



RESIDENT EVIL®

# CONTROLS

Type D is the default control setting for the Xbox One version.

**LT**  
Aim Weapon  
Hold LT and press RT to perform an attack, or press A to reload

**RT**  
Locate Partner  
Attacks if aiming weapon/knife

**RB**  
Display Map

**Y button**  
Display Item Menu

**B button**  
Co-op Action/Call/Cancel  
Perform various actions in conjunction with your partner.

**A button**  
Run/Quick Turn/Confirm  
Left Stick ↑ + A: Run  
Left Stick ↓ + A: 180-Degree Turn

**X button**  
Action  
Perform a variety of context-sensitive actions.

**View button**  
Skip cutscenes

**Menu button**  
Open Pause Menu

**Right Stick**  
Control the Camera

**D-pad**  
Item Shortcuts  
Assign an item or weapon to any of the four directional buttons to use or equip it instantly.

**Left Stick**  
Move Character

**LB**  
Ready Knife  
Hold LB and press RT to perform a knife attack.

**Equip Item**  
After highlighting an item press LT to quickly equip it.

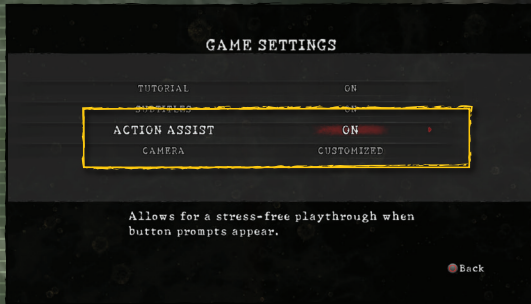
**Xbox One Wireless Controller**  
These controls represent the default settings. Other control options can be selected from the Options Menu.

**Forward**  
**Left**  
**Right**  
**Back**

**HEAVYFIELD**  
HEAVYFIELD  
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HEAVYFIELD

# NEW SETTINGS

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



## 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 Xbox 360 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 Xbox 360 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 Xbox 360 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 Xbox 360 and PC content, and as such contains no new characters or stages.