XBOX 360

6

RESIDENT EVIL®

capcom-unity.com

CAPCOM®

33047M

CONTENTS

STORY

Bioterror continues to grip the world in fear. A new B.O.W. called "J'avo" has been spotted on the front lines of the Eastern European conflict. And as the U.S. president prepares to meet the challenges head on, a horribly cruel fate awaits him and the college town of Tall Oaks.

Seven heroes will rise to meet this deadly new threat. They begin on separate paths, but their fates will intertwine as they all head towards the final conclusion...

WEBSITE

For more detailed information about games, systems, characters bios, etc. please visit the following website

http://game.capcom.com/manual/re6/

Note: You can also access the website from a smartphone.

CONTROLS
Using the Xbox 360 Controller

Hold down **LT** button & press **RT** button to attack

Quick Shot ▶ **P.15**
Press **LT** button & **RT** button simultaneously

Ready your weapon

Ready your weapon / Cover

Hide behind walls, etc

LT Button

RT Button — **Physical Attack**

Perform regular attack with **RT** button. When the enemy attacks, press **RT** button to counter attack

BACK BACK Button
Options Menu / Skip cut scenes

START START Button
Pause game (offline)

RB Button — **Health Tablet (Recovery ▶ P.09)**

Health Tablet Auto-Reload – When you have herbs, press **RB** button & **X** button

LB Button
Display route guide

Escape – Hold down **LT** button, press **A** button & move the **L** left stick

Y Button — **Item Slot ▶ P.08**

B Button — **Partner Action ▶ P.16 / Cancel**

Look in partner's direction / Call – Hold down **B** button

Set Attack Tag – Ready weapon with **LT** button lock, aim on enemy, & press **B** button

L Left Stick
Move

Xbox Guide Button

A Button — **Action / Confirm**

Sliding – Press **LT** button during a Dash

Dash – **L** Left stick and **A** button

Directional Pad

R Right Stick
Aim / Control camera

R Button
Switch left / right hand

X Button — **Reload / Pick up item**

* These are the default controls. They can be changed in Options or from the in-game Options Menu within the game.
▶ **P.04**

Swap equipment / Select items

Up / Down – Swap hand grenades, first aid spray, etc

Left / Right – Swap weapons

To use the vibration feature, press the Xbox Guide Button, then go to Settings / Preferences / Vibration and activate the feature.

Pausing the Game - Campaign
The game can only be paused if you are playing the Campaign offline. The BACK button will bring up the Options Menu, but the game will still be in progress.

PLAY GAME

CAMPAIGN

NEW GAME ▶ P.05 Start a game from the beginning. If there is any saved data, this will not be displayed.

CONTINUE If there is any saved data, "Continue" will be displayed. Choose this to continue with the existing game.

CHAPTER SELECT Select the chapter you would like to play and start the game.

JOIN GAME ▶ P.11 Use the network to enjoy co-op play online.

SKILL SETTINGS ▶ P.10 Buy and customize skills.

DOG TAGS
Customize the dog tag attached to your account.

EXTRA CONTENT ▶ P.13
Enjoy additional game modes here.

OPTIONS Change the in-game settings.

CREDITS View the staff credits.

RECORDS View a variety of records.

SPECIALF EATURES View special content.

Xbox LIVE Marketplace Download additional content.

NEW GAME

After choosing New Game or Chapter Select you can adjust the various settings.

- **CAMPAIGN SELECT**
Choose the campaign you want to play.

- **DIFFICULTY**
Choose the difficulty level.

- **SCREEN MODE**
Choose between "Single" for one player & "Split" for two players.

- **CHARACTER SELECT**
Choose the player character.

- **SYSTEM SETTINGS**
Adjust the settings for online and offline play.

- **CO-OP LOBBY**
In the lobby you can wait for another player to join you in co-op play . The game will automatically begin when another player joins. Press START button before someone else joins to start the game by yourself. Another player may still join your game in-progress.

  * Another player may still join your game in-progress.
  * Not displayed when "Partner Join" is set to "Don't Allow" on the System Settings screen.

SAVING & LOADING

This game features an auto-save function. The game will also be saved when you quit the game from the Options Menu. Saved data will be loaded upon pressing the START button at the title screen.
 * At least 144KB of free space is required to save game data.
 * If you begin the game with Chapter Select or Join Game, data from the game in progress prior to that point will be lost.

ABOUT DISC 2

Disc 2 is the installation disc for additional voice data. If you would like to enjoy the game featuring French, Italian, German, or Spanish voices, please insert disc 2 into the tray and follow the on-screen instructions to install the data onto your storage device.
 *At least 2.8 GB per language of free disk space on the storage device is necessary for installation.
 *No installation is necessary for English voices.

GAME SCREEN

Player

Direction & distance to target

Partner

Action Button

Dropped item

COMS Device

Vitality Gauge

Displays the player's vitality; decreases when damage is incurred.

When less than one block of damage has been incurred, the damage will regenerate over time.

Physical Combat Gauge

Performing physical attacks or quick shots will use up some of the gauge ▶P.15. The gauge will regenerate over time.

Tablets Remaining

Ammo for Equipped Weapon / Remaining Rounds

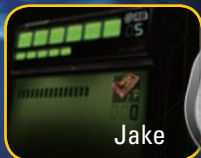Number of Weapon Reloads

Weapon Function Switch

Displayed when you have equipped a weapon that has multiple functionality. Press the Y button while in ready state.

Chris

Jake

Tip

The design of the COMS device will vary depending on the character.

GAME RULES

DYING

When the player's Vitality Gauge reaches zero, they enter the Dying state, and the Dying Gauge is displayed. In this state many actions are restricted, and it will be game over if more damage is incurred. The Dying Gauge is replenished after a set time, and when it becomes full, the player can return to the game again.
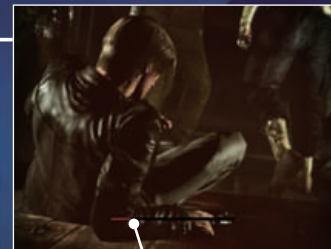
Dying Gauge
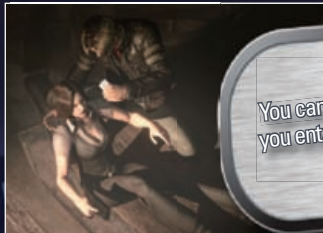
Tip

You can only use the weapon you had equipped when you enter the Dying state. You will not be able to reload, change weapons, or use any items.
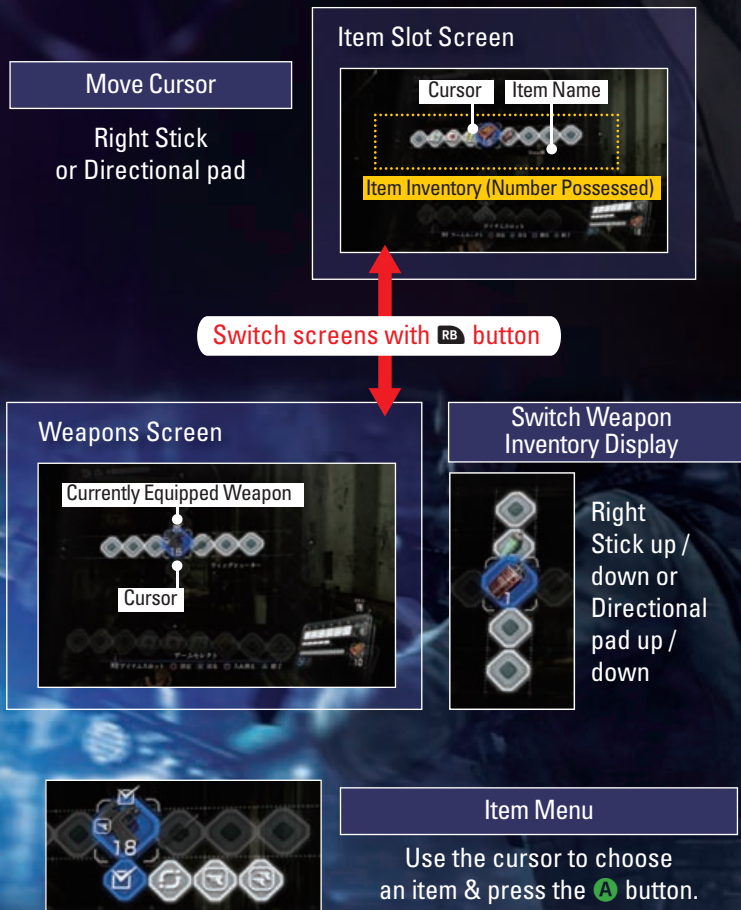
GAME OVER / CONTINUE

It's game over when any of the following occurs:
- The player or their partner suffers more damage when in the Dying state.
- Failed to accomplish your objectives, or failed certain QTE's.

After a game over, you can restart the game from the previous checkpoint by selecting "Continue."

ITEM SLOT

Press the **Y** button during the game to open the Item Slot & view the items you have or discard items you no longer need.

Move Cursor

Right Stick
or Directional pad

Item Slot Screen

Cursor   Item Name

Item Inventory (Number Possessed)

Switch screens with **RB** button

Weapons Screen

Currently Equipped Weapon

Cursor

Switch Weapon Inventory Display

Right Stick up / down or Directional pad up / down

Item Menu

Use the cursor to choose an item & press the **A** button.

RECOVERY / ROUTE GUIDE

RECOVERY

In this game, herbs are used in tablet form. Use health tablets and first aid spray to replenish your Vitality and PC Gauges.

Health Tablets

Use one tablet with each press of the **RB** button. With one tablet, the Vitality Gauge recovers by one block and the PC Gauge recovers completely. You need to convert the herbs into tablet form beforehand. Select an herb in the Item Slot and press the **A** button to store in your tablet case. Another way to recover is with your partner's help.
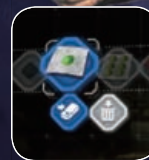
Tip
Hold down **RB** button and press the **X** button to prepare and convert tablets automatically without opening the Item Slot.

Tip
Preparing several herbs at once & then converting them into tablets results in a greater number of tablets.

First Aid Spray

Equip from Weapons Screen, **RT** button

Tip
If you use health tablets or first aid spray near your partner, their Vitality Gauge and PC Gauge are replenished at the same time as yours.

ROUTE GUIDE

Press **LB** button during the game to display the route guide. Using the route guide you can confirm your current objectives as well as view a marker that shows the direction you should head in.

SKILL SETTINGS

Skill points can be acquired by defeating enemies and at various points throughout the game. These points can be used to purchase skills that will be useful as you proceed through the game.

Skills can be equipped in skill sets. You can equip up to three skills in one set.

When you clear a campaign, the number of skill sets you can have will increase to eight.

Skill sets can be changed at any time during the game from the options menu (BACK button).

* Certain skills are specific to the Campaign or Extra Content ▶ P.13 and can only be equipped in that particular mode. etc, and must be equipped specially in each mode.

Skill sets can be changed at any time during the game from the Options Menu (BACK button).
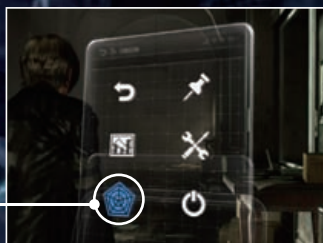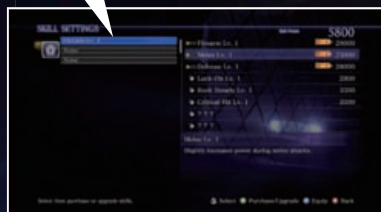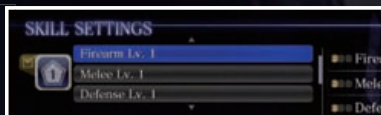
Tip
Prepare several favorite skill sets so that you can use different ones depending on your play style and the game circumstances.
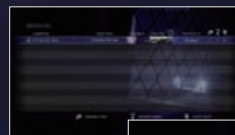
MULTIPLAYER

There are various multiplayer options in this game, including co-op play and competitive online modes.

Online Co-Op Multiplayer

● **As Host**
On the System Settings screen in the Campaign ▶ P.05 and Create Game (Duo) in The Mercenaries ▶ P.13 , you can use the onscreen menus to incorporate multiplayer into your game.

Typical Settings

● **Network Selection**
Select something other than "Offline."

● **Partner Join**
If you would like to accept a partner, make sure this is not set to "Don't Allow."

● **Agent Hunt Settings**
(Campaign): If you would like to take part in an Agent Hunt, ▶ P.13 set this to "Allow."

● **Private Slots**
(The Mercenaries): If you would like to take on a guest, set this to "1."

● **As Guest**
You can join games that other users have created or are currently playing. In each mode, select "Join Game" and follow the onscreen instructions to set up online multi-play.

Typical Settings

● **Quick Match**
Games you can join are automatically selected.

● **Custom Match**
Specify the types of games you would like to join.

TO ENJOY ONLINE MULTIPLAYER:
• Use Xbox LIVE® to engage in multi-play with users from around the world. You will need a broadband connection in order to access the Xbox LIVE service. Xbox LIVE Gold Membership is also required. To view membership details, please see http://www.xbox.com/en-US/live.
• Engage in multi-play via a system link. To find out how to set up a system link, please refer to your Xbox 360 console instructions.
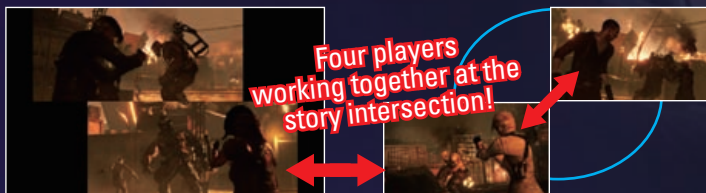
STORY INTERSECTION CO-OP MULTIPLAYER

In certain stages in the CAMPAIGN, it's possible for up to four people to play together at story intersections.

Example of Story Intersection Co-Op

Two players in Leon's CAMPAIGN Split-Screen Multiplayer

Two players in Jake's CAMPAIGN Online Co-Op

Four players working together at the story intersection!

* To play with other players during story intersections, change your session settings to public. ▶ P.11

SPLIT-SCREEN OFFLINE CO-OP

With two or more controllers connected to your Xbox 360, select "Split" from the Screen Mode ▶ P.05 to experience co-op play split over two screens. Start the game by pressing the START button on the controller during Character Select.

* Split screen play is only possible in Campaign Mode and The Mercenaries. ▶ P.13

THE MERCENARIES

In this mode, you aim to score points by defeating as many enemies in a stage as possible within a set time.

THE MERCENARIES

- ● A maximum of two people can play at the same time. Split-screen is also possible.
- ● Points are displayed on the leaderboards.
- ● In The Mercenaries ➡ Skill Settings, you can buy and equip special skills unique to this mode.
- ● Skills equipped under Skill Settings in the campaign will not be equipped in The Mercenaries.

AGENT HUNT

In this mode, you can join other players' games as an enemy creature, and compete to defeat as many players (agents) as possible.

- ● This mode must first be unlocked by clearing one of the campaigns.
- ● If the agent is defeated in a stage, the victory falls to the creature.
- ● Even if you are defeated, you can recover indefinitely as long as the agent doesn't clear the stage.
- ● The number of agents defeated is displayed on a special leaderboard.
- ● The type of creature character you control is decided randomly. Each creature has various different actions.
- ● In Agent Hunt ➡ Skill Select, you can buy & equip special skills unique to this mode.

PLAYER ACTIONS

ACTION BUTTONS

Action buttons are displayed at various points during the game. Be careful, as failing to press them correctly may mean you lose the game.

* If the difficulty is set to "Amateur", action buttons that make the difference between life and death will be pressed automatically (Except for certain areas).

Hit the button within the time limit!

Press the button with the correct timing!
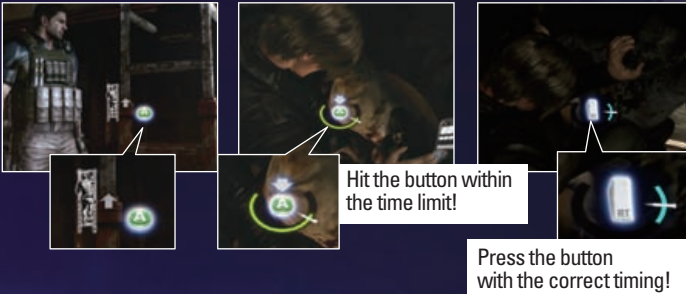
PHYSICAL ATTACK [RT] button

When the PC Gauge is empty, you can only perform weak attacks that will leave you vulnerable.

One way to Take Down Enemies

Aim for a weak point!

Enemy is stunned!

Perform the coup de grâce!
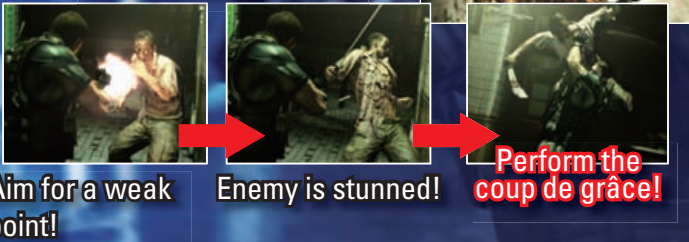
QUICK SHOT   Press [LT] button & [RT] button simultaneously.

A fast attack that automatically targets nearby enemies.

Tip
An enemy hit with a Quick Shot will always be thrown off guard. This is a great time to perform a martial physical attack!

ESCAPE

Holding down the [LT] button, move the left stick (up/down/left/right) & press [A] button

After escaping, continue pressing [LT] button to ready your weapon while in prone position.

COUNTER

Press the [RT] button at the instant the enemy attacks.

COVER

Press the [LT] button near walls or other objects that may be used for cover. (Press [LT] button and [A] button at the same time to duck behind objects such as tables or crates.) When hiding behind cover and holding down [LT] button, you can use the left stick to move around and edge out from your hiding place to make attacks.
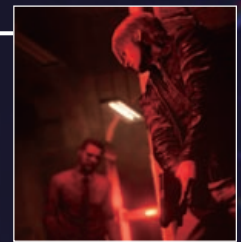
PARTNER ACTIONS Partner Action **B** button

There are many situations in the game where you will need the help of a partner.

Tip
While waiting, press and hold down the **B** button to check your partner's status.

When you come to a location where you will need to work with your partner, press the **B** button to activate the partner prompt. Your character will wait for your partner's response (this can be cancelled by pressing the **A** button.)

RESCUE

If your partner has been captured they'll enter Help status. Press the **B** button in close vicinity to help them escape.

B button

DYING RESCUE

When your partner is in the Dying state, the Dying icon is displayed onscreen. You can help your partner by doing the following:

B button: Treatment
Their Vitality Gauge will not be replenished.

RB button: Revival*
Use your health tablets to free your partner from the Dying state and replenish their Vitality Gauge at the same time. * Health tablets required.

CALL

Hold down the **B** button and press **LB** button or **RB** button or the directional pad: You can convey simple messages to your partner, including thanks & instructions.
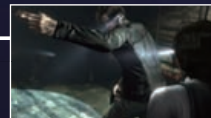
Hold down the **LT** button, lock aim on the enemy, & press the **B** button to issue an attack command (set an attack tag).

Use your laser sight to attack a tag to an enemy. Your partner will then target these enemies first.
(You can remove the tag by holding down **LT** button & pressing the **B** button when the enemy is not in your laser sight.)

PASSING ITEMS   (Only during Split-screen play)

During Split-screen play, you can pass items such as herbs and ammunition from your Item Slot to your partner.