

G O L D   E D I T I O N



A detailed illustration of Leon S. Kennedy and Claire Redfield from the Resident Evil Gold Edition. Leon is in the foreground, wearing a green tactical uniform with a patch on the shoulder, holding a handgun. Claire is behind him, wearing a green helmet and a red long-sleeved shirt under a green vest, also holding a handgun. A bright, glowing yellow and orange light effect emanates from the bottom center, resembling a large '7' or a powerful energy source. The background is a textured, golden-yellow surface with some faint, illegible text.

# RESIDENT EVIL



**CAPCOM**<sup>®</sup>

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED

## PlayStation®3 system

**STARTING A GAME:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Resident Evil® 5 GOLD EDITION disc with the label facing up into the disc slot. Select the icon for Resident Evil® 5 GOLD EDITION under [Game] in the PS3™ system's home menu, and then press  button. Refer to this manual for information on using the software.

**QUITTING A GAME:** During gameplay, press the PS button on the wireless controller for at least two seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.

**SAVING DATA FOR PS3™ FORMAT SOFTWARE:** Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.





# 2009 AFRICA

A car moves across the ever stretching roads of the African continent. The vehicle stops somewhere within the Kijuju Autonomous Region, and a lone male figure steps out. His name is Chris Redfield.

As Chris looks around, a woman approaches him.

## PROLOGUE



"Welcome to Africa. My name is Sheva Alomar."

Chris shakes her hand knowing that he will now have a partner on this mission.



Chris has lost many friends during countless missions. Sometimes he finds himself asking, is it all worth fighting for? It's not a question he knows the answer to. What he does know is that he has been given a mission, and he's going to carry it out.

"I'm on a personal mission, and I'm going to see it through."

# RESIDENT EVIL 5 GOLD EDITION



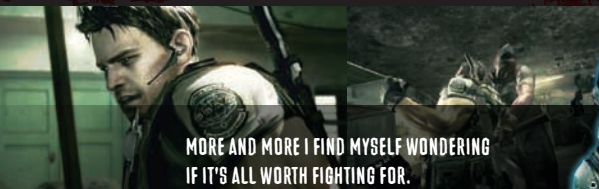
# CHARACTERS



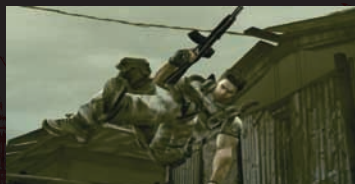
YOU READY, PARTNER?

## CHRIS REDFIELD

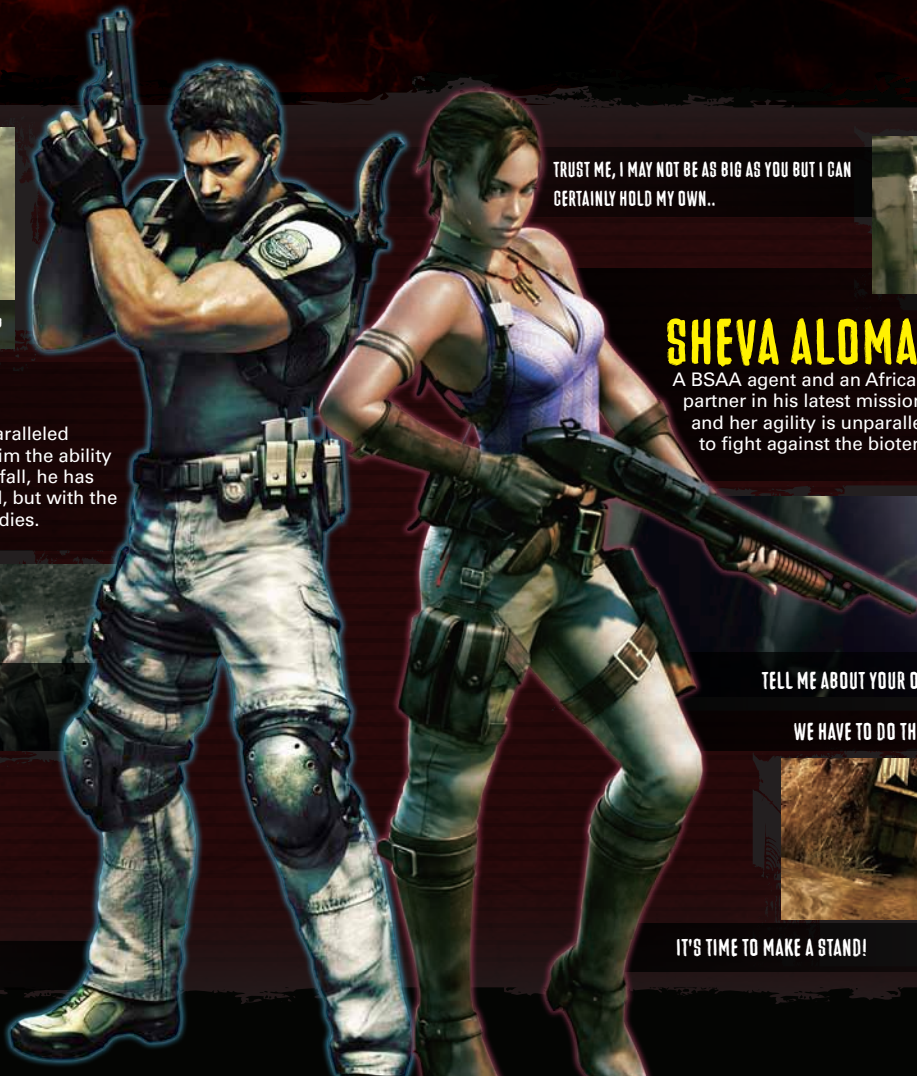
Chris's knowledge, instinct, and attack power are unparalleled within the BSAA, and years of experience has given him the ability to wield a variety of weapons. Since Umbrella's downfall, he has fought several biological threats throughout the world, but with the hard fought victories has also come devastating tragedies.



MORE AND MORE I FIND MYSELF WONDERING  
IF IT'S ALL WORTH FIGHTING FOR.



THERE'S SOMETHING I HAVE TO DO.

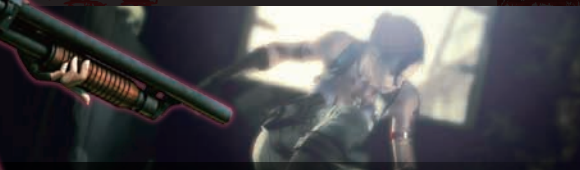


TRUST ME, I MAY NOT BE AS BIG AS YOU BUT I CAN  
CERTAINLY HOLD MY OWN..



## SHEVA ALOMAR

A BSAA agent and an African native. Sheva joins as Chris's partner in his latest mission. Her skills in battle are formidable, and her agility is unparalleled. She is driven by her dark past to fight against the bioterrorism ravaging her homeland.



TELL ME ABOUT YOUR OLD PARTNER.

WE HAVE TO DO THIS FOR OUR FALLEN BROTHERS.



IT'S TIME TO MAKE A STAND!

# TRANSFERRING SAVED DATA

Saved data from the Resident Evil 5 game can be transferred and used in the Resident Evil® 5 GOLD EDITION.

## For Resident Evil 5 without the title update 2.00 or above

Saved data which is transferred will be saved under the name Resident Evil 5 (Ver. 2).

## For Resident Evil 5 with the title update 2.00 or above

When the saved game data from Resident Evil 5 with the title update 2.00 and above is saved it will be saved as Resident Evil 5 (Ver. 2). Saved data created under Resident Evil 5 (Ver. 2 ) can be used directly by Resident Evil 5 GOLD EDITION.



PlayStation®3 version  
RESIDENT EVIL 5 saved data  
without the title update 2.00  
and above.



PlayStation®3 version  
RESIDENT EVIL 5 and the  
saved data with the title update  
2.00 and above.

PlayStation®3 version RESIDENT EVIL 5 save data when used in the RESIDENT EVIL 5 (Ver. 2) please delete the XMB RESIDENT EVIL 5 (Ver. 2) save data.

# EXTRA CONTENT

The Resident Evil 5 GOLD EDITION contains new game content. This extra content will be unlocked as the player completes selected actions in the game and can be accessed under Extra Content. **P.15**

If a saved game already has these actions completed then the extra content will automatically be unlocked and can be accessed right away.

## LOST IN NIGHTMARES

\*The extra content listed below can only be accessed once set actions have been completed within the game.

On a stormy night with the crack of thunder in the distance the dim form of two people can be seen in a deserted mansion. They are BSAA North America agents Chris Redfield and Jill Valentine. 3 years before the events in the Kijuju Autonomous Region, the two agents were part of a plan to apprehend the former head of the Umbrella Corporation [Ozwell E. Spencer].



Jill Valentine

Agent of the BSAA North American branch. She survived the "Mansion Incident" along with Chris. After that, she and Chris participated in the establishment of the BSAA after the destruction of the Raccoon City. As always, her responsibility is to be a trustworthy partner watching Chris's back.



Chris Redfield

Agent of the BSAA North American branch. As a result of the "Mansion Incident" in Raccoon City, he began his long fight against bio-terror. He is also one of the founding members of the BSAA.



## DESPERATE ESCAPE

\*This content can only be accessed after select actions have been completed in the game.

Jill is saved from her fate. But the injuries she has received are severe and she has collapsed. A voice brings her back from the brink. When she awakens there is a man before her. The man's name is Josh Stone. He is an agent with the BSAA West Africa Branch who has come to the aid of Chris and Sheva. Thus begins the pair's dramatic escape.

Jill Valentine

An ex-BSAA North America Branch Agent. She was declared deceased during the attempt to apprehend Spencer but can now be saved, depending on the actions of Chris and Sheva.

Josh Stone

A veteran fighter and BSAA West Africa Agent. He was Sheva's instructor when she joined the BSAA. His value as a soldier is proven but his real skill lies in his ability to coordinate and lead his team. He will operate independently of Chris and Sheva during this mission.

## THE MERCENARIES REUNION

\*This content can be unlocked by completing selected actions during the game.

Additional mercenary characters are added. These characters can be used to play the selected mercenary stages.



## VERSUS

\*This content can be played from the start of the game.

In this mode, up to 4 people can play in an online versus match. There are 2 modes; [Slayers] where the players compete by killing as many Majini as possible for points and [Survivors] where the players compete eliminate each other for points.



## EXTRA FIGURES

\*This content can be unlocked by completing selected actions during the game.

The extra figures can be examined here. The extra figures can be unlocked by completing selected actions within the game.



## EXTRA COSTUMES

\*This content can be played from the start of the game.

The costumes can be changed in the SPECIAL SETTINGS menu from the game mode screen. The costumes can only be used in this version of [Resident Evil 5].



# CONTROLS

**L1 button**

## Ready Weapon

Hold the **L1** button and press **R1** to perform an attack, or **X** to reload.

**L2 button**

## Ready Knife

Hold the **L2** button and press **R1** to perform a knife attack.

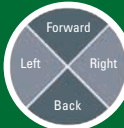
## Directional buttons

### Item Shortcut

You can assign an item or weapon to any of the four directions to use or equip instantly.

## Left Stick

### Move Character



## Right Stick

Control the Camera

## Targeting

Use this stick to aim your weapon while holding the **L1** or **L2** button.

**PS button**

**SELECT button**

Skip Cinema

## DUALSHOCK®3 WIRELESS CONTROLLER

\*This game is compatible with vibration capabilities. The DUALSHOCK®3 wireless controller is needed.

\* Controls represent default settings. Other control options can be selected from the **OPTIONS** menu. **P. 14**

**R2 button**

Display Map

**△ button**

Display Item Menu.

**P. 24**

**○ button**

**Co-op Action/Call/Cancel**

Perform complex actions in conjunction with your partner. **P. 22**

**START button**

Open Pause Menu

**X button**

## Run/Quick Turn/Confirm

Left Stick **↑** + **X** button: Run

Left Stick **↓** + **X** button: 180-Degree Turn

## Fire Weapon/Locate Partner

While the **L1** button is held, press the **R1** button to fire. Otherwise, press the **R1** button to locate your partner.

**□ button**

## Action

Perform a variety of context-sensitive actions. **P. 20**

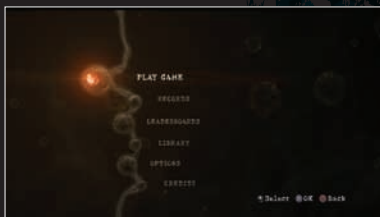
\*To fully enjoy the vibration function, press the PS button and check "On" under the vibration function setting.



# STARTING THE GAME

## INSTALLATION:

Resident Evil 5 GOLD EDITION will automatically install game data on your hard drive the first time you start the game. Installation is **REQUIRED** to play that game. Data can only be installed onto a single PlayStation®3 system. 6000MB of free space is necessary in order to install Resident Evil 5 GOLD EDITION.



## MENU SCREEN

Press the START button at the game's title screen to advance to the menu screen.

### PLAY GAME

Choose the game mode.

### RECORDS

View player statistics.

### LEADERBOARDS

View the leaderboards.

### LIBRARY

View documents, figurines, and cinemas.

### OPTIONS

Change or confirm in-game options.

### CREDITS

View Resident Evil 5 GOLD EDITION credits.

## GAME MODES

Choosing "PLAY GAME" at the title screen advances you to the mode selection screen.

### NEW GAME/CONTINUE

**NEW GAME:** Choose a difficulty level and begin a new game.

**CONTINUE:** Load saved data and continue playing from where you left off.

### CHAPTER SELECT

Play through any chapter that you have already completed.

### JOIN GAME

Play cooperatively online with another person. ▶ P. 18

### ITEM MANAGEMENT

Choose, purchase, sell or upgrade your items. ▶ P. 26

### BONUS FEATURES

Exchange the points you have acquired in the game for bonus content.

### SPECIAL SETTINGS

Access special options to further customize your game experience.

### THE MERCENARIES

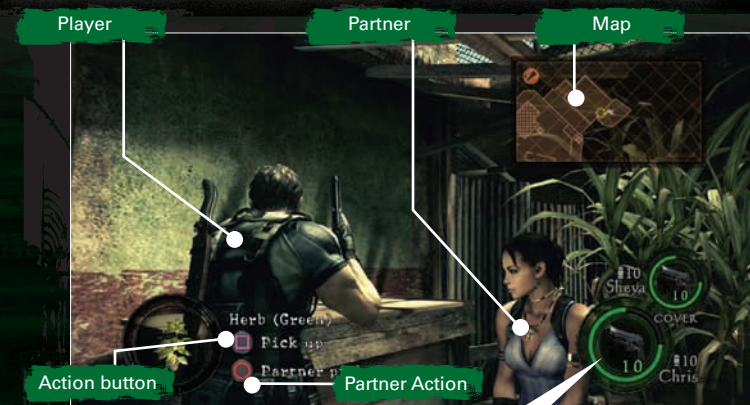
Play THE MERCENARIES mode.

\* In order to play this section you will have to clear the game at least once.

### EXTRA CONTENT

Play additional episodes. ▶ P. 9

# RULES/SAVING YOUR GAME



**Health Gauge**  
Your character's health decreases as you take damage.

**Equipment Icon**  
Displays your currently equipped item/weapon.

**Remaining Ammo/Item**  
Displays equipped weapon's remaining ammo (before reload) or remaining equipped items.

**Command Partner**  
Press the directional buttons while holding the **○** button to issue commands to your partner. "Cover" emphasizes defense while "Attack" emphasizes offense.

**Reserve Ammo**  
Displays the reserve ammo for the currently equipped weapon.

## DYING STATUS

When a character takes too much damage he or she will enter the DYING state, causing his/her movement and actions to be restricted. As time passes or further damage is dealt, the DYING gauge will decrease; when it reaches zero, the game is over. Only your partner can rescue you from DYING. ▶ P.23



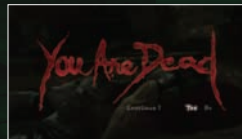
## GAME OVER

The game ends when one of the following occurs:

- Either the player or partner's dying gauge reaches zero.
- Both the player and partner are in the "DYING" state.
- You fail your assigned mission.

## CONTINUING

If the game ends, you have the option of restarting from your last checkpoint. To continue, select "YES" at the continue screen.



## SAVING

The game automatically saves when you begin a new chapter or choose to end your game from the pause menu.

### Beginning a Chapter



### Ending your Game



1100KB of data is required to save your game.

\*Autoload data can only be loaded by pressing **START** at the menu select screen.



# COOPERATIVE PLAY

Two players can assume the roles of Chris and Sheva and enter into cooperative play.

## OFFLINE COOPERATIVE PLAY

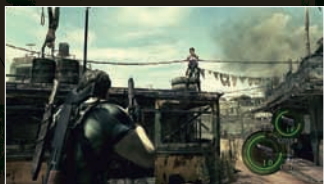
A second player can join in at any time during offline play.

To join in the action, connect a second controller to the PlayStation®3 system and press the START button. The game will pause and return to the Item Management screen.

When you return to the game it will enter split-screen mode, and the second controller will control the partner character.

\*When you return to the game you will return to the previous checkpoint.

\*To end the Co-op play, please choose QUIT in the Pause menu.



WE'RE PARTNERS. TO THE END.

## ONLINE COOPERATIVE PLAY

You can connect to players all around the world using the PlayStation®Network. Please note that a broadband connection is required to use the PlayStation®Network. You can either host or join an online game.

After working with a partner to activate a mechanism, you may encounter a rare situation in which the game cannot advance any further after Co-op Play is ended. If game play cannot continue, please open the Pause Menu and press the restart button.

## HOSTING A GAME

Select the hosting option from the NETWORK screen when you select either NEW GAME or CHAPTER SELECT from the PLAY GAME menu. (You can play through the game while waiting for another player to join.)



### CO-OP SETTINGS

You can place restrictions on who will be allowed to join your game from the NETWORK screen.



After you have confirmed your settings, the game will begin as usual. A message will be displayed in the upper left corner of the screen when a player attempts to join. Follow onscreen instructions to permit or deny the request.

## JOINING A GAME

Choose the JOIN GAME option in the MODE SELECT screen to join a game already in progress.

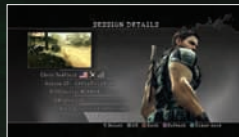


### QUICK MATCH

Search for a host without any specifications.

### CUSTOM MATCH

Search for a host according to a set of customizable specifications.



You will then be able to choose which game to join. Confirm your selection with the X button. Follow onscreen instructions after having placed your request.

# ACTIONS

Use your weapon's sight to target your foes.



## AIM - FIRE

Hold down **L1** use the Right Stick to aim, then press the **R1** button to fire.

## WEAPON RELOAD

Hold down **L1** and press the **X** button.

Pay attention to your ammunition. Ammo capacity varies by weapon.



## KNIFE ATTACK

Hold down **L2** to ready your knife, then press the **R1** button to attack.

This will allow you to attack with the knife. Use the Right Stick to change the direction of the attack.



## QUICK TURN

Hold down on the Left Stick and press the **X** button.

Press the **X** button while moving back to execute a 180-degree Turn.

## RECOVERY

Use a recovery item to restore your health.

Equip a recovery item and press the **O** button.

Use a recovery item while standing near your partner to heal both of you at the same time.



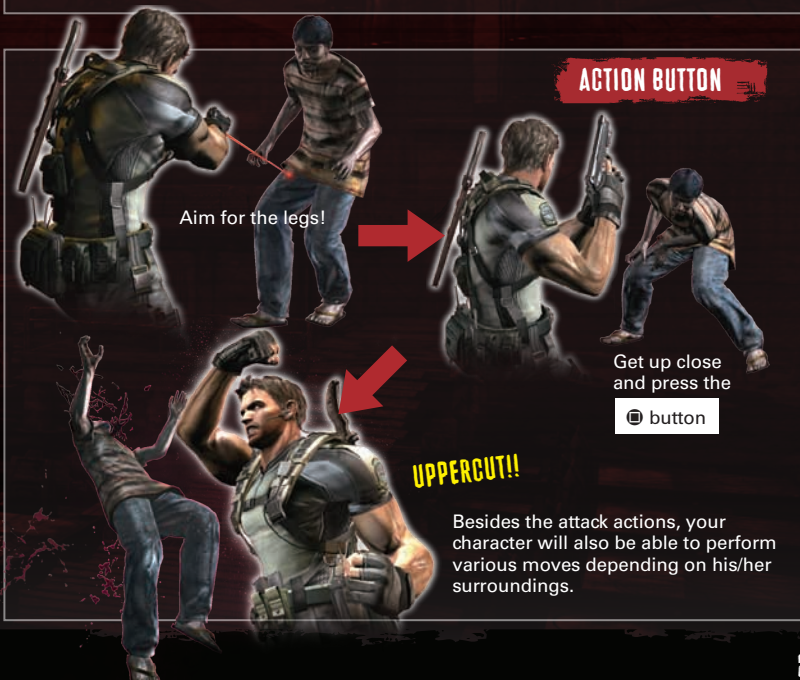
## ACTION BUTTON

Aim for the legs!

Get up close and press the **O** button


**UPPERCUT!!**

Besides the attack actions, your character will also be able to perform various moves depending on his/her surroundings.





# COOPERATIVE ACTIONS


Press the  button during game play to perform a variety of cooperative actions. You can also give your partner an item or save him/her from an enemy's grasp.

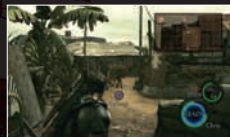
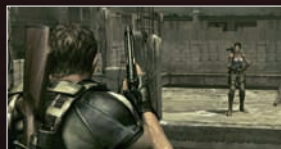
## COOP ACTIONS


When you can't move forward alone.




*You made it!*

Use the  button to perform a co-op jump!




If you perform a co-op action when your partner is not nearby, you will assume the READY stance while you wait for your partner to arrive. You can cancel out of the READY stance by pressing the  button. You will not be able to move or perform standard actions until the co-op action is completed or cancelled.

## TRADING ITEMS

You can pass an item or ammunition to your partner by equipping it and then pressing the  button when nearby.




## SAVING YOUR PARTNER FROM HELP STATUS

If your partner is caught by an enemy, he/she will enter the HELP status. You can save your partner either by approaching him/her and pressing the  button, or by incapacitating the enemy with a weapon.




*Your partner has been caught and needs your HELP.*

Get close and press the  button.


Attack the enemy and save your partner!



## SAVING A DYING PARTNER


If your partner starts DYING, the screen will flash momentarily and his/her health gauge will display the word DYING. You can save your partner from certain doom by quickly approaching him/her and pressing the  button.



If you have a recovery item  
Press the  button to heal



Your partner will be saved and regain some health.

If you do not have a recovery item  
Press the  button to assist



Your partner will be saved but will not regain any health.

# ITEM MENU/PAUSE MENU/MAP

Press the **△** button during gameplay to open the Item Menu.

Your character will be unable to move while the Item Menu is open.



The directional pad acts as a quick shortcut button that you can use to equip four different items instantly. If you assign recovery items and/or powerful weapons in switching equipment can be greatly reduced.

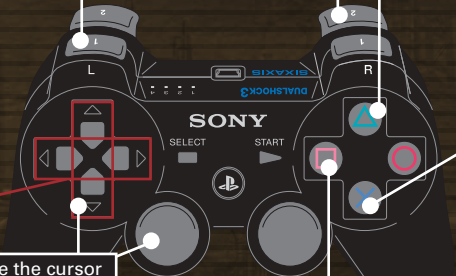


Closes the Item Menu  
(used for equipping items)

After highlighting an item press the **L1** button to equip the selected item and close the Item Menu.

Use these to move the cursor

**DIRECTIONAL PAD / LEFT STICK**



Opens and closes the Item Menu

**△ BUTTON**

Opens and closes your partner's Item Menu

After opening your partner's Item Menu with the **R2** button, select an item in their Item Menu and press the **×** button or the **Ⓢ** button to bring up the REQUEST command. Press **×** or **Ⓢ** again to request the item.



Item Menu Control

Once Menu Detail is open, use the **×** button to perform the following actions.

**Equip** - Equip a weapon or item.

**Use** - Use a recovery item.

**Give** - Give an item to your partner.

**Combine** - Combine herbs or stack ammunition.

**Discard** - Discard an item.

Move item

**Ⓢ BUTTON**

Pressing the **Ⓢ** button will enable you to move an item. Move the cursor to the desired location and press the **Ⓢ** button again to move an item.

## PAUSE MENU

Open the PAUSE MENU by pressing the START button during gameplay.

RESUME

Resume gameplay.

RESTART

End your current game and restart from the last checkpoint.

OPTIONS

Change various sound, control, and display options. Follow onscreen information concerning the different options.

QUIT

End your current game and return to the Title Screen.

This game is presented in Dolby® Digital 5.1 surround sound. Connect your PlayStation®3 to a sound system with Dolby Digital technology using a HDMI cable or digital optical cable. From the "XrossMediaBar", choose "settings", then select "sound settings", then select "Audio output settings", then select cable type you connected, and finally select "Dolby Digital 5.1 ch" to experience the excitement of surround sound.

XMB and Xross Media Bar are trademarks of Sony Corporation and Sony Computer Entertainment Inc.

## MAP

Open the map by pressing the **R2** button during gamplay.



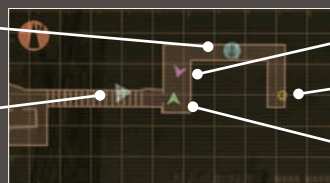
**LOCKED DOORS**  
Open them with a key.



**BOSS LOCATION**  
Only displayed when a boss appears.



**DOCUMENTS**



**SHEVA'S LOCATION**



**DESTINATION**  
Your destination on the current map.



**CHRIS'S LOCATION**



# ITEM MANAGEMENT

Here you can buy, sell, or upgrade the items you will carry with you in the game. You can open the ITEM MANAGEMENT screen either by selecting the option from the PLAY GAME screen, or when you select a chapter, continue, or restart.



CHRIS' ITEMS

SHEVA'S ITEMS

Here you can trade, move, sell, or combine items. button move items.

ITEM STOCKPILE

This contains items which you have acquired during game play.

Use the **L2 / R2** buttons to swap the display between regular items and treasures.

## SPECIAL CONTROLS

**L1 button:** Sell an item.

**R1 button:** Upgrade an item.

## COMBINING ITEMS

Combine items to increase their effects and open up space in your Item Menu. Items can also be combined using the in-game item menus.



Select the herb that you would like to combine and choose the COMBINE option. Then select the herb with which you would like to combine it with and press the button.

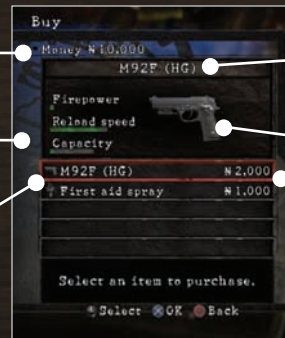
## PURCHASING WEAPONS/ITEMS

Use money that you have acquired in the game to purchase new weapons and items. Things purchased here will appear in your item stockpile.

TOTAL MONEY

WEAPON STATS

GOODS AVAILABLE



SELECTED ITEM

IMAGE OF ITEM

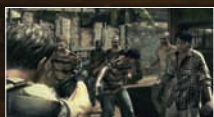
PRICE



# HINTS

## HINTS FOR ATTACKING

- Target your enemies' legs or head to make them stumble and easier to kill.
- When you have thrown an enemy off balance, you will have a chance to use an attack action. This will throw the surrounding enemies off balance as well, giving you an opening.



## DON'T LEAVE YOUR PARTNER!

If you leave your partner during the midst of battle, chances are that he/she won't be able to save you quickly enough. Try and stay as close as you can, particularly in the heat of combat.

## KEEP TRACK OF YOUR PARTNER

Press the **R1** button when your partner needs HELP to confirm his/her position. If you press the **L1** button with a weapon equipped while holding **R1**, you will automatically aim towards your partner. Be sure to always HELP your partner as quickly as possible.



**HOLD DOWN THE R1 BUTTON AND READY YOUR WEAPON WITH THE L1 BUTTON!**

# VOICE ACTIONS

Press the **○** button during gameplay to say a variety of context-sensitive phrases. There are many more phrases than are introduced below.

**THANKS!**

Thank your partner when they give you an item.



**HELP ME!**

Scream for assistance when you are in dire straits.



**NICE SHOT!**

Compliment your partner on a well-placed headshot.





# HISTORY

**1996**

Raccoon City Police Department's S.T.A.R.S. team is founded with Albert Wesker as Captain.

**JULY 1998**

Wesker sends Alpha Team to search for Bravo Team after communication is lost with them in the Arklay Mountains. Alpha Team encounters zombies created by the biohazard in the Arklay lab and mansion.

Wesker's plans are exposed. After his death at the hands of the Tyrant, an unknown virus within his system revives him. He then gathers B.O.W. materials and escapes the Arklay lab before it is destroyed. Wesker exploits his apparent death to go into hiding.

Former S.T.A.R.S. member Chris Redfield learns of the G-virus and heads to Europe to investigate Umbrella.

**SEPTEMBER 1998**

Former S.T.A.R.S. member Jill Valentine infiltrates Raccoon City.

Umbrella deploys the B.O.W. Nemesis T-Type into the city, and it begins its hunt for former S.T.A.R.S. member Jill Valentine. Jill defeats the Nemesis T-Type and escapes with the help of Barry Burton.

**OCTOBER 1998**

The U.S. government decides to implement a "containment strategy". The president orders a missile attack on Raccoon City, destroying all traces of it.

**DECEMBER 1998**

Claire infiltrates the Paris laboratory, only to be captured and imprisoned on Rockfort Island.

In order to obtain a sample of the T-Veronica virus, Wesker attacks Rockfort Island with his own private military force and releases the T-virus onto the island.

Continuing his search for his sister Claire, Chris arrives at Rockfort Island and finds Wesker.

Claire and Chris are reunited at the Antarctic Base, and together they defeat Alexia. They escape in a Harrier jet before the base is destroyed.

**2002**

Chris and Jill take part in the mission to destroy the Umbrella Caucasus Research Facility in Russia. They were successful in destroying a new B.O.W. known as T.A.L.O.S.

**2009**

Chris Redfield, now a member of the BSAA, heads to Africa on an investigative mission...

# NOTES

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# NOTES

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# NOTES

[illegible]

# NOTES

[illegible]

## NOTES

[illegible]

# NOTES

[illegible]



# NOTES

# KIJUJU SURVIVORS

doubledstatue	Hypercoyote	NinjaGaijin
RameezYousefi	Mark A. Stewart	Alejandro Hernandez
THIA & PU Community	Josh Edwards	Ortega
Sean "[STARS]TyranT" Hall	Monique Alves Lourenço	ZombieOverlord
Rob McGregor	nosferatu101	JimmySheen
(ResidentEvilFan.com)	Antonio "DEATHMARINE"	Link-GS
Justin Paul Celani	Falcon	Michelle Shiroma
Richard E. Jimenez	Yoke	CedricThievent
Oen Shvaikov	Nelson Alejandro Morales	Lvl.3
"ResidentEvilForever.ru"	Torres "Nelson TsX"	Anakenobi
Ra1DeN	ffboi7	sean2173
Paul S. Lee	Reno	ItchyTasty06
Murillo Gerardo	Caesar Rivera Jr	EvilRyu1986
GamerLimit	Ultimate_Bio-weapon	DyceGamez
Ekamp	jrod69	jdj
Zuko	Paineszankio	Garner Duff-Harris
Rising85	Cheba	Viallon Florent
Andreas Gornikewicz	nightie	Devil_89
Saner	Roukan	Loomis
patriots321	Kangaxx	Elisa Taskinen
William Matthew Yi	silverkiller	bbuck
"GuardianE"	DarkReaper9	Timothy "sourpk" Russell
Joystiq	Stephen Spenser Wilson	SynysterKill92
ElusionM	Alex Charette	Erick David Soto Cota
Jordan Devore	rodrigowar	Karty55
HUNK59 biohazardfrance	Luis Enrique Palma	Alexandre Audi
ultimatechance	Dominguez	"Spartan1590"
MisterDevil	alexander37_seahawks	Marion C. Alor
lobo_solitario	CallToArms182	flipislander13
ps3-talk.de	Sebastian "B4-Hunter"	tk1989
DirtyDale	Michalski	bluntcorpse
Pepito	Diego Antonio Rivera	ConsoleGaming
Jesper Ravn Thuesen	Villavicencio	Ezraeille
badflame101	vegaman-x	Crizalid
David Carillet	wizard200	Sandhand02
Dave "Megatron Wolf"	LeechCharmer	IvAncAdU
Schreiber	David Lee Corral	chevalierzeus
Chris-Rickfield	goku.	
Vincent Jablonowski	Jordan Krueger	
Leonesaurus	Lauferon Cedric	
BASSA Jimmy	ShevaxAlomar	

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**Director of Production**  
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