

RESIDENT EVIL 3 NEMESIS™

MATURE



CONTENT RATED BY
ESRB

CAPCOM

CONTENTS

TRAPPED	4
PROLOGUE	5
CHARACTERS	7
GETTING STARTED	9
CONTROLS	12
OPTIONS	14
PLAYER ACTIONS	17
SAVE/GAME OVER	19

STATUS SCREEN	23
ITEM	25
MAP/FILE	28
LIVE SELECTION/PARTNER	33
THE MERCENARIES	34
HINTS & TIPS	36
MASCOT CAPSULE	37

TRAPPED!

It all began as an ordinary day in September. An ordinary day in Raccoon City, a city controlled by Umbrella Corporation. No one dared to oppose Umbrella, and that lack of strength would ultimately lead to the city's destruction.

If only they had the courage to fight...

Once the wheels of justice begin to turn, nothing can stop them - nothing! But it may already be too late.

Now it's Raccoon City's last chance and my last chance ...

My last escape ...

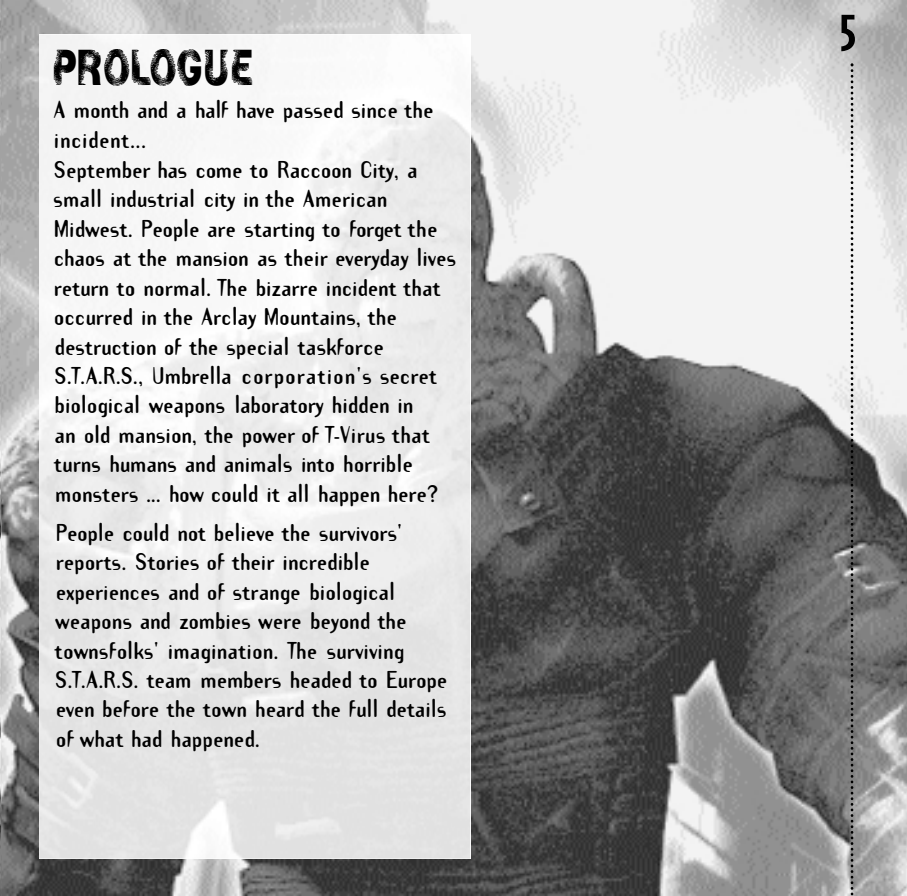


PROLOGUE

A month and a half have passed since the incident...

September has come to Raccoon City, a small industrial city in the American Midwest. People are starting to forget the chaos at the mansion as their everyday lives return to normal. The bizarre incident that occurred in the Arclay Mountains, the destruction of the special taskforce S.T.A.R.S., Umbrella corporation's secret biological weapons laboratory hidden in an old mansion, the power of T-Virus that turns humans and animals into horrible monsters ... how could it all happen here?

People could not believe the survivors' reports. Stories of their incredible experiences and of strange biological weapons and zombies were beyond the townfolks' imagination. The surviving S.T.A.R.S. team members headed to Europe even before the town heard the full details of what had happened.





They hoped it was all over. But then it happened again. Suddenly, a series of inexplicable murders occurred and a strange disease began invading neighbourhoods.

T-Virus was flowing into the city ...

The invisible plague snuck up silently and turned the unsuspecting citizens into monsters.

People cursed their foolishness. But the nightmare had already begun ...

The future was out of their control.
Raccoon City was on the brink of
collapse ...

CHARACTERS

JILL VALENTINE

Age/23

Blood type/B

Height/166

Weight/49kg

Jill is a member of S.T.A.R.S., a special taskforce in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, she is a talented woman with strong will and excellent judgment.

S.T.A.R.S

Special Tactics and Rescue Service

S.T.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.



CARLOS OLIVEIRA

Age/21

Blood type/O

Height/182cm

Weight/83kg

Carlos is from South America. His exact nationality is unknown but he carries Indian blood. He is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature. He is actually warm-hearted, with a strong sense of right and wrong.

U.B.C.S

Umbrella Biohazard Countermeasure Service

Formed separately from Umbrella's special taskforce, U.B.C.S. is a rescue force comprised mainly of war criminals and exiled soldiers. Though the team has a high mortality rate, it has been very successful in crucial rescue missions.



GETTING STARTED

When "Run Resident Evil 3" is selected from the launcher, a introduction movie will be displayed on the screen. Press the Accept Button (joypad X/Keyboard M) to skip the movie to the title screen.

NEW GAME

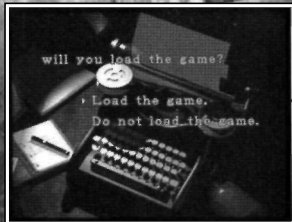
Start a NEW GAME from the Main Menu. You can choose to play your game in HARD or EASY MODE.

- HARD MODE - More difficult challenge.
- EASY MODE - Less challenging play.

LOAD GAME

Select "LOAD GAME" from the title screen when restarting a previously saved game.

You will then see a Load Screen. Select the desired save game to continue that game.

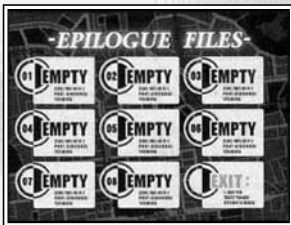


EPILOGUE

Allows you to access the epilogues of the characters from the Resident Evil series, starting with Jill. There are 8 epilogues in all and the number of epilogues that you can access increases as the number of your completed game increases.


EXIT

Quits the game and returns to the launcher/desktop.



CONTROLS

JOYPAD


This control setup is the default setup for the Microsoft  SideWinder[®] Joypad. However, the game can be played with other joypads.

DIRECTIONAL BUTTONS

Up	Move Forward
Down	Move Backward
Right	Turn Right
Left	Turn Left

L Button	Change Target While aiming with the R Button, press this button to change target
R Button	Draw Weapon (towards enemies only) Hold down this button and press Select/Action Button to attack Note: Only when a weapon is equipped.





X Button	View Map / Select Different Maps
Y Button	Select Targetable Objects
Z Button	Not Used
A Button	Select /Action (Accept, Examine, Attack (while pressing R button))/ Zoom In/Out Map
B Button	Cancel /Run (To run, hold down this button whilst using the directional buttons.)
C Button	Toggle Status Screen

KEYBOARD

Cursor Keys	
Up	Move Forward
Down	Move Backward
Right	Turn Right
Left	Turn Left

Space, Enter, C	Select/Action/Map (Zoom In/Out)
Esc, V	Cancel/Run
B	Change Target
S	Draw Weapon (towards enemies only)
X	Draw Weapon (towards all targetable objects)
Z	Toggle Status Screen
M	Display Map, Press M again to view map list.
Numeric Keypad	
8	Move Forward
2	Move Backward
6	Turn Right
4	Turn Left
Function Keys	
F1	About Resident Evil 3
F4	Toggle Status Screen
F5	OPTIONS
F6	Display Map
F8	Toggle between Window Mode and Full Screen Mode
F9	Quit game

OPTIONS

While playing the game, press F5 on the keyboard to display the OPTIONS menu. The OPTIONS consists of the following setup tabs: Video, Audio, Keyboard, Game Controller and Others.

VIDEO

Allows you to change the settings in the VIEW MODE.

AUDIO

Allows you to change the SOUND and BGM settings.

KEYBOARD

Allows you to check and change the configuration for your keyboard.

Right-click to change each setting.

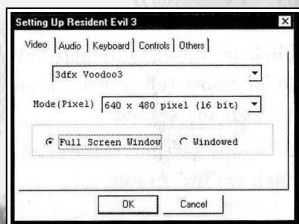
CONTROLS

Allows you to check and change the configuration of the game controller.

Right-click to change each setting.

OTHERS

Allows you to check and change other settings



RESET TO DEFAULT SETTING

Click on "Reset to Default Setting to (320 x 240, 16 bit colour full screen" in the launcher in order to reset the setting.

When the setup is restored to its default setting, click on "OK" to exit.



PLAYER ACTIONS

BASIC ACTIONS

- ATTACK

Press down the Draw Weapon button (Keyboard X / joypad R), and the Select/Action Button (Space, Enter, joypad A.)

When the player has a weapon equipped, he/she can "Attack". Press the directional UP or DOWN Arrow keys to aim the weapon up or down while pressing the Draw Weapon button.



- PUSH OBJECTS

Hold down the directional UP Arrow key. Some objects can be moved by pushing them. Face the object you want to move and hold down the directional key. If the object cannot be moved, your character will not make a move to push it.



- CLIMB/DESCEND STAIRS

Hold down the directional key (UP Arrow) and press the Select/Action key (Keyboard Space, Enter, or C/joystick A)

Press the directional UP Arrow key and the Select/Action key to climb up or to go down stairs. If the place where you are located does not allow you to go up or down, the character will not make the move to do so.

ADVANCED ACTIONS

The below actions are all advanced actions. Depending on where you use these advanced actions, you will be able to proceed through the game with an advantage.



- DODGE

Press the Draw Weapon key (Keyboard X/joypad R) the moment an enemy attacks you.

Note: You cannot dodge when you are severely injured.

Attack.. Press the Select/Action key (Keyboard Space, Enter, or C/joypad A) while holding down Keyboard X/joypad R. Dodge attacks

Draw Weapon... Hold down Keyboard X/Game Pad R.

When an enemy grabs your character or your character is down, you can escape more quickly by rapidly pressing the directional keys and a button such as the Select/Action button (Keyboard Space, Enter, or C/joypad A), Cancel key (Keyboard Esc or V/joypad B), Draw Weapon key (Keyboard X or S/joypad R), or Change Target key (Keyboard B/Game Pad L).

Quickly press the keys repeatedly.



Dodge attacks.



Tap the buttons repeatedly.

- QUICK 180 DEGREES TURN

Press the Cancel button (Keyboard Esc or V/ joypad B) while moving backwards (and pressing the directional Down Arrow key) to turn 180 degrees.

- ATTACK OBJECTS

In some areas of the game, certain objects can be used to attack enemies by shooting at the objects. These objects are called Attack objects.

When drawing a weapon towards all targetable objects with the Keyboard S key, you will be able to search for targets according to their order of priority. This can prove to be very useful against enemies.



Oil drum (Attack object)

SAVE/GAME OVER

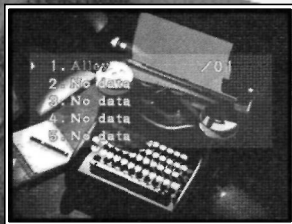
SAVE

To save game data, you must place an ink ribbon into a typewriter. Ink ribbons and typewriters can be found in various places throughout the game.

Once you have found an "ink ribbon", stand in front of the typewriter and press the Select/Action button (Keyboard Space, Enter, or C/joyypad A). You will be asked if you want to save your progress. Choose YES or NO and follow the instructions on the screen.

Note: You will need to find an ink ribbon each time you want to save, so use your ink ribbons wisely.

To continue a previously saved game, select **LOAD GAME** from the title screen.



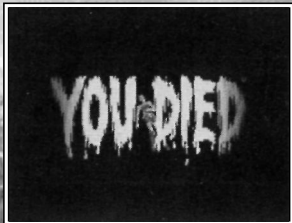
Note: If you overwrite an old game with a new game, the old game will be deleted.

GAME OVER

The player can be injured if attacked by any enemy. Depending on the degree of injury the player receives, the player's move will change.

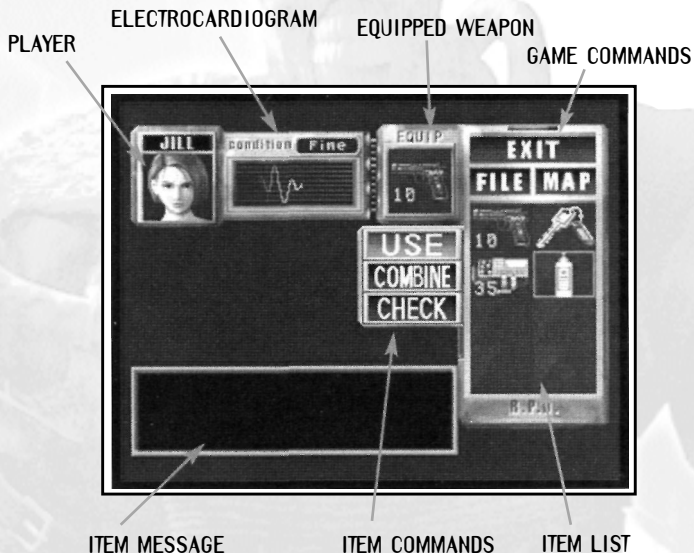
The degree of injury can be checked against the electrocardiogram found in the Game screen and Status screen. If a certain amount of damage is accumulated, the player will die and the game is over.

The game will also end when your partner dies.



STATUS SCREEN

Press the Status Screen Toggle key (Keyboard Z/joypad C) during the game to display the Status screen. This screen shows your character's condition and items he/she is carrying. To exit the Status screen, press the Cancel key (Keyboard Esc, V/joypad B) or select EXIT located at the top right side of the screen.



PLAYER

Your current character.

ELECTROCARDIOGRAM

Player's condition.



Fine Hardly injured



Danger Critical with serious wounds



Poison Poisoned

EQUIPPED WEAPON

The currently equipped weapon and the amount of ammunition that is loaded in the weapon.

ITEM LIST

The items you currently possess.

ITEM MESSAGE

The name of the item and its description.

ITEM COMMANDS

- USE...** To use the items you possess.
- COMBINE...** To combine items you possess.
- CHECK...** To examine the items you possess.

GAME COMMANDS

- FILE...** Allows you to view the files you have.
- MAP...** Allows you to view the rooms and areas you have visited.
- EXIT...** Allows you to exit the Status screen.



ITEM

USE ITEM

To use an item from the item list, highlight the item you want to use and press the Select/Action key (Keyboard Space, Enter or C/joyypad A). You then have three options in the command window. Select USE to use the item.

EQUIP WEAPON

To equip a weapon, highlight the weapon from the item list and press the Select/Action button (Keyboard Space, Enter or C/joyypad A). Then select "EQUIP" from the command window. To unequip a weapon, select "EQUIP" again.

Note: You must equip a weapon before you can use it.

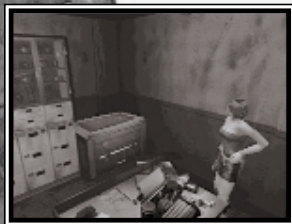
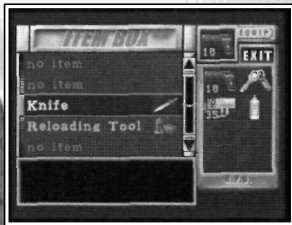
Note: You can only equip one weapon at a time.



ITEM BOX

You will notice that your character can only carry a limited number of items at any one time. In order to carry the items you might need at a certain time, you can store other items in an item box. The item boxes are located in various places throughout the game.

Stand in front of the item box and press the Select/Action button. The 'Item Select' screen will appear. You can exchange items, store items or take items out of the box in the Item Box screen. Highlight an item, then press the Select/Action button.



Note: You cannot throw away or lose items except for items such as ammos or keys.

Note: You can store up to 64 items in the item box.

CHECK ITEM

Use this option to examine an item or weapon you have acquired. Highlight the item, then select CHECK to see further information about it. Try to check every item to find useful information.



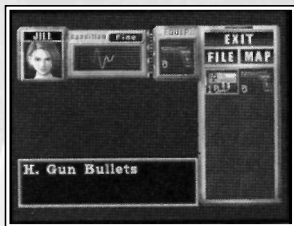
COMBINE ITEMS

Some items such as the weapons have a different effect or use when combined with other items. Try combining items to discover new uses.

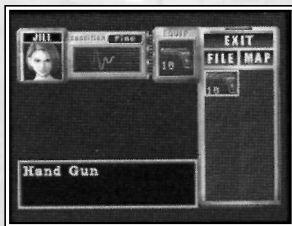
Open the Status screen and select the item you want to combine with the Select/Action button (Keyboard Enter, Space or C/joy pad A). Next, the item window will appear. Select COMBINE from the command window and then select the item you want to combine that item with.

Examples of Combining Items

Handgun + Handgun bullets



You can load ammo.



Green Herb + Red Herb

You can make a Mixed Herb.



Herbs can be mixed together.

Green Herb + Red Herb has the effect of completely restoring your character's vitality.

Herbs have various effects, depending on the combination.

MIXING AMMO

You can create ammo for the Handgun, Shotgun, Magnum, and Grenade Launcher by mixing gun powders,

Ammo can be made by combining "Gun Powder" with "Reload Tool".

Gun Powder A + Reload Tool = Handgun Bullets.

Gun Powder B + Reload Tool = Shotgun Bullets

Combinations of "Gun Powders" can create very powerful "Gun Powders".

Gun Powder A + Gun Powder B = Gun Powder C

Gun Powder C + Reload Tool = Grenade Rounds

Note: Grenade Rounds can be mixed with Gun Powder.

As you create bullets, your skill will improve, making you able to create even more bullets.



Gun Powder A



Reload Tool

MAP/FILE

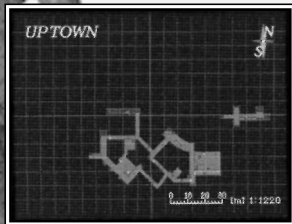
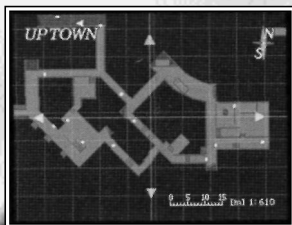
As you explore, you will acquire maps and files. These items will be automatically stored separately from your other items.

MAP

Select "MAP" from the Status screen to display the "MAP screen"

(You can also get to the Map screen by pressing M on the Keyboard or X on the joypad.)

On outdoor maps, you can zoom in and out by pressing the Select/Action button (Keyboard Space, Enter, or C /joypad A). You can also move the map up, down, right, or left with the directional buttons.



FILE

From the Status screen, select "FILE" from the command window to display the archived files. Select the file whose messages you wish to view.

Hints may develop from these notes.

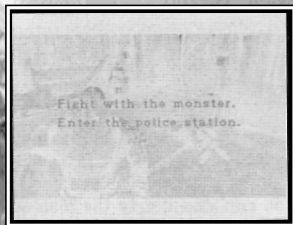
LIVE SELECTION/PARTNER

LIVE SELECTION

In-game events called Live Selection will occur when your character faces dangerous situations. When a Live Selection begins, you will have the opportunity to make a choice. Your selection will change the direction of the story. Make sure to make the decision carefully but quickly.

When a Live Selection occurs, the screen will look like the screen shown to the right and display a selection of the choices you have. Select one choice within a limited time.

If you do not make a choice fast enough, you may be left in a more dangerous situation!



PARTNER

During the game, you may need a partner character's help. When you are actually in control of a partner character, the Status screen will change accordingly. The basic controls are the same as for your main character.

During the game, you may be in a situation where your character moves together with a partner character. In this case, if the partner character dies, the game ends.



HINTS & TIPS

I CANNOT DEFEAT THE ENEMIES.

Find out what indicates that they are really dead.

When the enemies die, the enemies will collapse and you will see a pool of blood around the corpses.

USE THE WEAPONS EFFECTIVELY.

Each weapon has its own special characteristic. Find out which weapon is most effective against different kinds of enemies.

USE THE ATTACK OBJECTS.

If you use them well, you will be able to defeat the enemies that are difficult to defeat.

USE "DODGE" AND "180 DEGREES QUICKTURN".

With these moves, you will be able to avoid enemy attacks more effectively.

Note: If you still cannot defeat the enemies, try running away from them.

I CANNOT RECOVER MY HEALTH.

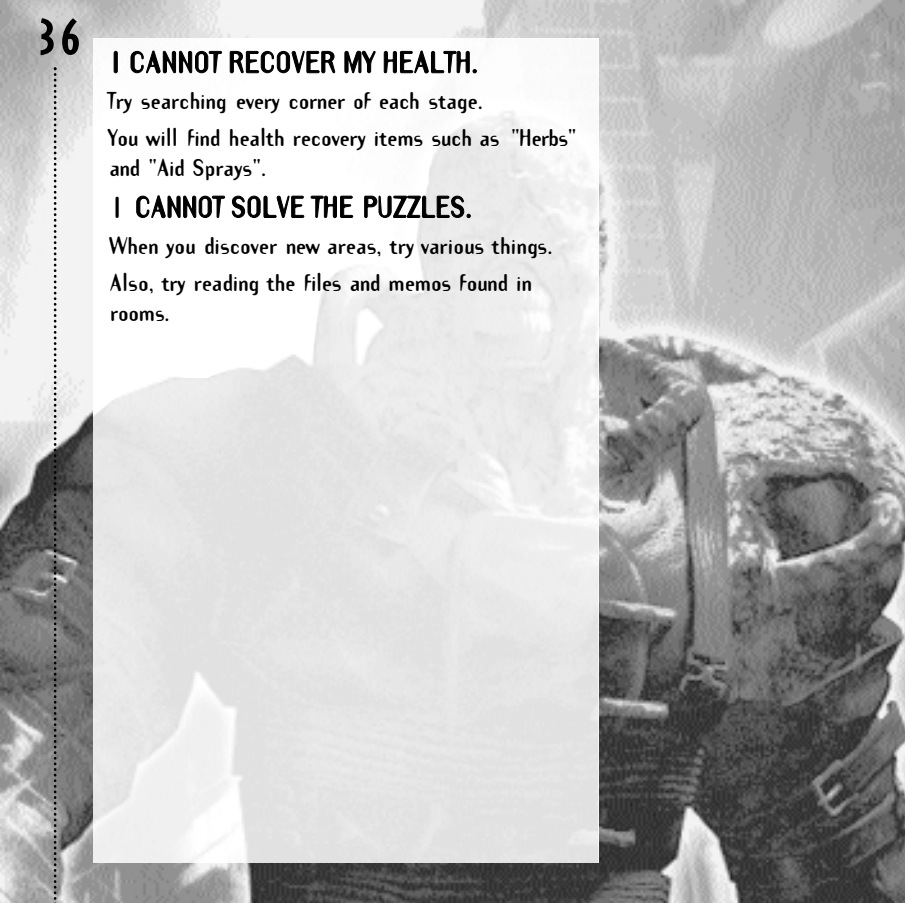
Try searching every corner of each stage.

You will find health recovery items such as "Herbs" and "Aid Sprays".

I CANNOT SOLVE THE PUZZLES.

When you discover new areas, try various things.

Also, try reading the files and memos found in rooms.



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