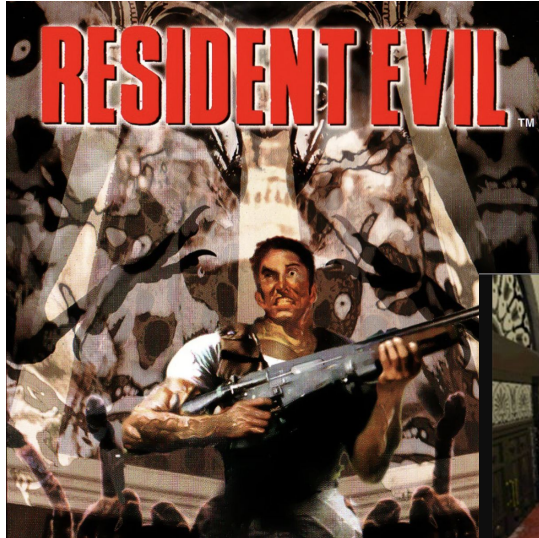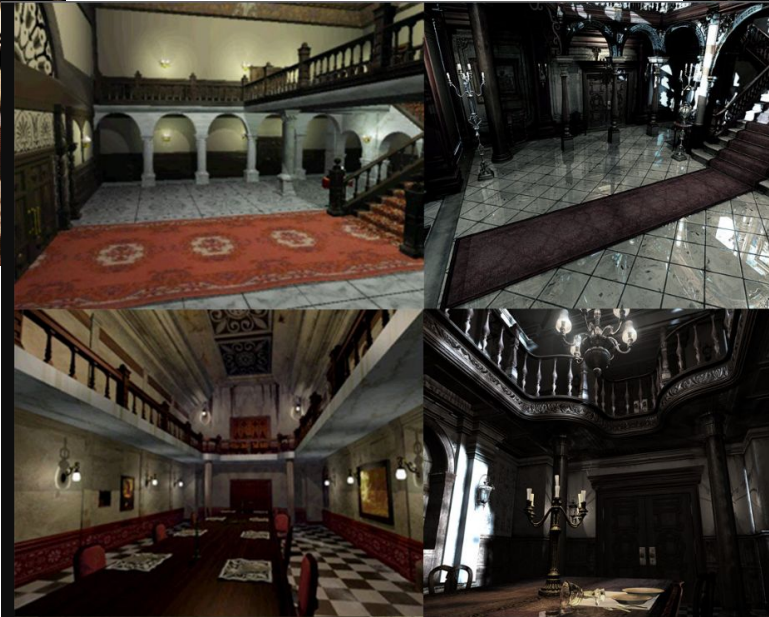# Final Project

DGM 6317 Esther Pronovost

Resident Evil Game Manual

Original 1996 box art for Sony PlayStation:

2002 Remake wallpaper:

*Also called
"Biohazard" in Japan

Purpose and reason:

I recently started playing some retro games that I've never gotten to play, such as Capcom's Resident Evil. The original game came out in 1996, but I will do a manual regarding the 2002 remake port for the Nintendo Switch.

This digital port does come with a way to view the manual, but it's not apparent right away, and the layouts are not the best for digital viewing so I would like to **improve** on it.

Basic Content:

It will contain **2** main sections: "**Introduction**" for the anything related to the plot, info on the 2 playable characters, side characters, and basic controls, "**Strategy**" for all in-game info such as inventory, items, enemies, and advice.

Due to the restrictions of the project I will need to limit the amount of content so I only plan on writing content for the Introduction and some of the Strategy section (**~8-10** pages)! If I were to have more time I would a final section called "**System**" for info about the device itself and out-of-game info like saving.

Programs Used and File Formatting

Figma - Used for the wireframes and mockups as it's easy to use and good for designing and fixing layouts.
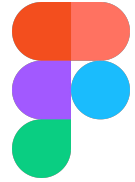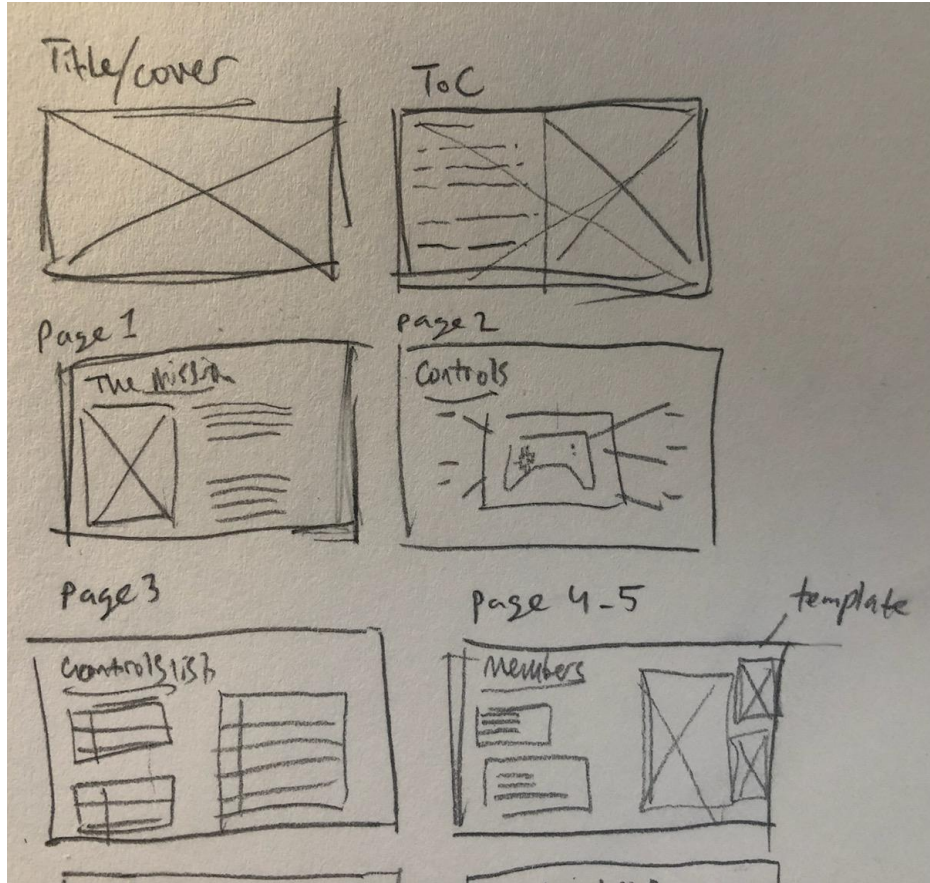
Adobe InDesign (Id) - Used for all WIP and finalized pages for the ebook as it has lots of functionality for digital publishing such as adding media (images, animation, videos, etc). It can also export for a wide variety of file types.

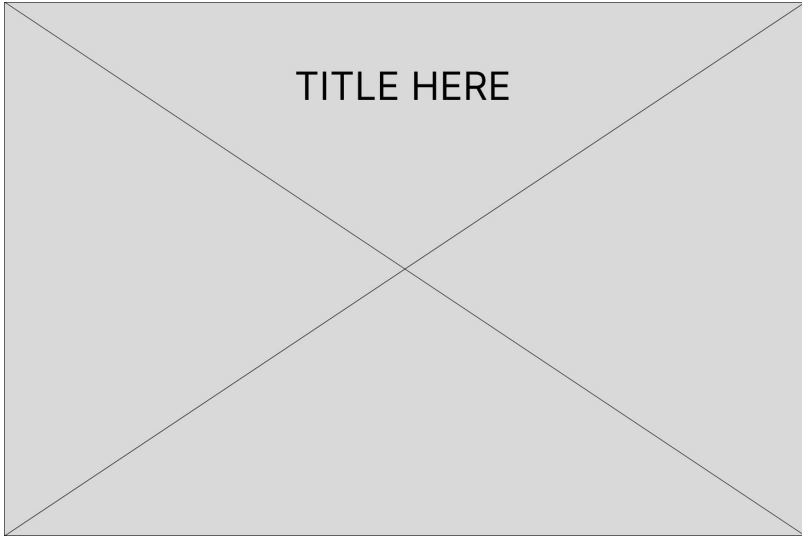EPUB/ EPUB3 - As the file format for the project as it supports added media and is versatile.

Initial Sketches
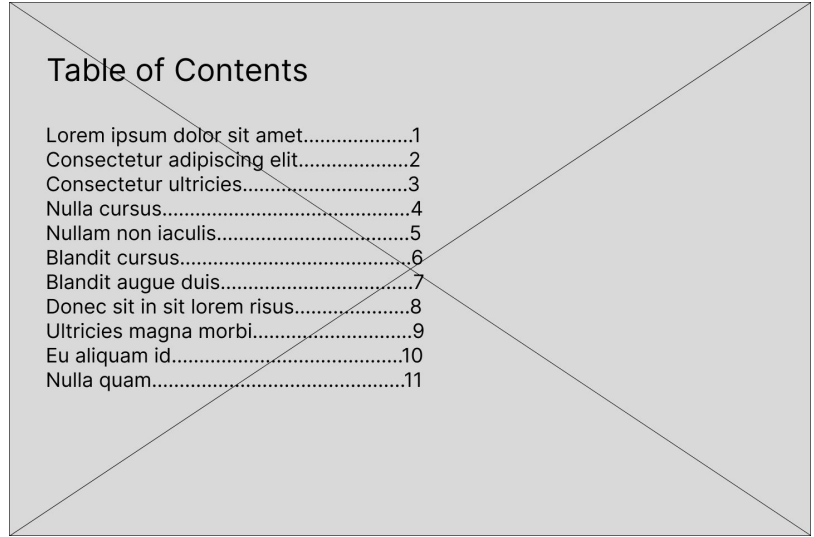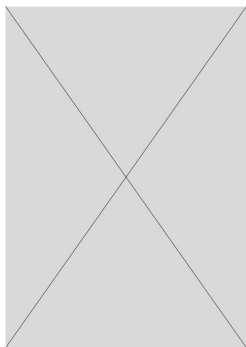
Wireframes

TITLE HERE
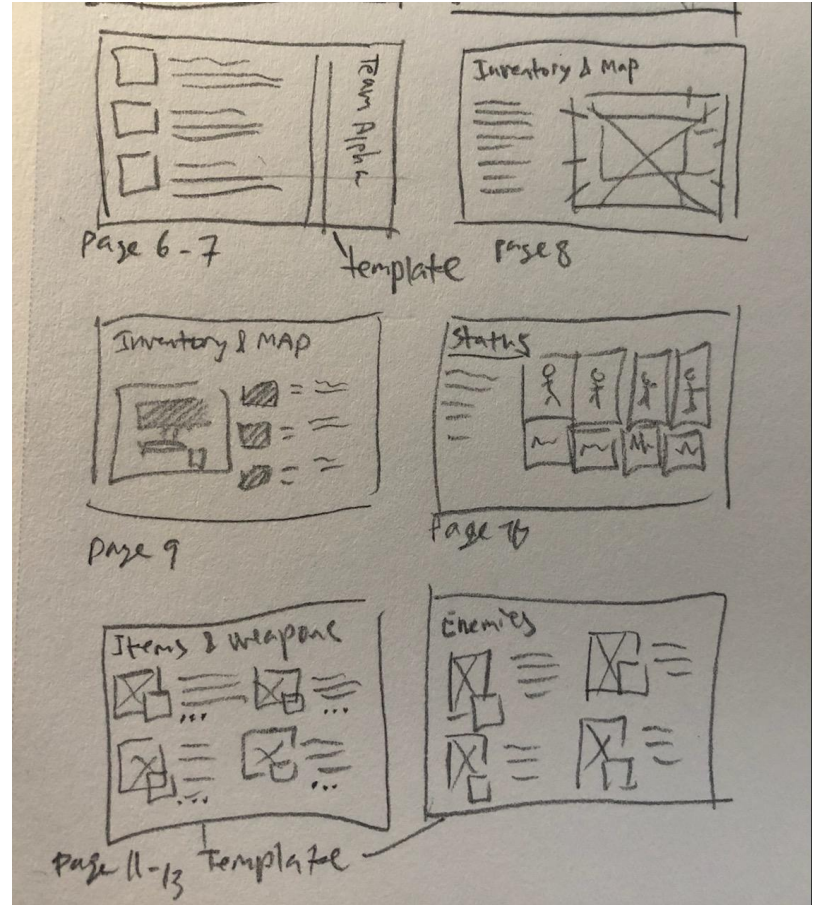
Title/ Cover page

Table of contents

Note: General orientation of some old-school manuals were horizontal rectangles or square in shape and I think it would be cool to replicate that feel through the page size and orientation, so these pages are not typical 8" x 11".

Page 1 - Intro plot, versions 1 and 2

Introduction

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Augue praesent dignissim id magna. Viverra senectus rhoncus leo donec elit. Lectus nunc gravida suspendisse arcu, quam tempor vitae. Et non, eu aliquet hendrerit turpis elementum, tincidunt. Odio tellus, vel viverra proin eget. Tincidunt accumsan, odio euismod mattis nibh posuere volutpat. Pharetra ac donec sed vestibulum in. Egestas eget vitae odio molestie euismod quisque dictum nullam sagittis. Nullam gravida maecenas est nunc pharetra nisl, lectus.

Nam lacus, turpis id enim, est laoreet. Fringilla convallis sagittis nulla sed ipsum, luctus diam mi mauris. Tortor aliquam neque, velit fringilla ultricies imperdiet commodo nisl. Nunc, feugiat aliquet habitant blandit. Quam egestas erat viverra et. Orci, et pretium elit odio risus enim. Tortor tristique diam venenatis ornare. Id ullamcorper nisi nisl suspendisse dapibus leo, egestas.
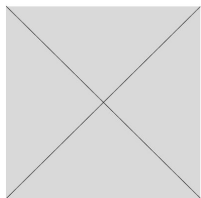
Introduction

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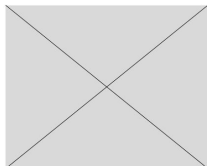
Nam lacus, turpis id enim, est laoreet. Fringilla convallis sagittis nulla sed ipsum, luctus diam mi mauris. Tortor aliquam neque, velit fringilla ultricies imperdiet commodo nisl. Nunc, feugiat aliquet habitant blandit. Quam egestas erat viverra et. Orci, et pretium elit odio risus enim. Tortor tristique diam venenatis ornare. Id ullamcorper nisi nisl suspendisse dapibus leo, egestas!

Controls

Controller Diagram
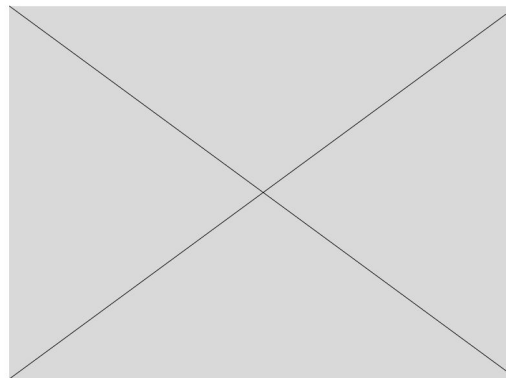
Default Settings List

Aim Middle
Aim Up
Aim Down
Reload
Sidestep
Back up
Interact
Climb

Action
Action
Action
Action
Action
Action
Action
Action

Page 2 - Controls and control settings list

Note: For page 2, might add another page for controls to show individual actions such as looking up or down, attacking, health status, etc.

Character Bios

Name

Force: S.T.A.R.S.   Height: 123 ft.   Outfits
Unit: Alpha Team   Weight: 123 lbs.   available: 2
Age: 123   Blood Type: A

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Strength	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Defense	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Inventory Space	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Speed	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Specialty	

Character Bios

Name
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Name
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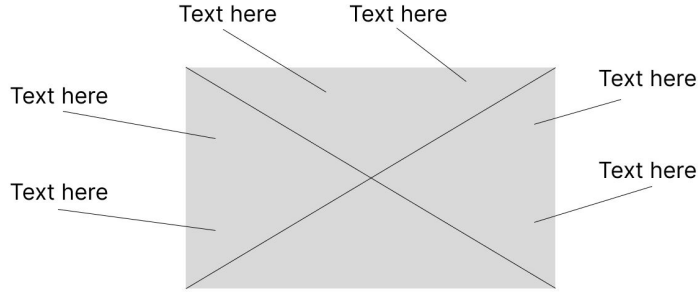
Alpha Team

Page 3 - Character Bios
(Playable Characters Template)

Page 4 - Character Bios
(Side Characters Template)

Note: Each larger image is for the character's art/ illustration, while smaller boxes are to show their in-game sprite/ character model.

Strategy

Text here

Text here

Text here

Text here

Text here

Text here

Inventory

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Page 5 - Strategy (Inventory Menu Page)

Strategy

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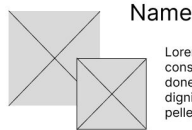
Text here

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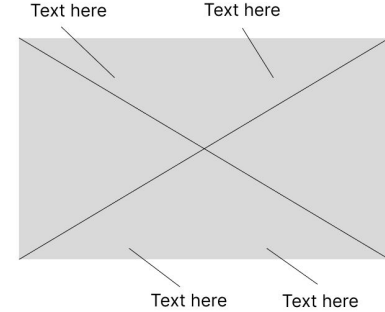
Map

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Page 6 - Strategy (Map Page)

Strategy

Name

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Name

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Name

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Name

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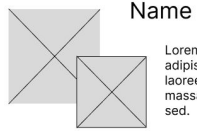
Name

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Name

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc, donec hendrerit nisl laoreet odio dignissim. At nulla augue massa nunc pellentesque pretium neque sed.

Items

Strategy

Name

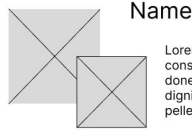Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc, donec hendrerit nisl laoreet odio dignissim. At nulla augue massa nunc pellentesque pretium neque sed. Accumsan eget facilisi neque mattis ac risus quis eleifend.

Strength: ★★★★★
Defense: ★★★★★
Speed: ★★★★★

Name

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc, donec hendrerit nisl laoreet odio dignissim. At nulla augue massa nunc pellentesque pretium neque sed. Accumsan eget facilisi neque mattis ac risus quis eleifend.
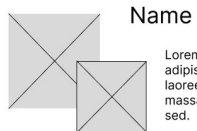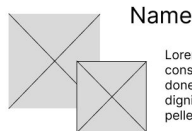
Strength: ★★★★★
Defense: ★★★★★
Speed: ★★★★★

Enemies

Page 7 - Strategy
(Items & Weapons List Template)

Page 8 - Strategy
(Enemies List Template)

Note: Again, larger images are for art/ illustration and smaller box is to show what it looks like in-game.

Style Guide

The theme of the game manual is intended to thematically match the tone and look of Resident Evil.

The H1 font/ typeface is reminiscent of a typewriter, which is a motif in the game (you save the game by using ink rolls with a typewriter). The body text is just meant to be a readable serif font.

The original 1996 manual made use of a simple color palette and I think doing something similar would work well to emphasize important info.

H1- Roboto Mono, bold,#FFFFFF and #BB2A2A, 56 pt
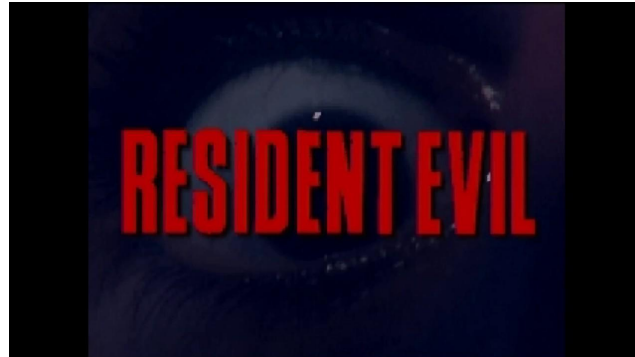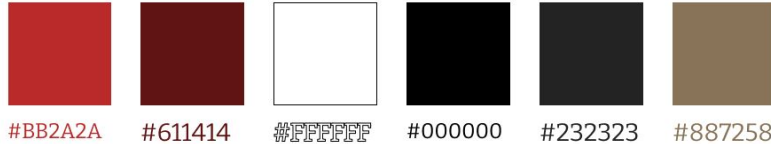
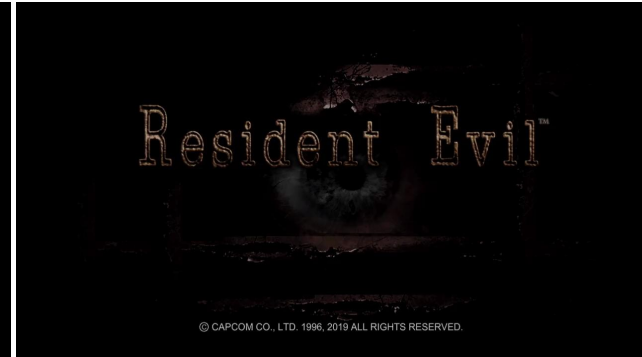H2 - Roboto Mono, regular, #FFFFFF and #000000, 48 pt

H3 - Georgia, bold, #FFFFFF and #000000, 43 pt

Body Text 1 - Georgia, regular, #FFFFFF and #000000, 36 pt

Body Text 2 - Georgia, regular, #FFFFFF and #000000, 28 pt

#BB2A2A	#611414	#FFFFFF	#000000	#232323	#887258

1996 Title screen

2002 Title screen

Mock-up Images

These are just some test pages created to see if the layouts and style guide is working well or not. No animations or special formatting yet. Fonts and colors were changed after this phase.

Introduction: The Mission

You're Dead Scared
Face Your Fear!

It's July, 1998. A series of gory attacks in the area surrounding a remote biotech lab brings in Special Tactics and Rescue Squad (S.T.A.R.S.) to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your Team.

You arrive at the isolated mansion under-powered and on the run. Arm yourself with anything you can find: knives, pistols, shotguns, flame-throwers - search for hidden rounds to stay alive!

There are puzzles to solve, traps to disarm and mysteries to uncover while trying to avoid a bloodbath with the freaks of nature that populate the mansion. Each lurking horror you survive will bring you closer to the source of the **Resident Evil**.

S.T.A.R.S. Member Bios

Chris Redfield

Force: S.T.A.R.S.   Height: 5'11"   Outfits
Unit: Alpha Team   Weight: 177 lbs.   available: 2
Age: 25   Blood Type: O

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now, Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. A tough guy who possesses both a strong mentality and great vitality, Chris has a great advantage with weapons when surrounded by many enemies.

Strength	★★★★★★★★★☆
Defense	★★★★★★★★★☆
Inventory Space	★★★★★☆☆☆☆☆
Speed	★★★★★★☆☆★☆
Specialty	Close combat: knives, shotguns

These 2 pages contain the original font I was intending to use, "Bitter", but I had issues getting it to properly display in the project.

WIP Images
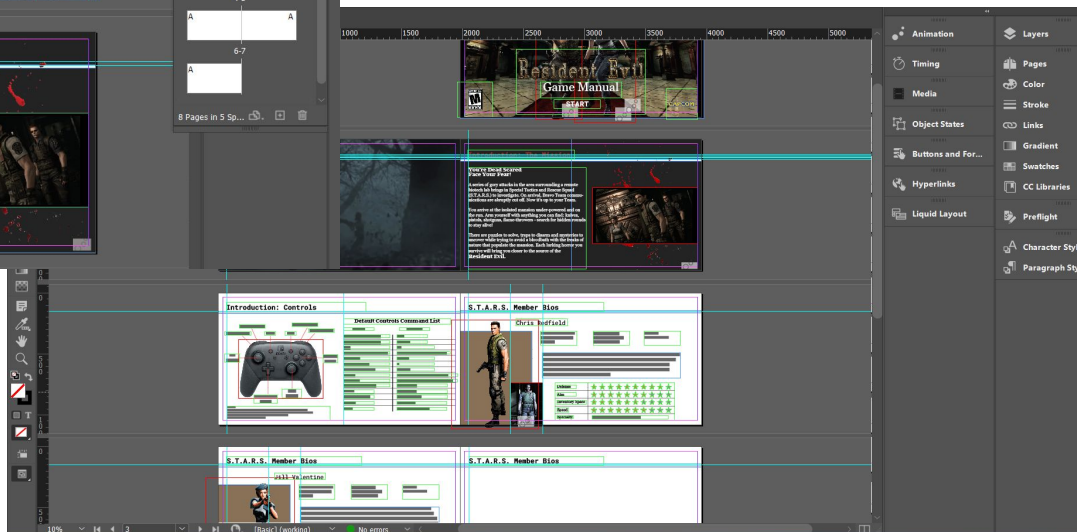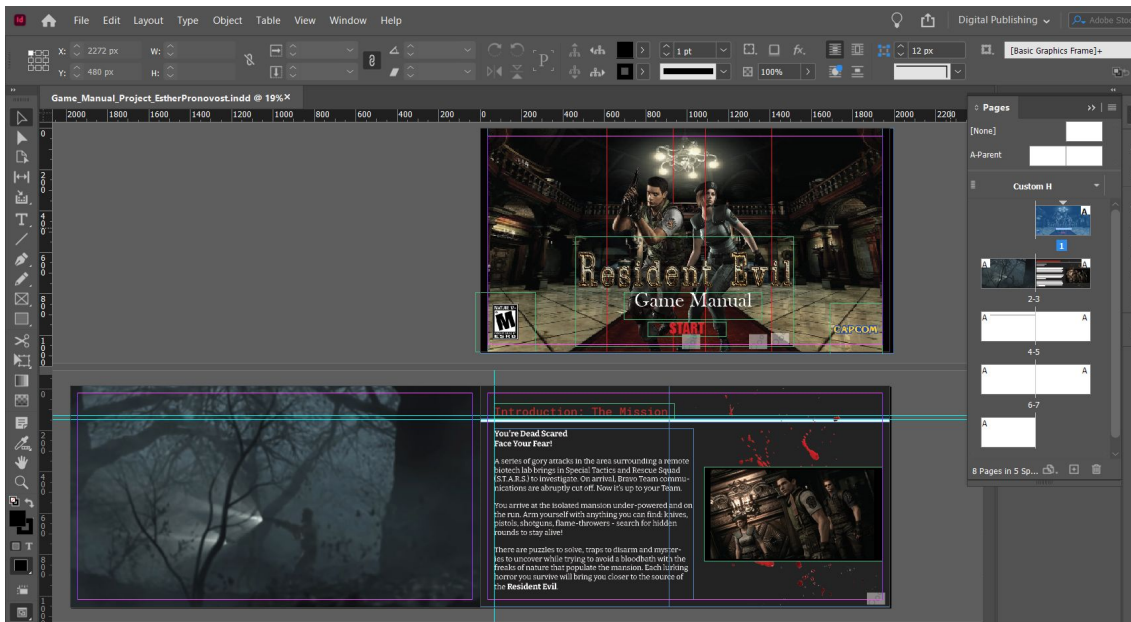
Jill Valentine

Force: S.T.A.R.S.
Unit: Alpha Team
Age: 23

Weight: 5'5"
Height: 111 lbs
Blood Type: B

　　An intelligent soldier that has rescued many S.T.A.R.S. members past, Jill has been reassigned to Raccoon City just like Chris. She is mechanical devices such as lock-picks. Jill has strong moral convict she believes in. While she has a great capacity for holding items, her build puts her at an immediate disadvantage.

| Defense	★ ★ ★ ★ ★ ★ ★
Aim	★ ★ ★ ★ ★ ★ ★
Inventory Space	★ ★ ★ ★ ★ ★ ★
Speed	★ ★ ★ ★ ★ ★ ★
Specialty	Lock-picking, weapon variety

S.T.A.R.S. Member Bios

Chris Redfield

　　After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now, Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. A tough guy who possesses both a strong mentality and great vitality, Chris has a great advantage with weapons when surrounded by many enemies.

View the Ebook

Download PDF File:

https://drive.google.com/file/d/1qxAgQ3xrGF6UoTOPqPlG
QK0gDrPt1uKy/view?usp=sharing

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jLsJO4Vd9SuZ/view?usp=sharing

View the Epub on Youtube:

https://youtu.be/hJNLIzukk2U

Finalized Pages:

Cover Page

Dossier Contents

Page 1 - Table of Contents

Introduction: The Mission

You're Dead Scared
Face Your Fear!

A series of gory attacks in the area surrounding a remote biotech lab brings in Special Tactics and Rescue Squad (S.T.A.R.S.) to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your Team.

You arrive at the isolated mansion under-powered and on the run. Arm yourself with anything you can find: knives, pistols, shotguns, flame-throwers - search for hidden rounds to stay alive!

There are puzzles to solve, traps to disarm and mysteries to uncover while trying to avoid a bloodbath with the freaks of nature that populate the mansion. Each lurking horror you survive will bring you closer to the source of the **Resident Evil.**

Page 2 - The Mission

Introduction: Controls

ZL (back button)
ZR (back button)
L (front button)
Select
Start
R (front button)
Left Joystick
A/B/X/Y Buttons
Directional Pad (D-pad)
Right Joystick

Notes:
-Switching between lternate and tank controls can be changed in the options menu.
-On default, you can have alt controls for the left joystick and tank controls on the D-pad.
-Running is automatic for alt controls but not for tank controls.
-Only certain objects can be climbed on.

Default Controls Command List

Action:	Controls:
Options Menu (Settings)	Start
Status Menu (Inventory)	X button
Map	ZR
Move Left/ Right/ Up/ Down	Left joystick (alt) or D-pad (tank)
Run (tank)	B (hold)
Interact/ Inspect	A
Aim Middle (default)	L1 (hold)
Aim Up	L1 (hold) + L-joystick or D-pad up
Aim Down	L1 (hold) + L-joystick or D-pad down
Use Equiped Weapon	L1 (hold) + R
Reload	L1 (hold) + Y
Quick turn (180°)	D-pad down + B
Back up	D-pad down
Climb	Walk up to object + A

Page 3 - Controls

S.T.A.R.S. Member Bios

Chris Redfield

Force: S.T.A.R.S.	Weight: 5'11"	Outfits
Unit: Alpha Team	Height: 177 lbs	Available: 2
Age: 25	Blood Type: O	

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now, Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. A tough guy who possesses both a strong mentality and great vitality, Chris has a great advantage with weapons when surrounded by many enemies.

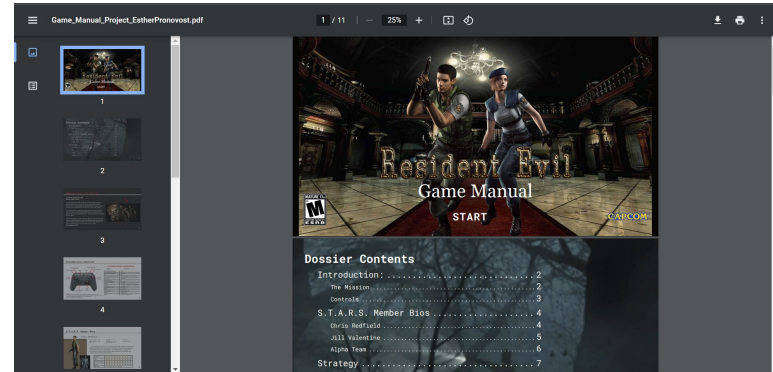| Defense	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Aim	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Inventory Space	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Speed	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Specialty	Close Combat: Knives, Shotguns

Page 4 - Chris Bio

Jill Valentine

Force: S.T.A.R.S.   Weight: 5'5"   Outfits
Unit: Alpha Team   Height: 111 lbs   Available: 2
Age: 23   Blood Type: B

An intelligent soldier that has rescued many S.T.A.R.S. members from danger in the past, Jill has been reassigned to Raccoon City just like Chris. She is excellent with special mechanical devices such as lock-picks. Jill has strong moral convictions and fights for what she believes in. While she has a great capacity for holding items, her small vitality and small build puts her at an immediate disadvantage.

Defense	★★★★★★★★☆☆☆☆
Aim	★★★★★★★☆☆☆☆☆
Inventory Space	★★★★★★★★★★★★
Speed	★★★★☆☆☆☆☆☆☆☆
Specialty	Lock-picking, weapon variety

Page 5 - Jill Bio ^

Page 6 - Team Members (template), Original vs. fixed >

S.T.A.R.S. Member Bios

Albert Wesker

Wesker has risen quickly inside the S.T.A.R.S. organization and currently leads the Alpha Team. Viewed by many as a "cool guy," from his snappy haircut to his perpetual shades, Wesker was recruited by the head-hunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.

Barry Burton

Chris Redfield's old friend and partner. Former SWAT team member, Barry maintains and supplies weapons for all S.T.A.R.S. members. He has over 16 years of experience, and has led many projects to success. Barry is a trusty ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.

Alpha Team

S.T.A.R.S. Member Bios

Albert Wesker
Unit: Alpha Team

Wesker has risen quickly inside the S.T.A.R.S. organization and currently leads the Alpha Team. Viewed by many as a "cool guy," from his snappy haircut to his perpetual shades, Wesker was recruited by the head-hunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.

Rebecca Chambers
Unit: Bravo Team

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age (18) and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.

Barry Burton
Unit: Alpha Team

Chris Redfield's old friend and partner. Former SWAT team member, Barry maintains and supplies weapons for all S.T.A.R.S. members. He has over 16 years of experience, and has led many projects to success. Barry is a trusty ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.

Richard Aiken
Unit: Bravo Team

A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty as radioman for both units since Alpha Team really has no trained operator, except for Jill (who has a knack for technology). A very positive person, Richard greets new members warmly.

Access the Status Menu (Inventory) by pressing the **X button**.

In your inventory you can equip weapons, access files and the map, and see your current health condition.

When you select an item, you will have the option to "**Equip**", "**Examine**", or "**Combine**" the item. Make sure you remember to equip your weapon, and try examining or combining items together to discover secrets and solve puzzles!

Top Row: Exit button, Files button, Map button, Personal Item

Left Area: Health monitor, Equipped defensive item
Right Area: Inventory slots
Bottom: Description Box, Equipped weapon

Inventory

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Page 7 - Inventory

Brown = Undiscovered area

Green = All items in area found

Orange = Items still unfound in area

Gray Door = Have not interacted with door yet

Blue Door = Unlocked door

Red Door = Locked door

Red arrow = Your current location

You can access the map through the Inventory menu or quickly using the **ZR button**.

Your map will be filled in as you discover new rooms, but be on the look out for various **floor maps** as they give you a huge advantage by displaying the entire floor.

The top of the map indicates the floor you are currently on.
Toggle between various floors using the **left joystick** or the **D-pad**.

Mansion 1F

100% Items
In-Progress

Typewriter

Map

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Page 8 - Map

Strategy

Ink Ribbon
A roll of typewriter ribbon. Use these on a typewriter in order to save your progress. Multiple ribbons can be stacked in your inventory, but be careful as 1 ink ribbon can only save your game once and there is a limited amount found in the game.

Chris' Lighter
The lighter is Chris' unique personal item and is used to dispose of zombies you have killed to prevent them mutating into Crimson Heads. You need to have at least 1 of 2 doses of kerosene in your fuel canteen, and then use the Lighter to ignite and burn the body.

Jill's Lock-picking Set
The lock pick is Jill's unique personal item and is designed to be able to unlock old and simple locks. Jill is able to enter several doors of the mansion without the use of any simple keys, as opposed to Chris, who has to find and use the Old Keys in place of the lock pick.

Flash Grenade
A defensive weapon available only to Chris. It can only be used while the player is grappling with an enemy and will be used automatically. Chris will shove the grenade into the attacking monster's mouth, decapitating it after several seconds (it can also be shot). Will not work when attacked from behind.

Stun Gun
A defensive weapon available only to Jill. It can only be used while the player is grappling with an enemy and will be used automatically. It delivers a powerful electrical shock to the enemy causing them to let go of the player. You'll need to refill the battery after each use (batteries don't take up inventory space). Will not work when attacked from behind.

Dagger
A small dagger, used as a defense item available to both characters. It can only be used while the player is grappling with an enemy and will be used automatically. If you decapitate an enemy with one in it's head, you can retrieve the dagger to use again. Will not work when attacked from behind.

Items

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Strategy

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Items

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Strategy

Zombie
The zombie is the most common enemy in the game, the poor residents of the mansion who became infected with the T-Virus and left to rot in the dusty hallways. The Handgun is enough to keep them at bay. It's possible to decapitate one or many zombies with a single shotgun blast. Unless you decapitate them or incinerate them, they will slowly mutate into Crimson Heads.

| Strength	★ ☆ ☆ ☆ ☆
Speed	★ ☆ ☆ ☆ ☆

Crimson Head
These crimson-coloured creatures are the theorized stage of mutation between a Zombie and a Licker. It has razor sharp claws and is capable of running just as fast as you. It doesn't take a long time for a zombie to become "reborn" as a Crimson Head, so it is in your best interests to properly dispose of certain zombies you choose to kill, or face the consequences later on.

Strength	★ ★ ☆ ☆ ☆
Speed	★ ★ ★ ☆ ☆
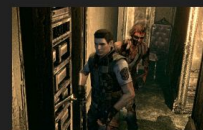
Enemies

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Page 9 - Items (template)
< Original vs. fixed

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Thank You!