

Instruction Manual



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Title Screen Options

The following options are selectable from the title screen.

New game

Start a game from the beginning.
You'll be asked to choose to play as either Chris or Jill.

- ★ There is a question at the beginning of the game.
Your answer will have repercussions, so choose wisely.
- ★ The story differs depending on the character you choose.



Load game

Continue a previously saved game.
You can choose a save game file and start from the position you last saved in.

Options

Change various game settings.
See page 10 for more details.

Manual

Learn how to play the game.

Leaderboard

Connect to Steam and view play time leaderboards.
See page 12 for more details.

Gallery

Rewatch movies from the game.
More movies will be added as you make progress.

Credits

View the game's credits.

Game Over

You will take damage if attacked or if you get caught in a trap.
If you take too much damage, your character will die and it will be game over.



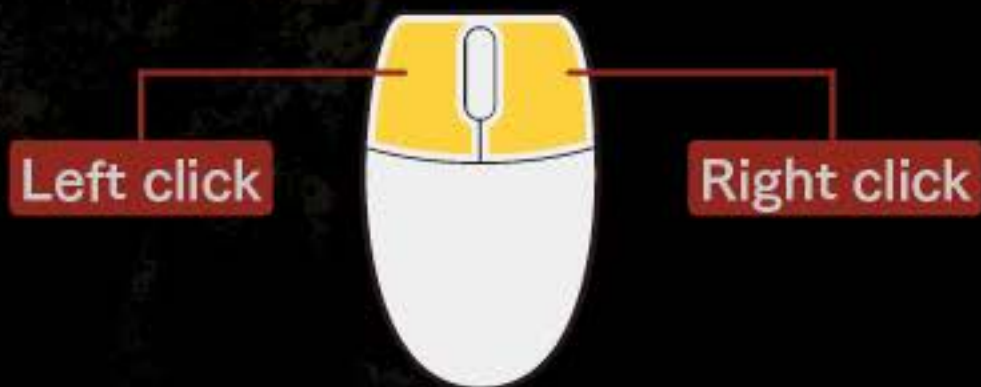
The heart monitor shows your health status.

Controls Keyboard & Mouse

These are the default control settings. Controls can be changed via Controls in the Options screen.

★ In order to attack, reload, and change targets, you must have your weapon in an aiming state.

★ The **Enter** and **Esc** are used for confirming and cancelling.



Original Controls

If you use a controller, you can enjoy the game's original controls by changing settings via Controls in the Options screen.

W	Move up
S	Move down
A	Move left
D	Move right
W/A/S/D + Shift	Run
Q	180° turn
Right click	Aim
Left click	Attack
R	Reload
F	Action
M	Map
N	Status screen
E	Use defensive item
C	Change aiming target
Esc	Options screen
↑/↓/←/→	Select

Player Actions

Walk **W / A / S / D**

Press **W / A / S / D** to walk.

Run **W / A / S / D + Shift**

Press **W / A / S / D + Shift** to run.

180° turn **Q**

Press **Q** to turn around.

Aim and attack **Right click + Left click**

Attack with your equipped weapon.

Press **W / A / S / D** to aim in different directions.



Inspect **F**

Examine whatever is in front of you. Also use to open doors or talk to people.

Push **Press and hold W / A / S / D**

If there is a pushable object in the direction you are moving, hold **W / A / S / D** to push it.

Climb up/down **F**

Climb up or down ladders and ledges.
(Some areas do not allow climbing.)

Use Defensive Item **Auto / E**

When grabbed by an enemy, you will automatically use a defensive item to fend them off. Details for this setting are on page 10.

★This won't work if you're caught from behind.

You can also view details on controls by choosing

Files → **I. Mansion 1F** → **1. S.T.A.R.S. Manual**

from the status screen.

Status Screen

Press **N** to display the status screen. You can check your health and use items on this screen.

Return to game **Files screen** **Map screen** **Standard item**

Heart Monitor

The monitor shows your status

Fine **Caution**

Danger **Poisoned**

Defensive items

Use item

Defensive Items

Equip **Use** **Examine** **Combine**

Inventory

Equipped weapon

Item List **Weapon**

Exit **Files** **Map**

12 **30** **1** **12**

Fine **Caution** **Danger** **Poisoned**

Items

Selecting an item will display the following commands.

Standard items like Chris's Lighter and Jill's Lock Pick will also show these commands.

Use Select Use and press **Enter**

Use the selected item.

(Doesn't work with weapons and ammo.)

Examine Select Examine and press **Enter**

View an item up close and read more information about it. You may even discover something.

You can even rotate the item.

Press **Enter** to examine an item in more detail.

Combine Select Combine and press **Enter**

Some items can be combined with others to modify them (guns and ammo) or produce new items (mixed herbs). Select an item and choose Combine, and a cursor will appear. Use that cursor to select the item you want to combine the selected item with.

Item Management

You can only hold a limited number of items, so you will need to store some of them in the Item Boxes found in different areas of the game.

Press **F** while next to an Item Box to use it and store or retrieve items.



Equipping Weapons

Even if you have a weapon, you still need to equip it in order to use it. Select the weapon in your item list and choose Equip from the command list.

Defensive Items

When the cursor is in the item list, press ← to move the cursor to the Defensive Items list. Choose the one you want and press **Enter** to display the command list. Choose Equip to equip it.

★You can't access this list if you have no Defensive Items.

★If you choose Equip on an item you already have equipped, it will be unequipped.

Map

You can find a map in the game that can be viewed at any time. Press **M** during the game to display it, or select MAP in the status screen.

On the map screen, you can see your current location and how all the areas are connected.

★Press ← and → to change the map area, and ↑ and ↓ to change the floor level.

★If you haven't obtained the map yet, you will only see areas that you have already visited.



Files

You can view the files you've picked up during the game. View them by selecting FILE in the status screen.

Select the category you want and press **Enter** to show the contents. Then select the file you want and press **Enter** to view it.

Saving

To save your game's progress, you need to have an Ink Ribbon. Once you have one, press **F** at a typewriter. It will ask you if you want to save. Select "Yes" to save.

A save file list will be displayed. Select the game data file you want and press **Enter** to save.

★The font color represents the game's difficulty level.

CAUTION!

Saving your game uses up one Ink Ribbon. The number of Ink Ribbons in the game is limited, so be careful!



Settings

You can change game settings through the Options screen by selecting it at the title screen or by pressing the **Esc** during the game.

★Some options are only available through the Options screen accessed from the title screen.

Display

You can set your screen ratio to be 4:3 or 16:9 widescreen.

★4:3 replicates the original game screen ratio.

Controls

Play with either a keyboard or a controller. You can customize the keyboard to your liking, and you can choose between five control types for controller. You can also choose how you use your Defensive Items between Auto and Manual.

Toggling Controls

You can toggle between the original controls and the alternate control setup.

Brightness

Adjust the brightness of your monitor.

If you are not able to get satisfying results, adjust the in-game brightness settings.

Settings

Audio

Adjust BGM and SFX volume.

Language

You can change the in-game language and you can toggle subtitles on/off for cutscenes.

Video settings

Adjust resolution, frame rate, and other graphic-related settings.
Please be sure to use settings that are suited to your computer.

Auto data upload

Toggle Resident Evil.Net functionality on/off.
See page 12 for more details.

Leaderboard

View play time leaderboards of your registered friends or other players worldwide.

- ★You need to have internet access in order to use this feature.
- ★Online IDs may not display correctly if they contain special characters or are too long.

Other Features

Clear Conditions

You can unlock additional features depending on how you clear the game. Try different things each time you play to see what happens.

Resident Evil.Net

Resident Evil.Net is a free web-based service that links with the Resident Evil games. For information about the services provided for this game, please visit the website below.
<http://www.residentevil.net/en/game.html>