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RESIDENT EVIL®

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WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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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...

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Resident Evil® 6 disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system’s home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

CONTROLS

Using the DUALSHOCK®3 wireless controller

L1 button Ready your weapon / Cover

Hold down **L1** button & press **R1** button to attack

Quick Shot ▶ **P.15**

Press **L1** button & **R1** button simultaneously

Ready your weapon

Hide behind walls, etc

R2 button Health Tablet (Recovery) ▶ **P.09**

Health Tablet Auto-Reload – When you have herbs, press **R2** button & **△** button

R1 button Physical Attack

Perform regular attack with **R1** button. When the enemy attacks, press **R1** button to counter attack

Swap equipment / Select items

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

Left / Right – Swap weapons

△ button Item Slot ▶ **P.08**

○ button Partner Action ▶ **P.16** / Cancel

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

Set Attack Tag – Ready weapon with **L1** button lock aim on enemy, & press **○** button

Escape – Hold down **L1** button, press **○** button & move the left stick

× button Action / Confirm

□ button Reload / Pick up item ▶ **P.04**

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

Sliding – Press **L1** button during a Dash

Dash – Left stick and **×** button

Switch left / right hand

To fully enjoy the vibration function, hold down the **PS** button and check "On" under the vibration function setting.

Pausing the Game - Campaign
The game can only be paused if you are playing campaign offline. The SELECT 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

SPECIAL FEATURES

View special content

PlayStation®Store

Download additional content

NEW GAME

After choosing New Game or Chapter Select, you can adjust 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

* Not displayed when "Partner Join" is set to "Don't Allow" on the System Settings screen.

In the lobby you can wait for another player to join you in co-op play. After a player joins your game, press START button to begin play. You can also press START button before another player comes to start the game without waiting.

*Another player may still join your game in-progress.

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 772MB of free space is required to save game data.

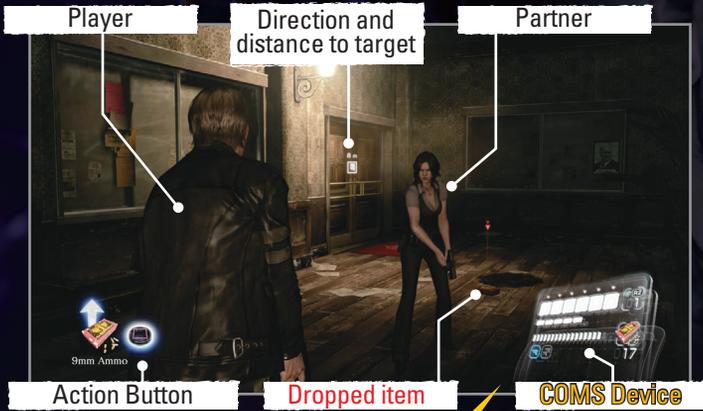
* If you begin the game with Chapter Select or Join Game, data from the game in progress prior to that point will be lost.

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.



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 (PC 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 **△** button while in ready state.

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



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.



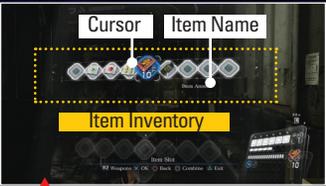
Tips
 You can only use the weapon you had equipped when you enter the Dying state. You will not be able to reload, change weapons, or use any items. ▶ P.17

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."

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

Move Cursor
Right stick or directional button

Item Slot Screen



Switch screens with **R2** button

Weapons Screen



Switch Weapon Inventory Display



Right stick up/down or directional button up/down



Item Menu

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

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 **R2** 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 **⊗** button to store in your tablet case. Another way to recover is with your partner's help.



Tips

Hold down **R2** button and press the **⊗** button to prepare and convert tablets automatically without opening the Item Slot.

Tips

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



First Aid Spray Equip from Weapons Screen, **R1** button

Tips

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 **L2** 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.

Another way to recover is with your partner's help.

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.

* Certain skills are specific to the campaign or extra content **P.13**, and can only be equipped in that particular mode.



Skill sets can be changed at any time during the game from the Options Menu (SELECT button).



Tips

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 multiplayer.

Typical Settings

- Quick Match
Games you can join are automatically selected.
- Custom Match
Specify the types of games you would like to join.



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 Cam-
paign Online Co-Op



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

SPLIT-SCREEN OFFLINE CO-OP



With two or more wireless controllers connected to your PlayStation®3 system, 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 the Campaign 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.



- A maximum of two people can play at the same time. Split-screen play 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.

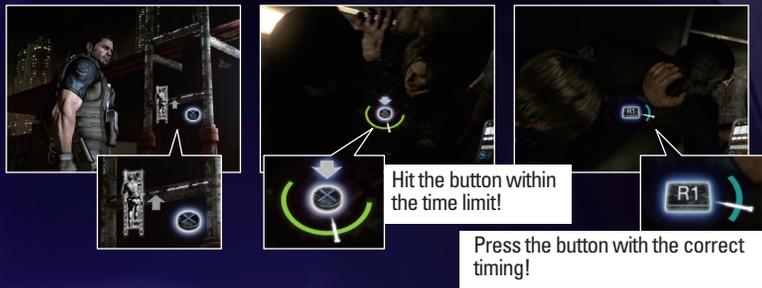


- This mode must first be unlocked by clearing one of the campaigns.
- If the agent is defeated in a stage, the victory falls to the creature.
- Even if you are defeated, you can recover indefinitely as long as the agent doesn't clear the stage.
- The number of agents defeated is displayed on a special 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.

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).



PHYSICAL ATTACKS **R1** button

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

One Way to Take Down Enemies



QUICK SHOT Press **L1** button & **R1** button simultaneously.

A fast attack that automatically targets nearby enemies.

Tips

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



ESCAPE



Holding down the **L1** button, move the left stick (up/down/left/right) & press **X** button.

After escaping, continue pressing **L1** button to ready your weapon while in prone position.

COUNTER

Press the **R1** button at the instant the enemy attacks.



COVER

Press the **L1** button near walls or other objects that may be used for cover. (Press **L1** button and **X** button at the same time to duck behind objects such as tables or crates.) When hiding behind cover and holding down **L1** button, you can use the left stick to move around and edge out from your hiding place to make attacks.



PARTNER ACTIONS

Partner Action **○** button

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



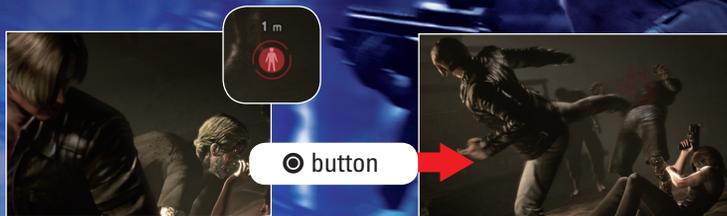
Tips

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

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

RESCUE

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



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:

○ button: Treatment

Their Vitality Gauge will not be replenished.

R2 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 **○** button and press **L2** button or **R2** button or the directional button: You can convey simple messages to your partner, including thanks & instructions.

Hold down the **L1** button, lock aim on the enemy, & press the **○** 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 **L1** button & pressing the **○** button when the enemy is not in your laser sight.)



PASSING ITEMS

Pass 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.

90-DAY LIMITED WARRANTY

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("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC.

Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-7045 U.S.A.

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

The CAPCOM logo is displayed in a stylized, bold font with a blue and yellow color scheme and a registered trademark symbol.

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