**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 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.

- When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller, function.
- 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.

**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.

**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.

**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

**SELECT button**
- Ready your weapon
- Ready your weapon / Cover

**START button**
- Hide behind walls, etc

**L1 button**
- Swap equipment / Select items
  - Up / Down – Swap hand grenades, first aid spray, etc
  - Left / Right – Swap weapons

**L2 button**
- Display route guide

**R1 button**
- Physical Attack
  - Perform regular attack with R1 button. When the enemy attacks, press L1 button to counter attack

**R2 button**
- Health Tablet (Recovery)
  - Health Tablet Auto-Reload – When you have herbs, press L2 button & R2 button

**PS Button**
- Pause game (offline)

**A button**
- Item Slot

**B button**
- Partner Action
  - Look in partner’s direction / Call – Hold down B button
  - Set Attack Tag – Ready weapon with L1 button lock aim on enemy, & press B button

**R3 button**
- Switch left / right hand

**Directional button**
- Sliding – Press L1 button during a Dash
- Dash – Left stick and R button
- Left / Right – Swap weapons
- Up / Down – Swap hand grenades, first aid spray, etc

**Left Stick**
- Move

**Right Stick**
- Aim / Control camera
- Reload / Pick up item

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

**To fully enjoy the vibration function, hold down the L1 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.
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.
**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.

**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.

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 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

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

First Aid Spray

Equip from Weapons Screen, button

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.

Tips

Press 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, and can only be equipped in that particular mode.

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 and Create Game (Duo) in The Mercenaries, you can use the onscreen menus to incorporate multiplayer into your game.

  Select something other than “Offline.”

  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, set this to “Allow”

  (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 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.

**SPLIT-SCREEN OFFLINE CO-OP**

With two or more wireless controllers connected to your PlayStation®3 system, select “Split” from the Screen Mode 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.
**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).

**PHYSICAL ATTACKS**

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

**AN ENEMY HIT WITH A QUICK SHOT WILL ALWAYS BE THROWN OFF GUARD. THIS IS A GREAT TIME TO PERFORM A PHYSICAL ATTACK!**

**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 the X button.

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PARTNER ACTIONS

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

PTNER ACTIONS

Partner Action AMILY button

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

Tips

While waiting, press and hold down the AMILY button to check your partner’s status.

RESCUE

If your partner has been captured they’ll enter Help status. Press the AMILY 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:

AMILY 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 AMILY 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 AMILY 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 AMILY 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.
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To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
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.

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If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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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.

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