick.

When you zoom in

PUSH

Press and hold the directional pad / left stick ⬆

Certain objects in the game can be moved by pushing. Face an object you want to push and hold the directional pad / left stick ⬆. If the object cannot be pushed, your character will not push it.

GET ON/OFF OBJECT

Press the Action Button
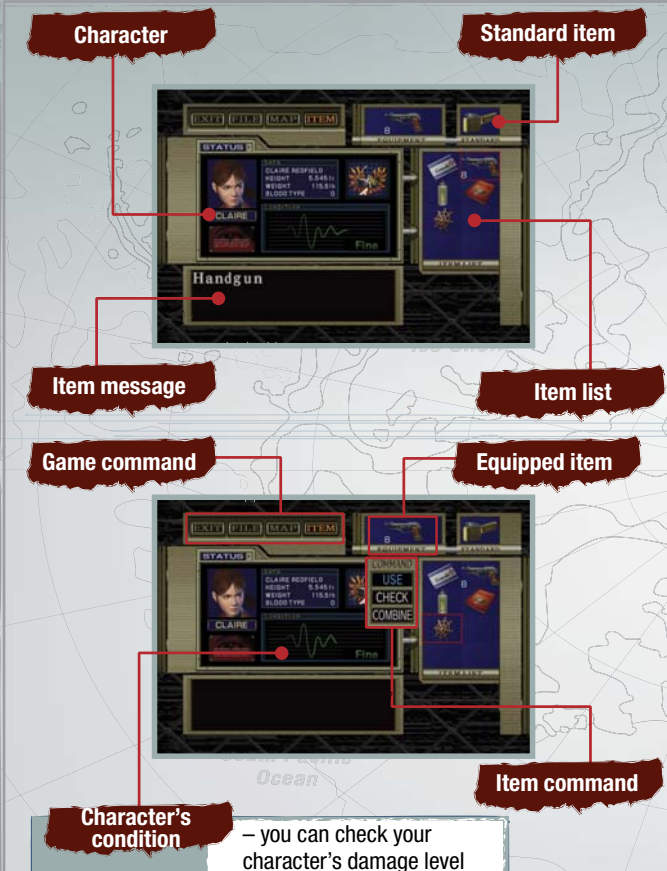
Face an object you want to get on/off and press the Action Button.

STATUS SCREEN

Press the START Button to display the Status Screen, where you can check your character's condition and manage items. Select EXIT to return to gameplay.

- **Character**
- **Standard item**
- **Item message**
- **Item list**
- **Game command**
- **Equipped item**
- **Item command**

Character's condition – you can check your character's damage level

Fine	Caution	Caution	Danger	GAME OVER

GAME OVER — Your character takes damage while getting attacked. When the damage gets too severe, your character loses (Game Over). The game is also over if your partner character loses.
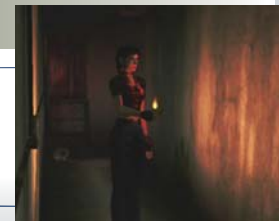
ITEM

● USE AN ITEM

Open the Status Screen, highlight the item you want to use and press the Action Button. When Item Commands are displayed, select USE to use the item.

● EQUIP AN ITEM

If the item you select is a weapon, EQUIP will be displayed in the Item Commands. Weapons must be equipped in order for your character to attack.

> **NOTE:** When a weapon is selected, EQUIP will be displayed and USE will be displayed at the bottom.
> You can also equip lighters.
> You can only equip one weapon or one item at a time.

● CHECK AN ITEM

Open the Status Screen, highlight the item you want to check and press the Action Button. When Item Commands are displayed, select CHECK and the item will be displayed in the main window. You can rotate an item in the main window with the directional pad or left stick and zoom in/out with the RB/LB Buttons.

Briefcase → There's a button.

To check a specific part of an item, move the part to face you and press the Action Button. You may find clues to solving puzzles by doing that.

COMBINE ITEMS

Open the Status Screen, highlight the item you want to combine and press the Action Button. When the Item Commands are displayed, select COMBINE, highlight the other item to be combined with the first item, and press the Action Button to combine the items. Certain items need to be combined to have an effect.

For example, combine a Handgun and a M93R Part to create a Custom Handgun.

Handgun

+

M93R Part
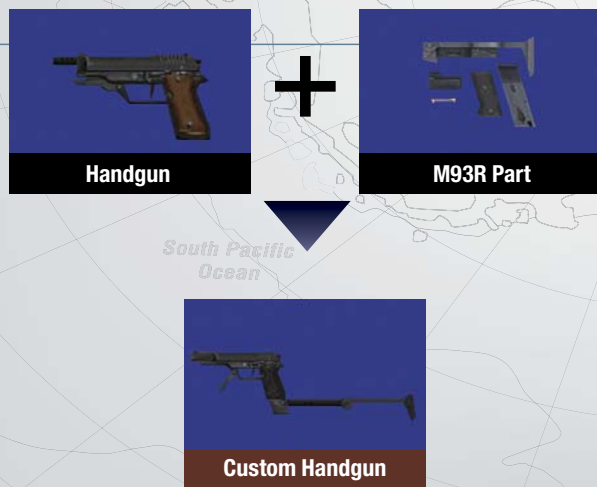
Custom Handgun

NOTE: You can switch custom handguns on the Status Screen. Switch between MANUAL (1 shot) and AUTO (3 shots).

ITEM BOX

You can manage your items using the item boxes, located in various locations in the game.

IN THE ITEM BOX

You cannot lose an item once you find it (apart from some exceptions).

ITEM BOX SCREEN

You can exchange, keep or take out an item. Highlight the item you want to manage and press the Action Button. You can deal with the same item from any other item boxes.

SECURITY BOX

In the game, you will also find a box very similar to the item box, called security box. An item stored in a security box can only be managed from that particular box.

MAP / FILE

As you explore, you will discover maps and files (notes, messages or other information that will be automatically filed in your character's notebook). To view a map or file you have acquired, open the Status Screen and select the MAP or FILE command.

MAP

The area you have explored is automatically marked. Your location is shown by an arrow pointing in the direction your character is facing. Door colours indicate the following:

YELLOW	GREEN	RED
The door is not locked.	The door is locked but you have the key.	The door is locked and you don't have a key for it.

◆ ITEM
If you have found an item and haven't taken it, the location of the item is marked.

◆ SAVE POINT
Shows a location of a typewriter.

◆ ITEM BOX
Shows a location of an item box.

They will only be displayed in Zoom mode.

MAP MODE

The Map Screen will be shown at the beginning in the Map mode. In Map mode, the room that you're in will be displayed in red. Use the directional pad or left stick ⬆/⬇ to switch between floors. Use the directional pad or left stick ⬅/➡ to switch between stages.

ZOOM MODE

In the Zoom mode, you can zoom out by pressing 🔲 and zoom in by pressing 🔲. With the left stick, you can switch between the rooms. The room you've zoomed in will be displayed in orange.

One way doors will be marked with a directional arrow.
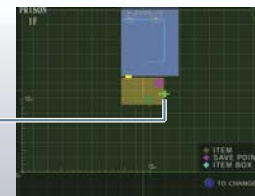
NOTE: You can cancel by pressing the 🟡 Button, wether in Map mode or Zoom mode, and go back to the Status Screen.

FILE

Select a file you want to view. Read files carefully: hints may develop from these notes.

> Four years have passed since I began serving Sir Alfred.
>
> He doesn't trust anyone!
> Even though I am his attendant, I am still strictly prohibited from entering his private house! What is his problem anyway?!

OPTION SCREEN

To display the Option Screen, select
OPTION from the Title Screen, or press
the BACK Button during a game.
If you press the BACK Button during a
cinematic scene, it will cancel it.

RESET GAME

This stops the game and return to
the Title Screen. If you didn't save,
unsaved data will be lost.

MONITOR ADJUSTMENT

Adjust screen brightness by following the
directions on the submenu. Your monitor
must have a brightness adjustment
function to use this option.

SCREEN SETTINGS

Adjust the size of the screen.

VIBRATION

Turn the Vibration function ON/OFF.

DEFAULT

Reset all options to their initial status.

EXIT

Close the Option Screen.