

# 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 the internet 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 Wireless Controller

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

## L2 button

Use defensive item  
Change aiming target  
(while aiming)

## L1 button

Aim

## directional buttons

↑ : Forward  
← → : Turn  
↓ : Back

## left stick

Walk (push slightly)  
Run (push all the way)

## START button

Options screen

## right stick

180° turn  
(down button + ◉)

## R2 button

Map

## R1 button

Attack  
(while aiming)

## △ button

Status screen

## ◉ button

Cancel/Reload (while aiming)

## ⊗ button

Confirm/Action

## ◻ button

Run (+ directional buttons)



## Original Controls

The above settings are the alternate controls. If you'd like to play using the original control scheme, you can choose this setting via Controls in the Options screen.

# Player Actions


Alternate

Original

**Walk** left stick left stick / up button


Move the left stick only slightly.

Original controls: move forward by pressing the up button, turn by pressing the left button or right button, and move back by pressing the down button.

**Run** left stick left stick / up button +  button

Push the left stick all the way to run.

Original controls: hold  while moving forward.

**180° turn** right stick / down button +  button

Use the right stick or press  while pressing the down button to turn around instantly.

**Aim and attack** L1 button + R1 button

Attack with your equipped weapon. Use the left stick or directional buttons to choose the direction you want to aim.




**Inspect**  button

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

**Push** left stick / directional buttons

If there is a pushable object in the direction you are moving, continue pushing the left stick or directional buttons to push that object.

**Climb up/down**  button

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

**Use Defensive Item** Auto / L2 button

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




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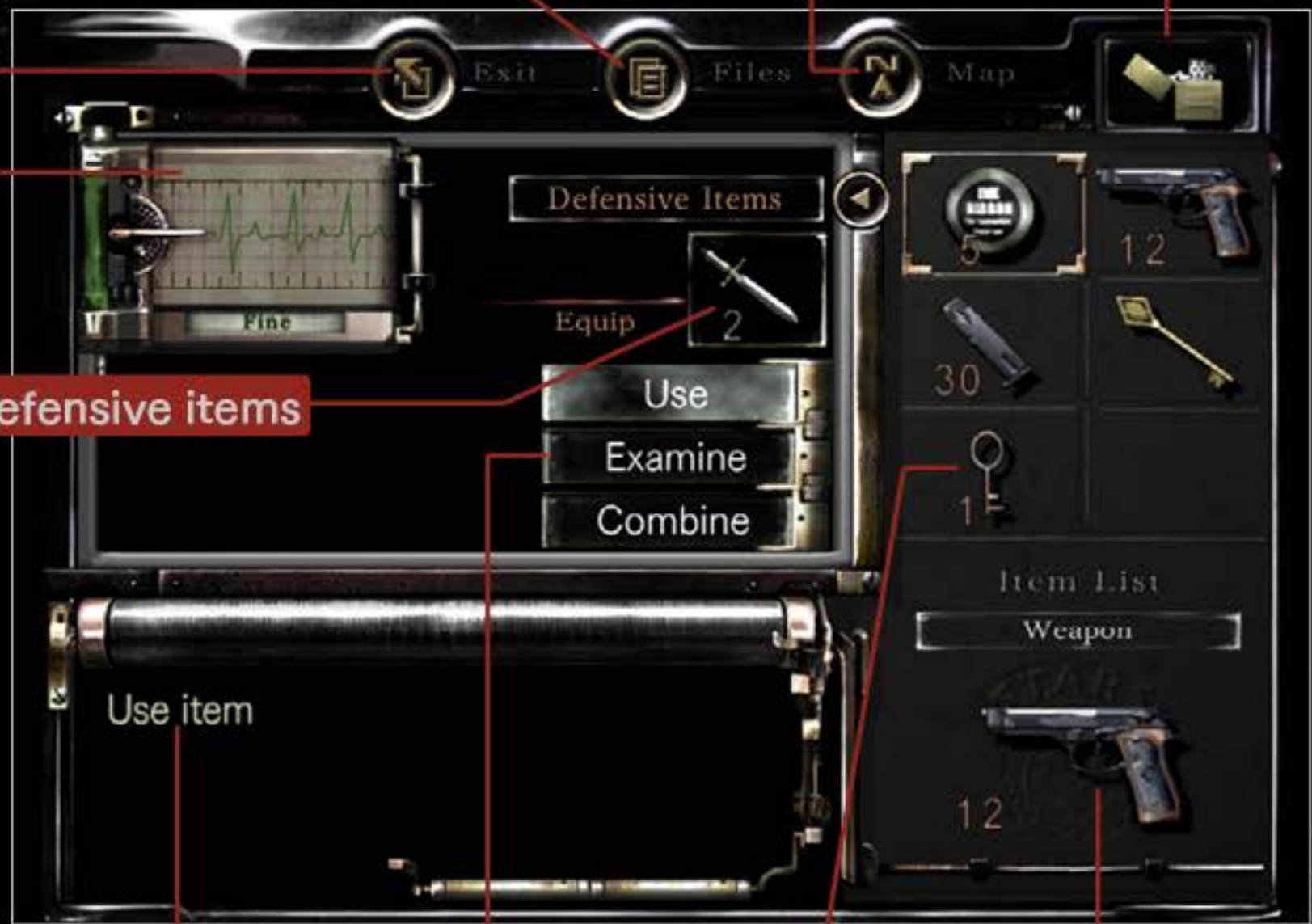


1. S.T.A.R.S. Manual

from the status screen.

# Status Screen

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



The status screen is a complex interface with several key components:

- Return to game:** Located at the top left, represented by a square icon with a right-pointing arrow.
- Files screen:** Located at the top center, represented by a book icon.
- Map screen:** Located at the top right, represented by a map icon.
- Standard item:** Located at the top right, represented by a small icon of a box.
- Heart Monitor:** A central monitor displaying a green ECG line. The status is currently labeled "Fine".
- Defensive items:** A section showing a knife icon with the number "2" and the label "Equip".
- Command list:** A vertical menu with options: "Use", "Examine", and "Combine".
- Inventory:** A grid of slots containing various items, including a handgun (12), a key (1), and a scroll (30).
- Equipped weapon:** A section at the bottom right showing a handgun with the number "12".
- Item messages:** A scroll at the bottom left with the text "Use item".


**The monitor shows your status**

Status	ECG Line Color
Fine	Green
Caution	Yellow
Danger	Red
Poisoned	Purple

## 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 


Use the selected item.


(Doesn't work with weapons and ammo.)

**Examine** Select Examine and press 

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

You can even rotate the item.


Press  to examine an item in more detail.

**Combine** Select Combine and press 

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  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

Push **←** on the left stick when the cursor is in the item list to move the cursor to the Defensive Items list. Select one using **↑↓** on the left stick and press **⊗** 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. Push **↑** on the left stick on the status screen to highlight the Map icon, and then select it.

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

★Move the left stick **←→** to change the map area, 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.

Push **↑** on the left stick on the status screen to highlight the Files icon, and then select it.

Select the category you want and press **⊗** to show the contents.

Then select the file you want and press **⊗** to view it.

## Saving

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

A save file list will be displayed. Push **↑↓** on the left stick to select a file and press **⊗** to save.

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

★You must have at least 1,100 KB of system storage space available on your PlayStation®3 system in order to save a game.

### 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 START button 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



Push   on the left stick to select the control type you want to use. Do the same with Vibration or Defensive Items selected to turn the vibration function on/off and turn Defensive Items to auto or 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, push   on the left stick to toggle to the game brightness adjustment mode.

# Settings

## Audio

You can adjust the BGM and SFX volume. To adjust the volume, select what you want to adjust by pushing   on the left stick and then push   to adjust the volume.

## Language

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

## Auto data upload

Toggle Resident Evil.Net functionality on/off.

See page 12 for more details.

## Leaderboard

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

★You need to have internet access in order to use this feature.

## Other Features

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### 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

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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>