



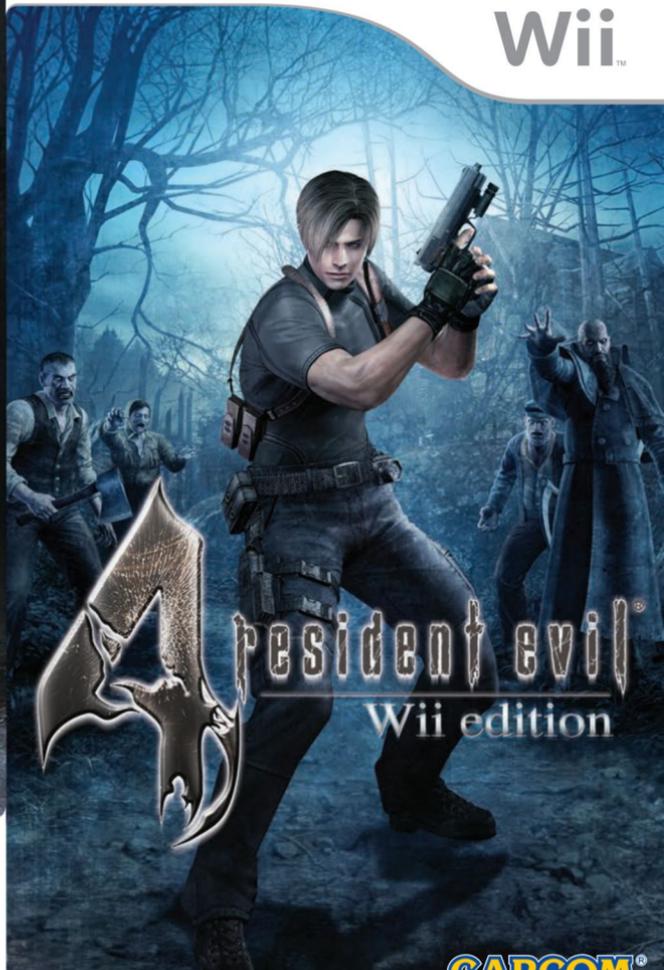
residentevil.com

CAPCOM[®]

CAPCOM U.S.A., INC.
185 Berry St., Suite 1200
San Francisco, CA 94107

PRINTED IN USA

Wii™



resident evil[®]
Wii edition

INSTRUCTION BOOKLET

CAPCOM[®]

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii™ HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

	<p><i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i></p>
	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p> <p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic Ix receiver. These receivers are sold separately.</p>
	<p>Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.</p> <p>Licensed by Nintendo </p>



resident evil
Wii edition

CONTENTS



GETTING STARTED	2
USING THE WII™ CONSOLE	3
PROLOGUE	4
CHARACTERS	6
GETTING INTO THE GAME	10
CONTROLS	12
ACTIONS	14
ACTION BUTTON	15
GAME SCREEN	16
SAVING & LOADING	17
STATUS SCREEN	18
ATTACHE CASE	19
MAP SCREEN	20
OPTION SCREEN	21
FILE SCREEN	21
ITEM SCREEN	22
WEAPONS DEALER	23
COMBAT TIPS	24
SECRETS	25

Register online at
www.capcom.com/insider

resident evil

Wii edition

GETTING STARTED

1. Insert the RESIDENT EVIL 4 WII EDITION Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the A Button.
 - The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to DISC DRIVE CHANNEL on the Wii Menu, and press the A Button. The Channel Screen will be displayed.
4. Point to START and press the A Button. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the A Button.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

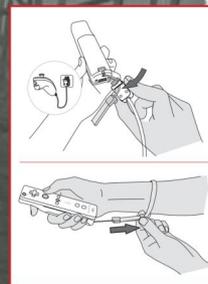
USING THE WII™ CONSOLE

NUNCHUK™ NEUTRAL POSITION RESET

If you move the Control Stick out of neutral position when the power is turned on, or when connecting to the Wii Remote, the new position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, + and - Buttons on the Wii Remote for three seconds.

USING THE WII REMOTE™

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock – make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.



• **CAUTION:** Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the wrist strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

• **WARNING:** Not suitable for children under 36 months of age. The Wii Remote wrist strap and Nunchuk cord can coil around the neck.



resident evil
Wii edition

Several years have passed
since the destruction of Raccoon City...

PROLOGUE



A mysterious village...

Leon is now facing his ultimate
challenge...



Creatures that defy nature...



ARE THEY HUMAN?

A CURSE THAT PLAGUES THE HUMAN BODY



4

5





resident
Wii e

CHARACTERS

"Everything's going to be just fine."

"All right! Here goes nothing."

Leon S. Kennedy

Ashley Graham

Agent for the U.S. Government. He has been sent to Europe on a solo mission to rescue the President's kidnapped daughter, Ashley. Leon is one of the few people who survived the destruction of Raccoon City six years ago.

Daughter of the President of the United States. She was kidnapped by a mysterious group on the way home from her college in Massachusetts. Allegedly she has been spotted in a village in Europe, but there has been no sign of her since!



resident evil
Wii edition

"Long time no see, Leon."



Ada Wong

This mysterious woman has been working covertly behind the scenes. She met Leon during the Raccoon City incident. She was thought to be dead. Now it would seem that she is alive and working as a spy for an unknown organization.



8

"I'm just a good-for-nothing guy, who happens to be quite the ladies' man."



Luis Sera

Luis says he's a former cop, like Leon. Yet there's more to this mysterious Spaniard than meets the eye. There's even a rumor that his grandfather once lived in the area.

Jack Krauser



"Enough talk. Time to die, comrade!"

A former colleague of Leon's. Now working for his own unknown objectives. Presumed dead after an accident two years ago, Jack reappears, with obvious animosity toward Leon.

9

resident evil
Wii edition

GETTING INTO THE GAME

STARTING A GAME

Press the **A** Button to skip the opening movie and display the Mode Select screen.



- ▼ **NEW GAME** – Start a new game from the beginning.
- ▼ **LOAD** – Load your saved progress and continue your game. Selecting the last saved file (page 17) lets you resume the game from where you left off.
- ▼ **OPTIONS** – Change various game settings (page 21).
- ▼ **EXTRAS** – View the bonus material and access the new difficulty setting and extra game modes you've unlocked during the game (page 25).

DIFFICULTY LEVEL

After you complete the game the first time around, you can select a difficulty level the next time you play.

- ▼ **NORMAL** – Standard gameplay mode when you start the game.
- ▼ **PROFESSIONAL** – This mode is added once you complete the game the first time.



YOU ARE DEAD.



GAME OVER

Getting attacked by enemies and falling into enemy traps depletes your Health Meter. When the meter reaches zero, your game is over.

You will also end the game by failing to complete your mission requirements.

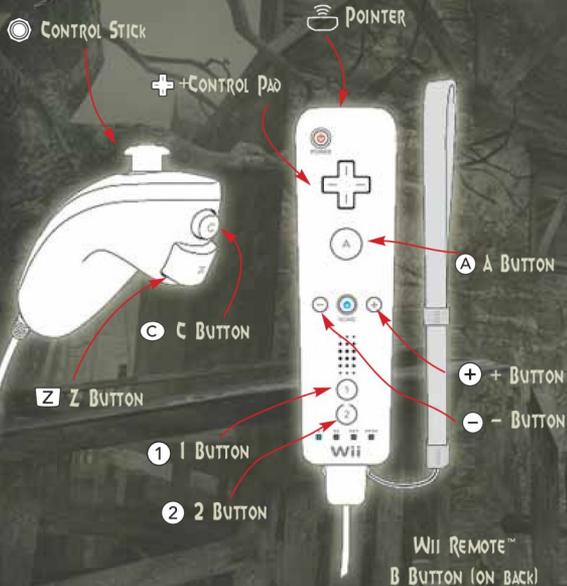
CONTINUE

Even if your game is over, you can choose to continue the same game. To do that, select **YES** on the Continue screen.



resident evil
Wii edition

CONTROLS



WII REMOTE™

Reload
Knife Attack
Quick Knife Attack

Wave Wii Remote™ while holding B Button
Wave Wii Remote™ while holding C Button
Wave Wii Remote™ with Knife put away

CONTROL STICK

Move forward/back/left/right
Targeting

⬆️/⬇️/⬅️/➡️
Any direction moves sight

+CONTROL PAD

Reload
Camera

Press while holding B Button
Move the camera's point of view

C BUTTON

Draw Knife
Knife Attack
Scope: Zoom out when using Scope

C Button
C Button + A Button
C Button

Z BUTTON

Run
Quick 180° turn
Scope: Zoom in when using Scope

Z Button + Control Stick ⬆️
Z Button + Control Stick ⬇️
Z Button

POINTER

Aim

Point in direction while holding B Button

A BUTTON

Fire/Attack while holding B Button
Action (Kick, etc.)
Perform prompted action
Confirm

A Button
A Button
A Button
A Button



B BUTTON

Draw weapon
Rotate item in Attache Case
Cancel

B Button
B Button
B Button

+ BUTTON

Command Ashley
Display Keys & Treasures

+ Button toggles "Wait" and "Follow me"
+ Button

- BUTTON

Display Status Screen/Skip cutscenes/
Cancel

1 BUTTON

Map screen

2 BUTTON

Options screen

resident evil Wii edition

ACTIONS

AIM AND SHOOT!

- ▼ A gunsight appears when you point the Wii Remote™ at the screen.
- ▼ Zero in on the enemy and fire!
- ▼ The gunsight turns red when pointed at an attackable object. (If there is an obstacle between Leon and the target, the gunsight won't turn red.)



B + then **A**



alone

C + or **C** + **A**

QUICK KNIFE ATTACK/KNIFE ATTACK

- ▼ For a Quick Knife Attack, wave the Wii Remote™ to slash at enemies and objects, regardless of your equipped weapon.
- ▼ For a stronger attack, press the C Button to draw your knife, then wave the Wii Remote™ or press the A Button to attack with the knife, regardless of your equipped weapon.



WEAPON RELOAD

- ▼ Wave the Wii Remote™ while holding the B Button.
- ▼ You can also use the ⌘ Control Pad while holding the B Button.
- ▼ Reload time varies by weapon.

B + or **B** +

180° TURN

- ▼ Press the Z Button + the Control Stick ⤵ to do an "about face"!

+ **Z**



ACTION BUTTON

When you see the Action Button hint on screen, press the A Button to perform various awesome actions.

Aim at an enemy's head and fire!



Get close and press the A Button for a special action!



Press the Action Button at just the right moment for all kinds of actions!



resident evil
Wii edition

GAME SCREEN



ACTION BUTTON HINT



REMAINING AMMO

YOUR HEALTH

- ▶ Your Health is vital to your success. If it depletes completely, your game ends. Keep up your health by finding power-ups and avoiding enemy attacks and traps.
- ▶ Once Ashley joins you, her Health appears along with yours.
- ▶ When you run out of ammo, the Remaining Ammo indicator reads EMPTY. If this happens, you need to switch to another weapon.

SAVING & LOADING



SAVING YOUR PROGRESS

Use typewriters you'll find in each stage to save your progress.



LOADING SAVED DATA

You can load saved game data by selecting LOAD on the Title screen. You can also load mid-game by selecting LOAD from the Pause/Option screen (page 21).



resident evil
Wii edition

STATUS SCREEN

ATTACHE CASE



NAME
OF SELECTED ITEM

CURRENCY

Press the - Button to open the Status Screen. Here you can:

- ▶ Organize items in your Attaché Case.
- ▶ Equip weapons, and combine weapon parts to enhance existing weapons.
- ▶ Use Recovery items.
- ▶ Combine herbs and other items.

EQUIPPING/USING ITEMS

- ▶ Highlight an item to equip or use and press the A Button to display commands.
- ▶ Select EQUIP or USE to perform that command.



ATTACHE CASE



ORGANIZING ITEMS IN YOUR ATTACHE CASE

- ▶ Use the + Button to highlight an item you want to move.
- ▶ Move the cursor to an empty space.
- ▶ Press the + Button or the A Button to complete the move.
- ▶ Press the Z Button or C Button to rotate the selected item.

You can only pick up items if there is free space in your Attaché Case. Manage your items and space so you're always carrying the most important items for the tasks ahead.

TEMPORARY SPACE

If you pick up an item, but don't have enough space in your Attaché Case to carry it, it will be placed in the Temporary Space. Rearrange the items in your Attaché Case to create enough space for it. Items left in the Temporary Space will be discarded when you quit the game.



TEMPORARY SPACE

resident evil
Wii edition

MAP SCREEN

Select **MAP** from the Status Screen, or press the **I** Button in-game for quick access to the Map.

MAP NAME



DESTINATION

CURRENT LOCATION

MARKERS

SELECT MARKER

Select the item you want to see and it will appear on the Map, showing you its location.



OPTION SCREEN

Select **OPTION** from the Main Menu, or press the **2** Button in-game to open the Pause/Option screen. Follow the on-screen instructions to do the following:

- ▶ Load save data in mid-game or restart the game (from designated checkpoints).
- ▶ Adjust controller settings.
- ▶ Adjust screen settings.
- ▶ Adjust sound settings.

NOTE: Be sure to read the screen hints for further information when adjusting settings.

FOR DOLBY® PRO LOGIC® II DECODING

This game supports Dolby® Pro Logic® II. To experience RESIDENT EVIL Wii EDITION in surround sound, connect an amplifier with a built-in Dolby® Pro Logic® IIx, Dolby® Pro Logic® II, or Dolby® Pro Logic® decoder to the Wii Console, turn on either of the amplifier's Dolby® functions, and select DOLBY PRO LOGIC II on the Option screen's Audio Setup menu.

FILE SCREEN

View Files acquired during the game.



resident evil
Wii edition

ITEM SCREEN

KEY ITEM

TREASURE



▼ Highlight either the Key item or Treasure item and press the A Button to display the list of commands.

▼ Select your command and press the A Button.

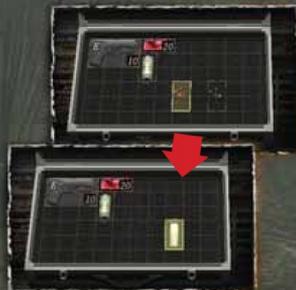
COMBINING ITEMS

By combining related items, you can free up space in your inventory and even power up your weapons.

▼ Press the Δ Button to select the herb you want to combine.

▼ Pick up the herb, and place it on top of the herb you want to combine it with.

▼ The two herbs will combine.



WEAPONS DEALER



Talk to the Weapons Dealer to buy and sell items. Here you can:

▼ BUY – Purchase weapons and parts.

▼ TUNE UP – Increase the firepower, firing speed, capacity and reload speed of your current weapons.

▼ SELL – Trade in jewels and other treasures for money.

NOTE: If you don't have enough space in your Attache Case, you may not be able to make purchases.

resident evil
Wii edition

COMBAT TIPS

AIM AT THEIR FEET

- ▶ Enemies go down easier when you aim at their feet.
- ▶ Press the Action Button at just the right moment, and enemies in the area will be blown away.

SHOOTING DOORS

- ▶ Shoot out doors to get to enemies!
- ▶ Some wooden doors and boarded-up walls can be shot out to get to enemies on the other side, or to make new routes.

VULNERABLE OBJECTS

- ▶ Sharpshoot red drum cans and barrels to blow them up, take out surrounding enemies and inflict more damage!



24

SECRETS

BONUS MATERIAL

Complete the main adventure and unlock a variety of bonus material, including:

- ▶ A new PROFESSIONAL difficulty mode.
- ▶ Bonus costumes.
- ▶ New weapons.
- ▶ Ability to "roll over" items to your second round of play.
- ▶ Movie browser. View the event movies from the game.

NEW GAME MODES

Additionally, after you've completed the main adventure, you can access new game modes from the EXTRAS option.

- ▶ SEPARATE WAYS — Play as Ada, the mysterious woman who appears in the main adventure.
- ▶ ASSIGNMENT ADA — Play as Ada, and collect 5 parasite samples to escape from the desolate island!
- ▶ THE MERCENARIES — Kill as many Ganado as you can before the time is up! Do well and a new character will be unlocked!
- ▶ Complete these missions and unlock even more bonus material!



25



CREDITS

Marketing: Jack Symon, Laili Bosma, Frank Filice, Philip Ser, Robert Johnson, Alben Pedrosa, Rey Jimenez, Robert Hamiter, Ryhel Tanabe, Tony Leung
Creative Services: Michiko Wong, Corey Tran, Jacqueline Truong, Philip Navidad, Christine Watson
Manual Translation: Brian Dunn, James Wilson
Public Relations: Chris Kramer, Alicia Kim
Community: Seth Killian, Christopher Tou
Customer Service: Darin Johnston, Long Nguyen
Manual Layout/Editing: Hanshaw Ink & Image

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge. To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (855) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday or please visit shop.capcom.com and click the Support tab at the top of the page.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC.
Consumer Service Department
185 Berry St., Suite 1200
San Francisco, CA 94107

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM®

CAPCOM U.S.A., INC., 185 Berry St., Suite 1200 San Francisco, CA 94107. ©CAPCOM CO., LTD. 2001. 2005. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. Resident Evil is a trademark of CAPCOM CO., LTD. The ratings icon is a registered trademark of the Entertainment Software Association. The graphics included herein are solely developed by Dynacoreware. © 1999 The Learning Company, Inc., and its subsidiaries. All rights reserved. All other trademarks are owned by their respective owners.