

LET YOUR DARKSIDE OUT



The year is 2002. US government agents Leon S. Kennedy and Jack Krauser are sent to South America to investigate the disappearance of young girls and rumors of a mysterious viral outbreak. The events that unfold will recall a dark journey into the past where the betrayals and horrors of Resident Evil 2 and Code Veronica come full circle. Can memories of the past help stop the biological terror that has resurfaced to threaten the



Battle hordes of zombies, alone or with friends in co-op mode



Use the Wii Zapper to fend off an onslaught of undead



Pure horror fun, brought to life with a gripping cinematic camera style

WWW.RESIDENTEVIL.COM/DARKSIDE

Wireless router or Nintendo Wi-Fi USB connector and broadband access required



Capcom U.S.A., Inc.
185 Berry St., Suite 1200, San Francisco, CA 94107

IMPORTANT!

Read the Wii Operations Manual completely before setup or use of your system.

WARNING: IF YOU HAVE EPILEPSY OR HAVE HAD SEIZURES OR OTHER UNUSUAL REACTIONS TO FLASHING LIGHTS OR PATTERNS, CONSULT A DOCTOR

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IMPORTANT: Unauthorized technical modifications to your Wii console may render this game unplayable.



R.V.L.P. SBIDE

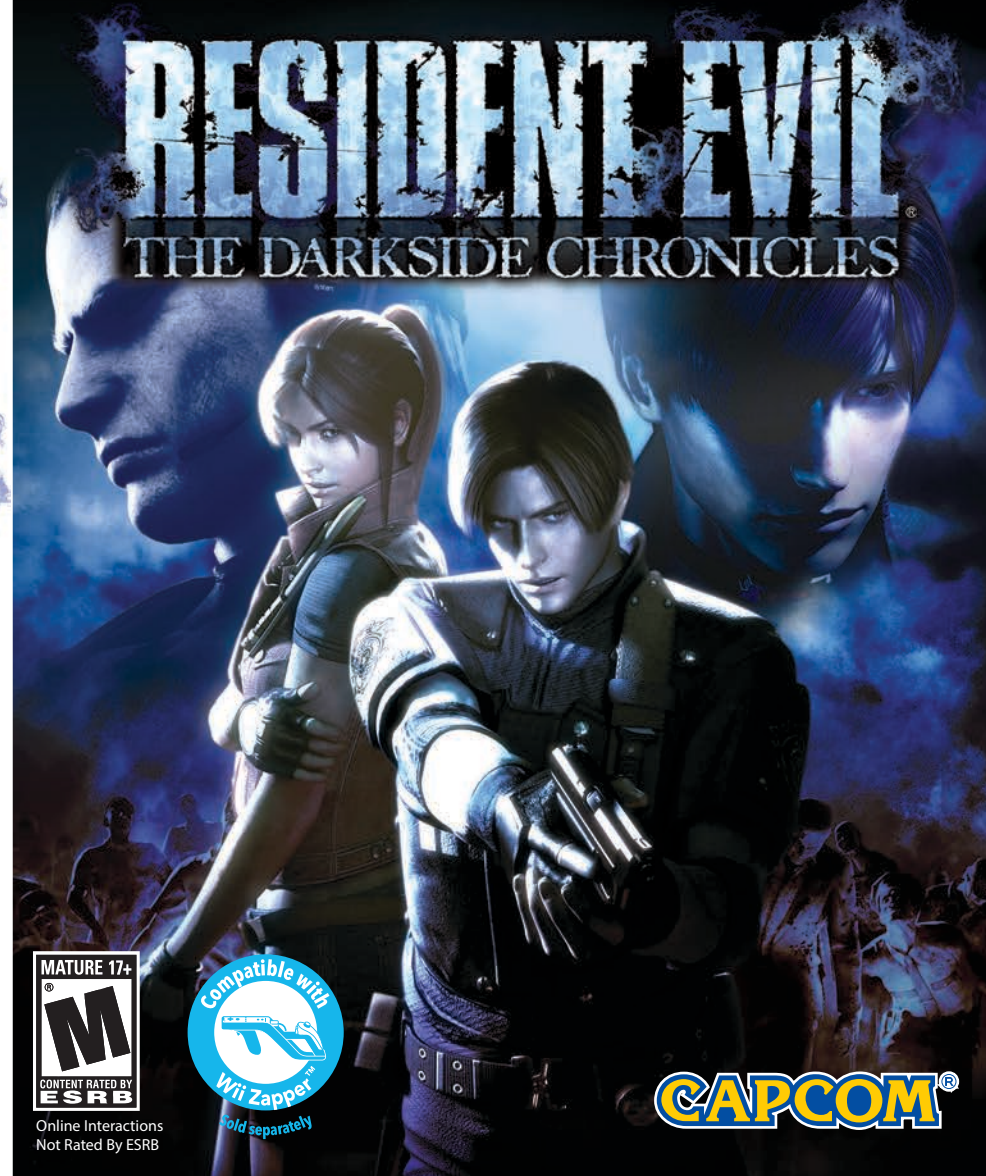


RESIDENT EVIL THE DARKSIDE CHRONICLES



Wii™

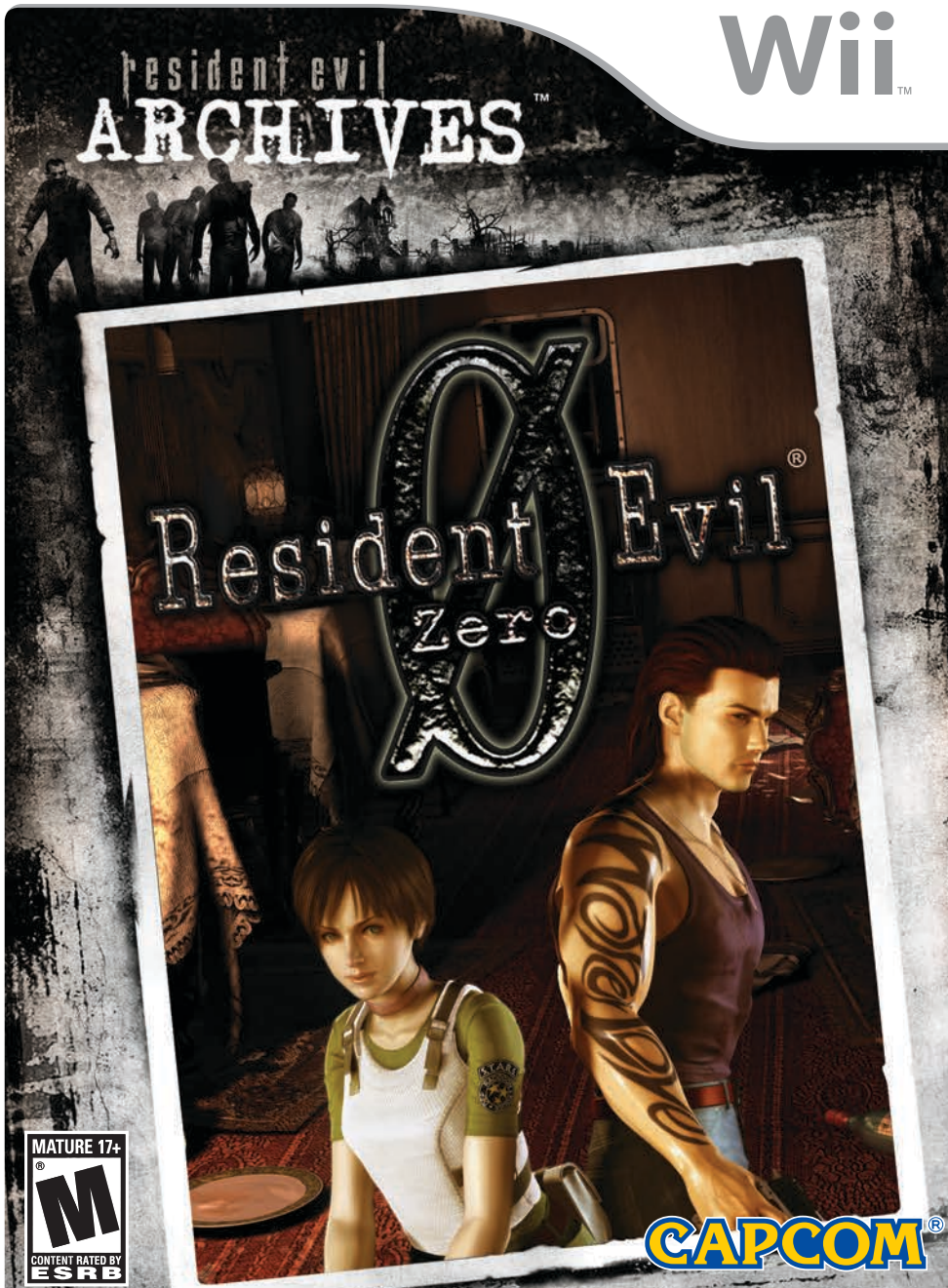
RESIDENT EVIL THE DARKSIDE CHRONICLES



Online Interactions Not Rated By ESRB



Wii™



MATURE 17+
M
CONTENT RATED BY
ESRB

CAPCOM®



Wii™ Resident Evil® Zero

resident evil ARCHIVES™



resident evil ARCHIVES™

Resident Evil® Zero

Before the Mansion. Before the Disaster. Evil is Born.

After a series of grisly murders in Raccoon City, S.T.A.R.S. Bravo Team scrambles to investigate. On the way to the scene, however, Bravo's helicopter mysteriously crashes in the nearby Arklay Mountains. Although everyone survives, nothing could prepare them for the horrors they discover next.

"A captivating and horrifying journey."

- Nintendo Power

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WARNING: IF YOU HAVE EPILEPSY OR HAVE HAD SEIZURES OR OTHER UNUSUAL REACTIONS TO FLASHING LIGHTS OR PATTERNS, CONSULT A DOCTOR BEFORE PLAYING VIDEO GAMES.

MATURE 17+
M
Blood and Gore
Violence
ESRB CONTENT RATING
www.esrb.org



RVL P RBHE



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 tendinitis, 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 feel 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>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.</p>
	<p>Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2007 Nintendo.</p> <p>Licensed by Nintendo </p>

⚠ 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.*
- *Use the Wii Remote Jacket.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



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* Screen photos may differ slightly from the actual product.

* This game is fictional. Any resemblance to actual persons, groups or events is strictly coincidental.



GETTING STARTED

1. Insert the Resident Evil Zero 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 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 Strap Usage Screen will be displayed.
5. When you are ready to begin play, press the **A** Button.

USING THE Wii CONSOLE

Nunchuk™ Neutral Position Reset

If you move the Control Stick out of the 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 overtighten 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's 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.

PROLOGUE

1998...

Several "unusual" murder cases had occurred in Raccoon City, a suburb in the Midwest. Gravely, Raccoon City police reviewed reports of groups of "people-eating monsters" attacking civilians' houses. The order came down: send in the elite S.T.A.R.S. team to investigate.

The S.T.A.R.S. Bravo team went in first. Unfortunately, due to inexplicable engine trouble, they had to make an emergency landing...



They touched down in a dense, dark forest.
This was the beginning...

of the nightmare!



The door to safety is shut.
...There is no turning back.

*S.T.A.R.S....

Special duty police unit whose name is an acronym for "Special Tactics and Rescue Service." They were formed as part of Raccoon City's police force in 1996 and charged with the mission of fighting the growth in urban terrorism and organized crime. They are divided into 2 teams, "Alpha Team" and "Bravo Team."



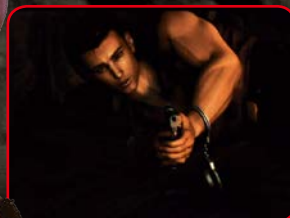
CHARACTERS

REBECCA CHAMBERS

The newest member of S.T.A.R.S. Bravo team.

She is a gifted woman who sped through school and graduated from her university at the age of 18.

A highly organized agent, Rebecca knows how to control a situation without letting it control her.



BILLY COEN

Convicted on circumstantial evidence, this ex-Marine was sentenced to death for the murder of 23 people. On the way to his execution, the transport he was riding in crashed and he escaped. While on the run, he bumps into Rebecca...

STARTING THE GAME

1. Correctly place the Resident Evil Zero Game Disc in the disc slot. The Wii console will turn on, and the screen on the right will appear. Read the contents and press **A** to confirm.

*The Health and Safety screen will be displayed when you power on the Wii. Please read the information carefully and then press **A**.

⚠ WARNING-HEALTH AND SAFETY

BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

Also online at:
www.nintendo.com/healthsafety/

Press **A** to continue.

2. When the Wii Menu appears, point the cursor at the Disc Channel and press **A**.



3. When the Channel Preview screen appears, point the cursor at Start and press **A**.



GAME MODES

NEW GAME

Start a new game from the beginning and set your game difficulty:

- Easy - beginner's best choice
- Normal - if you've played before
- Hard - for experts

After you've set your difficulty, the story begins from the intro.



LOAD GAME

Continue from a previously saved game. Select a file with previously saved data and you can begin play again from your saved point. (See P. 21)

OPTIONS

Change various game settings. The changes made here will be reflected in the game. (See P. 25)

GAME OVER

Whenever you are attacked or spring a trap, your character takes damage. When the damage accumulates to a certain level, your character dies and your game is over. Whether you or your partner dies makes no difference - you still lose.

Check on your character's condition on the electrocardiogram in the Status screen. (See P. 16)

*The character being controlled is called the "Main Player" and the one not being controlled is the "Partner." (See P. 22)

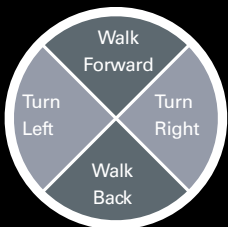


CONTROLS

These buttons represent the initial default settings. These can be changed in "Options" (See P. 25). This manual reflects the initial settings in its descriptions.

Control Stick

MOVE



*Controls are the same no matter what direction the character is facing.

QuickTurn



Z RUN

Press and hold the Z Button to run.

C Change Target

Change target when weapon is readied.

- Character Change

You can change with the - Button even on the Status screen.

+ Move Partner

Just like with the Nunchuk Style. Hold the Z Button to run.

Nunchuk Style

B Ready Weapon / Cancel

Hold the B Button to ready your weapon, press the A Button to attack with your currently equipped weapon.

A Action/Attack/Examine

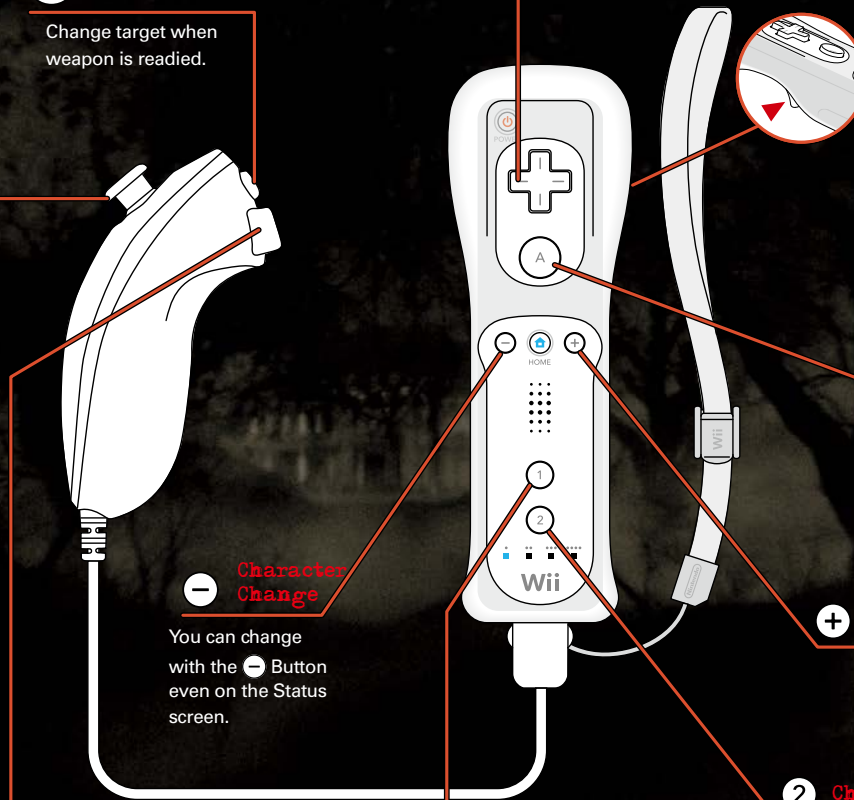
Performs to attack function when weapon is readied.

+ Open Status screen

2 Change Solo/Team (See P. 23)

1 Open Map screen

You can switch between Solo or Team mode.



CLASSIC CONTROLLER

These buttons represent the initial default settings. These can be changed in "Options" (See P. 25). This manual reflects the initial settings in its descriptions.

Solo/Team (See P. 23)

Start/**Z** Button
Switch between Solo/
Team during the game.

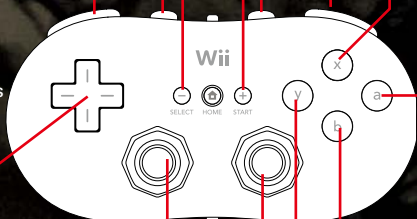
Open Map screen

ZL Button/Select Button

Change Target

L Button

Change target
when weapon is
readied.



READY WEAPON

R Button
Press and hold **R**
Button to ready your
currently equipped
weapon.

Character Change

X Button
Press **X** Button
to change even in
Status screen.

Action/Attack/Examine

A Button

Run/Cancel

B Button
When **B** Button
is pressed, "walk"
changes to "run".

Open Status screen

Y Button

R Stick Move Partner



The controls are the
same as for L Stick/
+Control Pad. * Switch
between "walk" and
"run" by the degree at
which you press the R
Stick forward.

NINTENDO GAMECUBE CONTROLLER

These buttons represent the initial default settings. These can be changed in "Options" (See P. 25). This manual reflects the initial settings in its descriptions.

Solo/Team

START/PAUSE
Switch between Solo/
Team during the game.

Change Target

L Button
Change target when
weapon is readied.

Open Map screen

Z Button

READY WEAPON

R Button

Press and hold the **R**
Button to ready your
currently equipped
weapon.

Open Status screen

Y Button

Character Change

X Button
Press **X** Button
to change even in
Status screen.

Action/Attack/Examine

A Button

Run/Cancel

B Button
When **B** Button is pressed,
"walk" changes to "run".

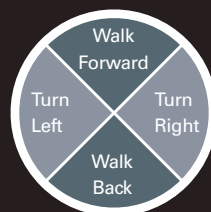
C Stick Move Partner



The controls are the
same as for Control
Stick/ +Control Pad.
*Switch between "walk"
and "run" by the degree
at which you press the
C Stick forward.

MOVE

Control Stick/ +Control Pad



*Controls are the same no
matter what direction the
character is facing.

Quick Turn



Quick Turn



ACTIONS

Instructions in this section use Nunchuk Style controls.

Examine

Press **A** in front of suspicious places.

You can investigate objects in front of you (in the case of a door, the door opens). By investigating different areas, you may learn some tips that will help you survive. (If nothing is there, no message will be displayed.)



Aim/Fire

B to aim / **A** to fire

Attack with the weapon you're currently holding. Also, by pressing up or down on the Control Stick, you can point your gun higher or lower.



Push

If there is something that can be moved, keep pressing in that direction and it will move.



Climb/Descend

You can climb or descend from waist-high level (or lower) objects. **A** near the object.

Climb

Face object and **A**



Descend

Stand on the edge and **A**



Run

Press and hold the **Z** Button to run.



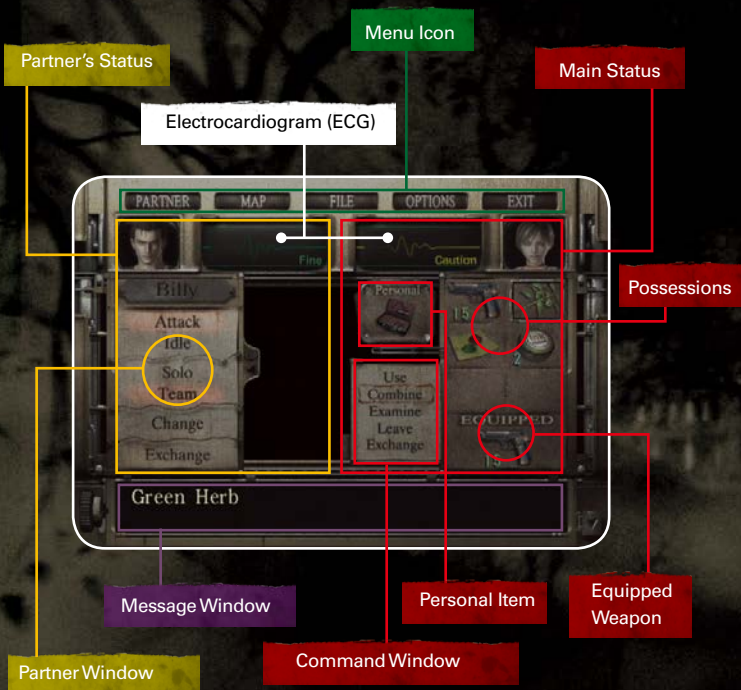
Quick Turn





Press the **Z** while pushing down on the Control Stick to do a 180° turn.



STATUS SCREEN

Press the **+** Button mid-game to open the Status screen. In the Status screen, you can check on and handle your character's items. Also, from this screen, you can open the "Map", "File" or "Options" screens.



Electrocardiogram	Player's status		
<div style="background-color: #4CAF50; color: white; padding: 5px; text-align: center;">Normal</div>  <p style="text-align: right; color: #4CAF50;">Fine</p>	<div style="background-color: #FFC107; color: white; padding: 5px; text-align: center;">Caution</div>  <p style="text-align: right; color: #FFC107;">Caution</p>	<div style="background-color: #F44336; color: white; padding: 5px; text-align: center;">Danger</div>  <p style="text-align: right; color: #F44336;">Danger</p>	<div style="background-color: #9C27B0; color: white; padding: 5px; text-align: center;">Poison</div>  <p style="text-align: right; color: #9C27B0;">Poison</p>

Main Status

Main player's status display: View the status of the main players

- Possessions Currently held items
- Equipped Weapon Currently equipped weapon
- Personal Items Character's personal items
- Command Window Item's command display

Partner Status: Displays partner's status

- Partner window Display partner's actions
(Press the **C** Button to display partner's items)
* Not displayed at certain points in the game when the characters become separated.

Message Window: Displays various information

- Message Window Detailed description of items and commands

Menu icon: Transition to the screen corresponding to each icon

- | | |
|---------|--|
| PARTNER | Open partner window in Status screen (See P. 22) |
| MAP | Opens Map screen (See P. 24) |
| FILE | Open File screen (See P. 24) |
| OPTIONS | OPTIONS Open Options screen (See P. 25) |
| EXIT | Close Status screen and return to game |

ITEMS

If you select "Item" in the Status screen, the following commands are displayed: "Use", "Examine", "Leave", and "Exchange". When you select a command, you are able to choose which item you want to execute the command on. Also, if the conditions are met, you can also choose the "Combine" command.

Use Item/Equip Weapon

Select "Use" or "Equip" and **A**.

After selecting an item, choose "Use" from the Command Window to use the item. In the case of weapons, the command "Equip" is substituted for "Use" and allows you to equip the weapon.

* Even if you have a weapon among your items, you cannot attack an enemy with it until it is equipped.

* You cannot "use" weapons or ammo.



Examine Item

Select "Examine" and **A**.

After selecting the item you want to examine, choose "Examine" from the Command Window to display a full screen image of the item.

Z **C** Zoom Out/Zoom In

Control Stick Rotate

A Enter



Combining Items

Combining one item with another can produce newer, more effective items (such as herbs) or replenish items (such as bullets).

Select the item you want to combine and the Command Window will be displayed. Now select "Combine" and another cursor will be displayed. Use this cursor to select the other item to be combined.

ADVICE

Different characters can perform different combinations, so it is best to experiment.



1. Select item to combine



2. Select other item to combine



3. Combination item appears (Combine a gun and bullets, to will replenish the ammo in the gun.)

Discarding Items

After selecting an item, choose "Leave" from the Command Window to discard the selected item. Please note, you cannot stack items on top of each other. The discarded items will be displayed on the Map screen. (See P. 24)

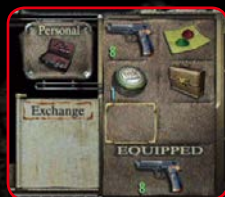


ADVICE

The number of items you can leave in one room is limited. Think carefully before discarding an item.

Exchanging Items

When the "Main Character" and the "Partner" are near each other, they can exchange items. After selecting the item, choose "Exchange" from the Command Window to display your partner's items. Then select the item you want to exchange.



ADVICE

If both characters are not close to each other, the "Exchange" command will not be displayed. In that case, the "Leave" command is a possible option.

SAVING/LOADING

To save your game progress, you will need to find, "Ink Ribbons" throughout the game and use them in conjunction with typewriters.

Saving Your Game

If you find the typewriter while you are in possession of an "ink ribbon", and press the A Button, the following message will be displayed: "There is a typewriter. Record data?" Select "Yes" to save. When you select "Yes", a File List will be displayed. Press up/down on the Control Stick to choose a file and press the A Button to save.



Caution

Saving the game once consumes 1 ink ribbon. There is a limited number of ink ribbons, so be cautious when saving.

Loading Your Game

Choose "Load Game" at the Start Screen and press the A Button. Then press up/down on the Control Stick to select your previously saved file and press the A Button to restart from that point.

* Saving the game requires one free block of space. (Maximum 4 blocks)

* While saving, do not turn off power to the Wii console or press the Reset Button.

PARTNERS

Your partner is an ally covering your back.

Resident Evil Zero has two playable characters, Rebecca and Billy. The player you control is the main character and the one who moves automatically is your partner. You can switch the character you control as needed as you progress through the game.

Take Control

You can give your partner different orders in the Status screen. Choose the Partner Icon to open the Partner Window. Use the Control Stick to scroll through the various order options and press the **A** Button to initiate that command. Consider your health and items when deciding what orders to give your partner.



Partner Zapping

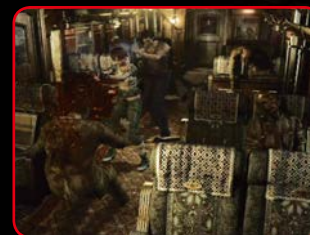
○ Button

Change which character you are using on the fly by pressing the **○**. You can also change which character you are using on the Status screen by pressing the **○** or by choosing "Character Change" from the Partner Window.

Change Action

Choose in the Partner Window and press **A**.

You can change the action being carried out by your partner. If you select "Attack", the partner will attack with the weapon they have equipped. However, if you keep attacking, they will too and will quickly run out of ammunition, so be careful.



ADVICE

Be careful because even if you choose the "Attack" command, if your partner doesn't have a weapon equipped, or if it is equipped but there is no ammo, the resulting action will be the same as "Idle".

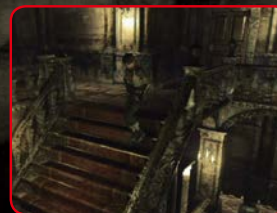
Solo/Team

2 or choose in the Partner Window and press **A**.

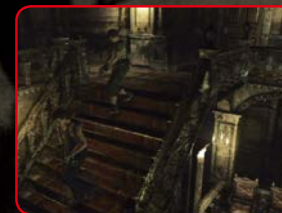
You can choose to either investigate by yourself or, if you choose "Team", the partner will follow the main character.

ADVICE

You can switch between Solo/Team at any time by pressing the **2** Button.



Solo Investigate by yourself



Team Your partner follows you

Caution

When you are investigating by yourself, time is still passing for your partner. Leaving your partner behind for too long is dangerous. If your partner is alone and needs help, he or she will call you over a walkie-talkie. Run and save your partner immediately or quickly change characters to get out of danger.

MAP/FILE

As you play the game you will eventually find maps and files. On the Status screen, use the Control Stick to line the cursor up with either "Map" or "File" and press the A Button to select.

MAP

Select this to switch to the Map screen and see your character's location as well as how each of the rooms are connected. Rooms are displayed in various colors to indicate which ones you have or haven't investigated.



- C** Button: Zoom In/Zoom Out
- Control Stick Change Level
- +** / **-** Select Map
- A** Button: Item List
- Z** Button: Hide Frame

Also, if you press the **A** Button on the Map Screen, you can display a list of the items you left on each floor. Press left/right on the Control Stick to view the position of each item.

FILE

If you select this, you can switch to the File Screen and you can read through all the files you've collected so far. Choose the file you want to read and press the **A** Button to see the detailed information.

OPTIONS

Select "Options" from the Mode Select screen or the Status screen to display the options. On the Options screen, you can change various settings such as "BGM or SE volume," "Controller type," "Vibration," "Screen Brightness" and the like.



Audio Setup

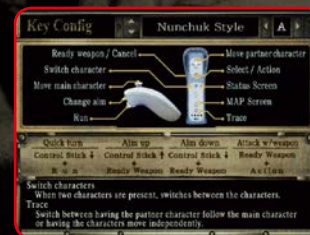
On this screen, you can switch between stereo/monaural or adjust the BGM or SE volume. Press up/down on the Control Stick to choose either "SE" or "BGM" and then press right/left to adjust the volume of the item.



"Sound" should be set in accordance with the television being used. In the case of a TV with monaural output, this should be set to "monaural" or there may be some cases in which sound is difficult to hear.

Key Config

Press right/left on the Control Stick to select a controller type with a different key configuration.



Rumble

Set the Rumble feature ON/OFF.

* If you turn the Rumble off with the HOME Button, this setting will not be useable.



MONITOR TUNING

You can adjust the television screen's brightness in the game. Adjust to the desired brightness by pressing up/down on the Control Stick.

* Follow the on-screen instructions to ensure the maximum playing enjoyment.



GAME RESET

End the game and return to the Start screen.



STRATEGY HINTS

CAN'T DEFEAT THE ENEMIES



Hint 1

Fallen enemies can still get up many times and attack you. When you totally defeat an enemy, its blood forms a puddle on the floor. Be sure you look for it.



HINT 2

Your area of attack and attack power vary depending on your weapon. Learn the characteristics of each weapon and choose the right one for the situation.

HINT 3

Some enemies are very vulnerable if hit in the right spot. Learn each enemy's weak point to take advantage of it.



HINT 4

Cooperate with your partner! If you select "Attack" from the partner command list, you can attack together. Don't run out of bullets or you'll be open to counterattack!

I STILL CAN'T DEFEAT THEM

HINT

If the enemy is giving you trouble, the best option may be to run for the time being. Sometimes the best offense is a good defense.

I CAN'T SOLVE THE PUZZLE AND MOVE ON

Hint 1

You probably overlooked a file or item earlier in your investigation. Go back to areas already explored and search carefully for missed items.



HINT 2

Examine each item carefully. Sometimes you can combine other items to make new ones that you can use to solve puzzles.



HINT 3

You can't solve all the puzzles by yourself. Sometimes you must cooperate with your partner.

I FORGOT WHERE I LEFT AN ITEM

Hint

Items you leave behind can be located in the Map screen. Use this to make finding items a lot easier.



I GOT SEPARATED FROM MY PARTNER

Hint 1

Your partner's location is displayed on the map. Changing characters can be a good way to get your bearings.



HINT 2

You can give your partner orders. While investigating together, be sure to act in unison. Give an "order" before you become separated.

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NOTES

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