



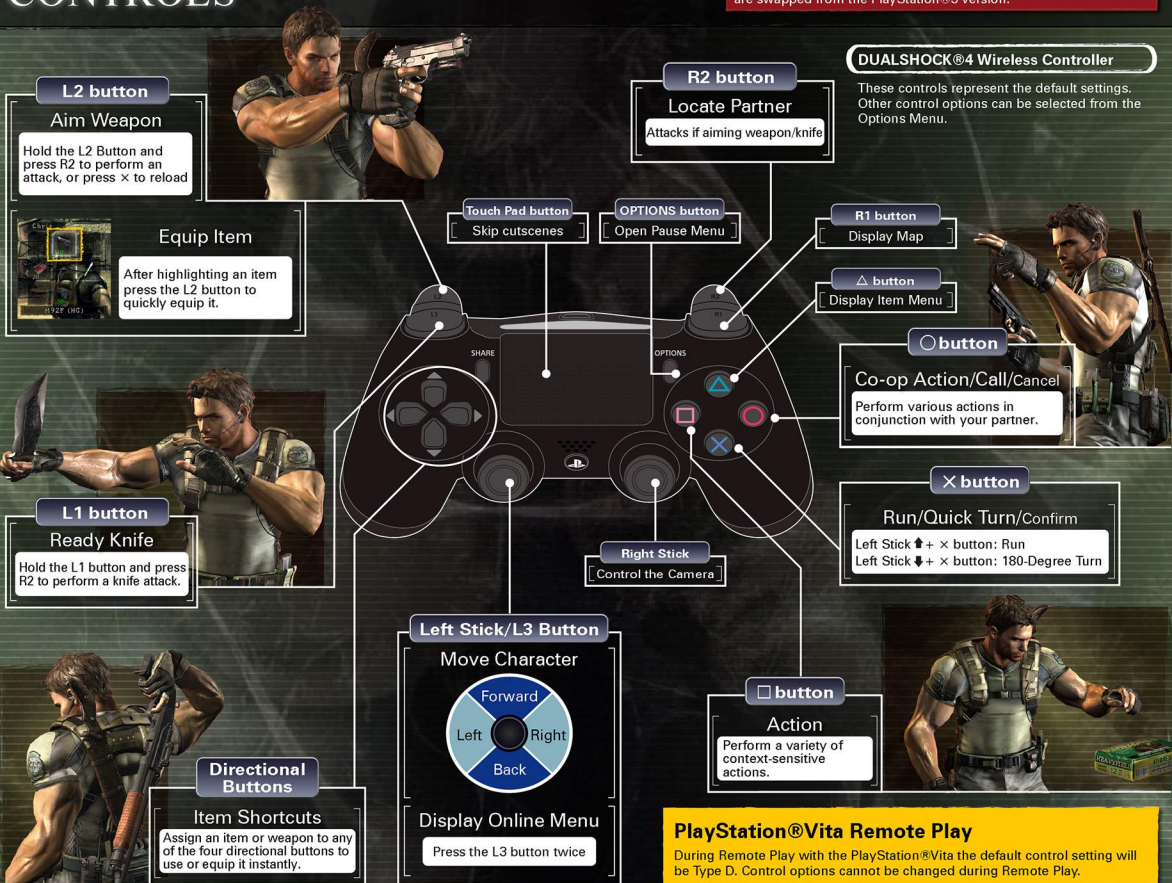
RESIDENT EVIL®

CONTROLS

Type D is the default control setting for the PlayStation®4 version, meaning R2 is the fire weapon button. The L1/L2 and R1/R2 functions are swapped from the PlayStation®3 version.

DUALSHOCK®4 Wireless Controller

These controls represent the default settings. Other control options can be selected from the Options Menu.



PlayStation®Vita Remote Play

During Remote Play with the PlayStation®Vita the default control setting will be Type D. Control options cannot be changed during Remote Play.

NEW SETTINGS

Two new settings have been added to Game Settings under Options to help you better enjoy your play experience on the PlayStation®4.



Action Assist

When Action Assist is set to **On**, **certain scenes** that require you to press buttons rapidly or with a specific timing will be a little easier.

Additionally, your partner will move faster when you are in the Help or Dying state.

- * The default setting is **On**.
- * Switch to **Off** to return to the PlayStation®3 version settings.
- * Action Assist can be enabled regardless of game difficulty level.

Camera

Set the Camera to **Customized** to enjoy a wider-angle shot, giving you a better view of the game world.



- * The default setting is **Customized**.
- * Switch to **Default** to return to the PlayStation®3 version settings.

THE MERCENARIES UNITED

The Mercenaries United is a new item found under Extra Content in the Game Mode Menu.



The Mercenaries United combines The Mercenaries and The Mercenaries Reunion from the PlayStation®3 version into one new Mercenaries mode.

The Mercenaries United features all 18 playable characters from The Mercenaries and The Mercenaries Reunion. All characters and stages are immediately selectable.



NO MERCY

A mode for advanced players featuring more enemies than usual.

The Mercenaries United was created using PlayStation®3 and PC content, and as such contains no new characters or stages.