



TIGER
ELECTRONICS, LTD.

ENTER THE WORLD OF SURVIVAL HORROR.

STARTING A NEW GAME

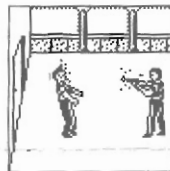
Turn the power on and the game introduction will play. Once it is complete, press **START** to go to the options menu. From here select **NEW** to begin a new game.

Once a **NEW** game is selected, press **BUTTON A** to begin. Leon will appear in the first level, the Police Station. Markers appear on either side of Leon to indicate his starting position. These markers will be shown on the **MAP** (the **MAP** is accessed in the Inventory and shows an overhead view of the current location) and can be used as a point of reference for the starting point of the level.

Your mission is to search out and destroy the infected population, particularly the more powerful **BOSS** mutants which are capable of spreading the virus. The game has many levels and you must make your way through each one. There is an exit on each level that you must find in order to proceed. If you can find and kill the last mutant **BOSS**, you will have completed the game.

Use the 4 directional keys to move **Leon** up, down, left, and right. You will want to explore each level, kill as many enemies as possible, and find the keys that will unlock the doors that block your way.

Leon begins the game armed with his handgun. To raise and lower the weapon, press **BUTTON B**. When Leon's gun is raised, press **BUTTON A** to fire the weapon. To shoot an enemy, line up across from it and fire the weapon. You may need to shoot an enemy several times to kill it.



Some rooms will contain storage chests. A variety of useful items may be found in a storage chest. To search a chest, move close to it (you must be facing either left or right), make sure your weapon is not armed (Leon should be standing with his arms at his sides), and press **BUTTON A** to bend down and open the chest. The item located in the chest will be displayed and you will be asked if you would like to pick it up. Use the left/right keys to choose **YES** to pick it up or **NO** to leave it alone. **NOTE:** If your inventory is full you will not be able to pick up additional items. In this case you will only be allowed to choose **NO**.



As you move around the levels you will see doors and hallways. Some doors may be locked and you will need to find keys to open them. When an arrow is visible at the bottom of the screen, you can move down to a room below. Aign yourself with the arrow and move down.



Continue to attack and destroy enemies, find keys, and make your way to the level exit. Once you exit the level, your score will appear. Press **START** to begin the next level.

Your **HIGH SCORE** will be retained by the unit.



INVENTORY SCREEN

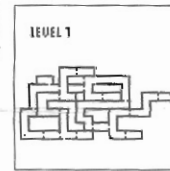
Press the **SELECT** key during play to view the inventory. Any item that you pick up will be stored in the inventory and will remain there until you use it. In addition to showing you the currently carried items, your inventory has other useful information.



LEON'S HEALTH - Located in the top left is Leon's health readout. This will show you Leon's current health state. Each time Leon is hit by an enemy, his health decreases. It is also possible for Leon to become poisoned. Keep a close eye on this meter to avoid Leon's sudden demise.



MAP - Use the left/right directional keys to select this option and press **BUTTON A**. The **MAP** will show you a top down view of the current level. Leon's position will be indicated by a small flashing dot. Leon's starting point will also appear as well as the exit to the next level.



ITEM - Use the left/right directional keys to select this option and press **BUTTON A**. You will now be able to select and use any item in the inventory. To use an item, place the target box around the item and press **BUTTON A**. A menu will appear on the left. Choose **EQUIP** and press **BUTTON A**.

NOTE: you can carry 6 items in your inventory plus the equipped weapon. If you are carrying 5 or 6 items, press **▼** on the directional key to view the last 2 inventory slots.



EQUIPING A WEAPON - Leon can carry 3 different weapons. If you would like to change weapons, first choose **ITEM**, and then highlight the desired weapon with the target box. Press **BUTTON A** and the item menu will appear. Choose **EQUIP** and press **BUTTON A** to switch weapons.



RESIDENT EVIL 2

INSTRUCTION

WARNING:
CHOKING HAZARD - SMALL PARTS,
NOT FOR CHILDREN UNDER 3 YEARS.

Ages 8 & up
Model 99-003

Raccoon City was once a quiet and peaceful mid-western town. New industry helped the town to thrive and the people were content. Each day passed much like the last and the townsfolk lived secure from the perils of the world around them. Then Umbrella Chemical Corp. arrived.

Soon after the trouble began.

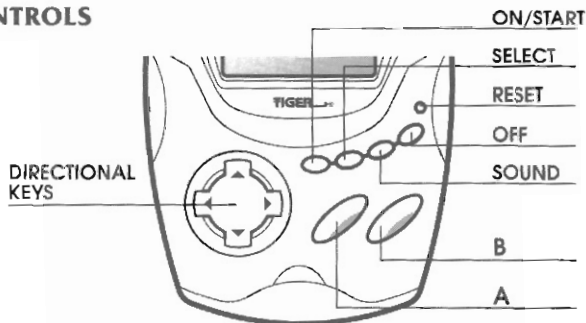
Rumors started to circulate about chilling apparitions appearing in the vast woodlands that surround Raccoon City. Screams would tear through the night and a once trusting people began to lock their doors. Eventually people began to disappear and the townsfolk became suspicious and edgy. The best they could do was increase their police force and attempt to discover the evil that was assailing their town.

Little known to the population of Raccoon City, Umbrella was conducting experiments in secluded laboratories. New and exotic viral strains were being developed with devastating effect. In the end, not even Umbrella fully understood the horror they would unleash on the population of Raccoon City.

Enter Leon Kennedy, a new police recruit on his way to Raccoon City. Called to service to help combat the growing unease, he is young and eager to do his civic duty.

With some last minute questions, he has repeatedly tried to contact the police captain who hired him. His attempts to contact the captain go unanswered. The town has gone silent. Undaunted, he heads unknowingly for Raccoon City and the horror that awaits him there.

CONTROLS



- ON/START** - Use this to turn on your 99x unit and start each level.
- OFF** - Use this to turn your unit off.
- SOUND** - Use this to turn the sound off and on.
- SELECT** - Use this to check Leon's inventory and pause the game.
- DIRECTIONAL KEYS** - For selecting options, inventory items, and for moving Leon.
- BUTTON A** - Use this to fire Leon's weapon when the weapon is armed.
- Use this to open a chest and pick up an item when the weapon is not armed.
- BUTTON B** - Use this to arm/disarm Leon's weapon. When a weapon is armed, Leon will stand with gun raised when not moving.
- Use this to cancel a selection in the inventory screen.

OPTIONS

- NEW GAME** - Choose this to begin a new game. Press **BUTTON A** to begin.
- LOAD GAME** - Choose this to enter a level password or secret code. Press **BUTTON A** to enter:
 - Use the **▲** and **▼** keys to move forward and backward through the alphabet.
 - Use **BUTTON A** to enter a letter and move to the next space.
 - Use **BUTTON B** to back up 1 space to change a letter.
 - Press **BUTTON A** twice to confirm and begin the game.
- LINK** - Choose this to link to another unit or to the Tiger 99x web site.

CONNECTING 2 - 99X UNITS - Use the enclosed 99x link cable to link 2 units together. Make sure both ends are securely and properly attached before entering link mode. Both players should then choose **LINK** in the options menu and press **BUTTON A** to enter link mode.

CONNECTING YOUR 99x TO THE TIGER WEB SITE - At the Tiger 99x web site you can upload your high scores and compare them with other players around the world. You can also download secret codes and hidden features. Attach the web link cable (sold separately) to the link port in the 99x and then attach the 9 pin connector to one of the COMM ports on the back of your PC. Connect to the Internet and visit www.TigerToys.com. From there you can connect to the 99x site.

RELOADING A WEAPON - Leon will find ammo supplies located in storage chests. Once ammo is placed in the inventory, it can be loaded into a weapon. To reload a weapon, the weapon must first be EQUIPED (meaning Leon must be holding the weapon). Choose ITEM and press BUTTON A. Use the target box to highlight the appropriate ammo for the weapon you wish to reload. Press BUTTON A and the item menu will appear. Choose COMBINE and press BUTTON A to place the ammo into the weapon. Once the ammo is loaded into the weapon, it will disappear from the inventory. NOTE: you can reload a weapon even if it is not empty, however, you will lose the extra bullets.



CHECKING ITEMS - If you wish to see specific information about an item or weapon in the inventory you can CHECK it. Choose ITEM and press BUTTON A. Use the target box to highlight the desired item and press BUTTON A. From the item menu choose CHECK and press BUTTON A. Information about the item will appear in the lower left corner.



EXIT - This will exit the inventory and return to the game

SCORE - Your score appears at the bottom of the screen.

You can cancel a selection at anytime by pressing BUTTON B.

ITEMS

GREEN HERB - use this to restore some of Leon's health

BLUE HERB - use this to cure Leon of a poison condition

FIRST AID SPRAY - use this to fully restore Leon's health.

WEAPONS - there are three different weapons Leon can use, hand gun, shotgun, and grenade launcher.

AMMUNITION - ammo will appear for each of the 3 weapons

KEYS - Keys will be useful for unlocking doors and moving closer to the exit. If you approach a door and the message LOCKED appears, then you will need a key to open the door. To use a key, you must face the door and then EQUIP it. If the key you have opens the door you are facing, you will hear the door unlock and you will be able to pass through it. If not, then you must still search and find the correct key.

LINKING GAMES FOR 2 PLAYER ACTION

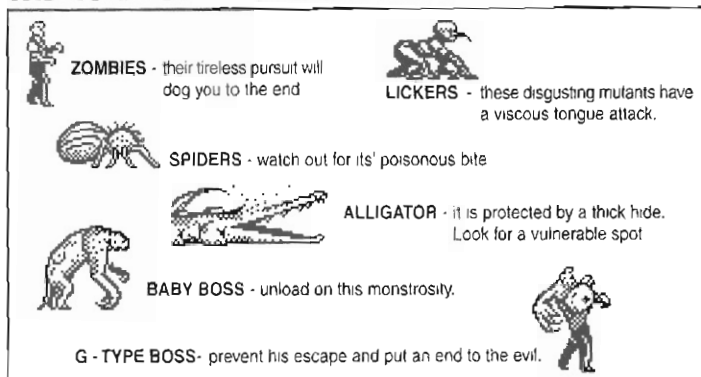
You can connect to another unit either by direct connection or by using the included link cable. Once 2 units are connected you can play a 2 player linked game.

Both players should choose LINK from the option menu and press BUTTON A to enter link mode. The LOAD screen will appear and you can enter a level code if you have one. This will allow you to play on any level in the game.

The 2-player game is a race to complete the level. The first player to complete the level will win the game. You can also win the game if the other player is killed so you must balance speed with caution.

Once a player dies or completes the level, the game will display the winner. At this point the game will return to the Options screen. From here you can choose to play again.

THE HORRORS OF RESIDENT EVIL 2



CODES

Resident Evil has many codes that can be used to augment the game. All codes are entered under the LOAD option. Level codes are also offered so you can access later levels without having to replay the entire game. HOWEVER, if you use level codes to access a level, you will not be given weapons you may have gained in previous levels. To win the game, you will need to play from the beginning. Check out www.tiger toys.com and find the 99x site for more information!

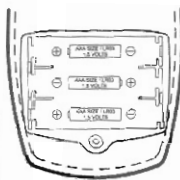
HINTS

- 1) Conserving ammo is very important. Learn how many shots it takes to kill each enemy and the best weapon to use in each situation. If you are wasting ammo, you will find it difficult to survive.
- 2) Learn to budget your inventory. You only have 6 inventory spaces plus your equipped weapon.
- 3) Level codes will help you walk through later levels but only with the handgun. Learn the dangers so you are prepared when you are attempting to win the entire game.
- 4) The game features a 3-minute power-down feature. If you wish to just pause the game and take a break, go to the inventory screen. This pauses the game and disables the 3-minute power-down feature.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.)

*AAA / LR03 batteries or equivalent, making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION :

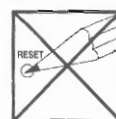
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE)
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

RESET BUTTON After battery insertion, the RESET switch may be pushed only if the game doesn't work properly (Use a ball-point pen)

CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your 99X RESIDENT EVIL 2 is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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PATENT PENDING

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