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## Legal Disclaimer

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"Squeeze Bomb" video game engine and all rights, including the copyrights of program are reserved by Gemini.

## What this is about

Welcome to the first *real* demo of Resident Evil 1.5 from Team IGAS in collaboration with Loboto 3.

This demo has been developed with the Squeeze Bomb engine and contains a brief playable section of the game's extra mode "Battle Coliseum", featuring a Virtual Reality octagonal arena and some of the original 1.5 enemies.

### Features

- Play as Leon S. Kennedy and Elza Walker.
- Three outfits available for each playable character with different levels of resistance and durability. [unlockable]
- Eleven weapons to fight your foes: Combat Knife, Browning HP, SIG Sauer P228, Beretta M93R, Glock 18, Remington M870, SPAS-12, Ruger Super Redhawk, Ingram MAC10, H&K MC51, M79 Grenade Launcher.
- Full Dual Shock™ support with vibration function.
- New moves from later games of the franchise: Quick Turn & Tactical Reload.
- Dynamic camera in the style of Resident Evil 4™.
- Score system based on hit rate, damage received, and completion time.

### Improvements over the original

- The following weapons have been made fully functional and/or given a proper 3D model: Beretta M93R, Glock 18, SPAS-12, H&K MC51, M79 Grenade Launcher.
- Optimized performance: larger groups of enemies or intensive operations don't make the game lag.
- No more crashes due to missing code.
- Better animations for playable characters.
- Protective gear reduces damage taken from enemies and tends to show visible damage much slower than regular clothes.

# Frequently Asked Questions

## **Does this demo play on a PlayStation?**

Yes, it was designed to run on the original hardware. It also works on compatible devices.

## **If I burn the demo on a disk, can I play it on my console?**

Only if you own a unit that can run backup games, a DebugStation, know how to perform the swap trick, or use an Action Replay version that can unlock the universal mode (i.e. UniROM).

## **How did you create this mod/hack?**

This build of 1.5 is not a mod or a hack, but a complete rewrite. You can call it remake or redo.

## **Why restart on a new engine? Wasn't the original good enough?**

The new engine does everything the original does, it's completely adjustable via macros, and fixes many bugs the easier way. On top of all that, it's highly optimized to achieve better performance.

## **Will Resident Evil 1.5 be ported to other platforms? I would love a HD version!**

Porting is definitely possible, but currently not in the battle plans. If you'd like to play it on some other platforms, emulation and retro compatibility are your best friends.

## **Is this the only demo that we're going to get?**

No, this is just a quick demo to check on reactions from the public. This build also functions as a test ground to see if the new engine performs well enough as a replacement of the original. A trial version with story elements will follow at some point, possibly in a few months.

## **Is the Battle Coliseum HUD going to appear for the main game as well?**

No. It has the only purpose of aiding players in the coliseum because of the dynamic camera and helps locating respawned enemies. Having it outside of that mode would kill all the fun.

## **Can I sell the game with overpriced packaging and stolen official artworks/sketches?**

Of course... not. I mean, unless you aren't aware of copyright, or you're aiming at scamming people who are so desperate they'd be terribly glad to pay for cheap overpriced repros — you know who we're talking about. Resident Evil 1.5 isn't anybody's personal form of income. On top of that, this demo contains proprietary code and assets. Read the disclaimer for details.

If you really want to invest money on something, support development of Squeeze Bomb.

### **Can I translate the game into <put language here>?**

Sorry, we're not taking translation requests. We'll do a multi 5 release with later builds, which will include the following additional languages: French, German, Italian, Spanish. Some other languages may be supported if there is enough demand.

### **Can you add <put some feature here>?**

It depends on how good said feature is. Generally speaking improvements are welcome, we listened to quite a few of them and some were even implemented into this demo, but random stuff like "Hey, add Mr.X with machine-guns to the game! IT'S C-O-O-L!" don't have a place in here.

### **Can I be a tester?**

This project has already had a number of important leaks in the past and, in order to avoid history from repeating itself, all testing will be handled internally by Team IGAS and Loboto 3.

### **When is the full game going to be released?**

When it's done. If you don't see a trailer or official date pop up, there's no need to ask nonstop – you'd still get the same answer.

### **Can I apply some patch to extend the game and unlock new areas of the main game?**

Sorry friend, no pacchi. This demo only contains bare minimum assets and strips away all functionality that doesn't belong to the battle mode. The whole game is also encrypted, compressed, and protected to avoid any counterfeit copies or cheap rip offs.

## Special Thanks

- CAPCOM for creating an interesting concept such as Resident Evil 1.5.
- All the original donors who made it possible to obtain a copy of the prototype.
- All the external sources of information that helped this project grow bigger, thicker, and better.
- Squeeze Bomb supporters: this would have never been possible without you guys.
- SheyGrell for voicing Leon S. Kennedy and Vildicus for her emergency samples as Elza Walker.
- SolidSnake11 for his restless tests in the last few days.
- All the participants to our fan art contest.
- And... thank *YOU* for playing!