

RESIDENT EVIL®

REVELATIONS





JILL VALENTINE

A member of the BSAA, an NGO founded by the Global Pharmaceutical Consortium, and one of the sole survivors of the Raccoon City Incident. She and her partner, Parker, infiltrate a mysterious cruise ship in search of Chris.



PARKER LUCIANI

Jill's current partner, Parker is known for his uncompromising dedication to his duty. While he may seem composed most of the time, his hot-blooded nature often reveals a sincere, awkward streak that is difficult not to love.



CHRIS REDFIELD

A founding member of the BSAA, and a survivor of the Mansion Incident. The BSAA lost contact with him while he was investigating a new bioterrorist threat.



JESSICA SHERAWAT

Chris's partner in his investigation. Her penchant for making a fashion statement belies her combat prowess and her first-rate marksmanship skills.



Press any button on the title screen to be taken to the main menu. You can then select which game mode to play.

- CAMPAIGN >** Play through the main story.
- RAID MODE >** Customize your weapons to defeat hordes of enemies, single player or in 2-player co-op via Xbox Live (p. 10).
- OPTIONS >** Adjust various settings, including controls, subtitles and voice language, and volume (p. 9).

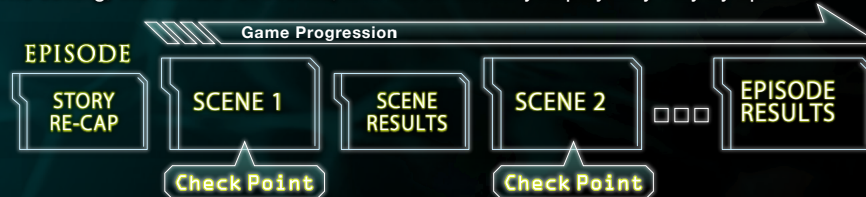
CAMPAIGN MODE

CAMPAIGN MODE MENU

- CONTINUE** Resume the game from your last autosave.
- LOAD GAME** Resume the game from a specific save slot.
- NEW GAME** Discard current episode progress and restart from Episode 1.

CAMPAIGN STRUCTURE

Campaign Mode plays out in episodes, which are broken up into multiple scenes. The setting, the number of scenes, and the character you play may vary by episode.



SAVING

This game will automatically save at check points and at the end of a scene or an episode. You can also create other save slots on the save list screen (pictured right) during the scene results or episode results.



Note: At least 1,500KB of free space are necessary to save.

Caution: Data in the autosave slot is automatically overwritten at each checkpoint. If you'd like to keep a specific autosave slot, copy the data to a separate save slot.

CHARACTER CONTROLS

You can change these settings in the options (p. 9).

Xbox One Wireless Controller

Left trigger

Aim

Left bumper

Ready Genesis

Emotions (in combination with action buttons)

Left stick

Move

Left stick button

Toggle Raid mode bonus details on and off

D-pad

↑ / ↓
Switch subweapon

← / →
Switch weapon

Change selection

Menu button Pause menu

View button Menu

Right trigger

Normal Use knife
While aiming Fire
With Genesis Scan

Right bumper

Use subweapon

X button

Reload

Y button

Use herb

B button

Normal Cancel

A button

Normal Confirm/check/perform action
While moving backwards Quick Turn

Right stick

Strafe/move camera vertically

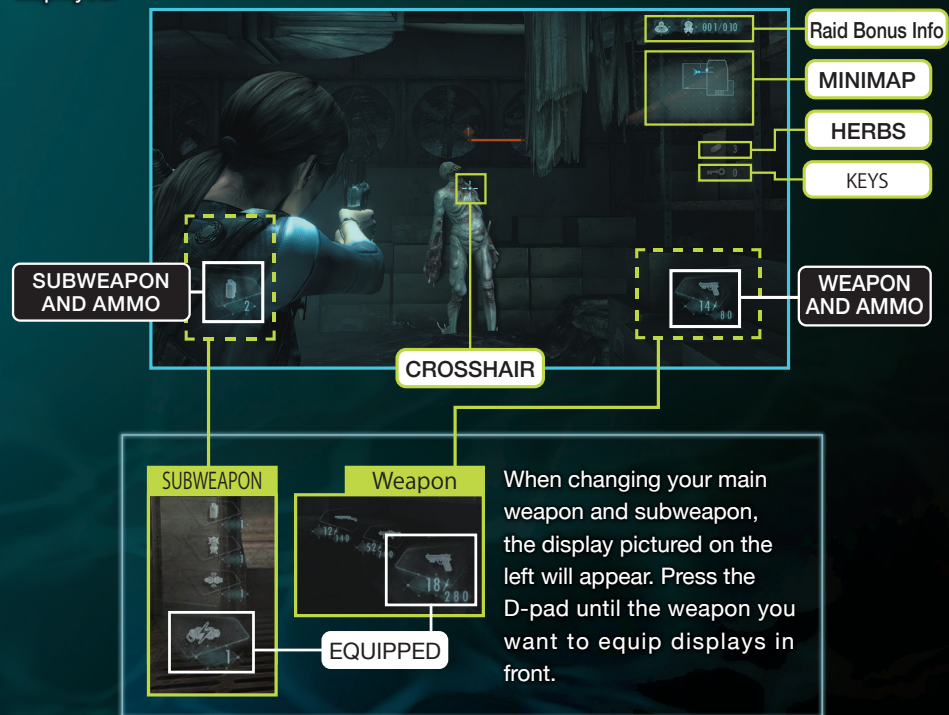
*This is the default Shooter 1 control type.

*Aim with Left trigger and press Right bumper to use subweapons in the direction you are facing.

*In Raid Mode, hold LB and press Y, B, A, or X to use emotions (calling to your partner).

While aiming

The standard game screen only displays the minimap in the upper right and the number of herbs you have. In Raid mode, Raid bonus info and the number of keys you have are also displayed.



When changing your main weapon and subweapon, the display pictured on the left will appear. Press the D-pad until the weapon you want to equip displays in front.

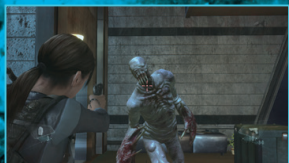
MENU



Press the View button to bring up the menu. The menu displays consumable items, ammo, and key items, and allows you to check the map.

combat and special actions

Note: You can change the control type in OPTIONS. The controls below are for **Shooter 1**.



Shooting

- Left trigger** Aim your main weapon
- Right trigger** Fire

You can change your weapons using the left or right D-pad. Each weapon has its own strengths and drawbacks, so it helps to change weapons to adapt to the situation or your own unique playing style.



Subweapon

- Right bumper** Use your subweapon

You can change your subweapons using the up or down D-pad. Subweapons include various items, from standard grenades to special grenades that can paralyze enemies for a limited time.

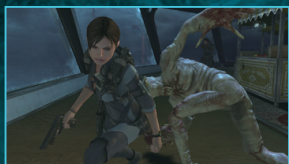


Physical Attacks

- Press **A** near a staggered enemy

Note: Hold the button longer for a stronger attack

Continuously attacking an enemy may cause it to stagger, allowing you to use a powerful melee attack against it.



Evasion

- Left stick **↑** before getting attacked
- Or Left stick **↓** + **A**

Each type of enemy has differently timed attacks. Evade attacks as much as possible to increase your chance of survival.

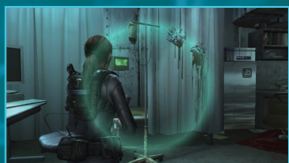


Genesis

- Left bumper** Ready Genesis
- Right trigger** Hold to begin scanning

Scanning allows you to detect hidden traces, items, and to analyze creatures to obtain herbs.

Note: Campaign Mode only. Becomes available as you make progress.



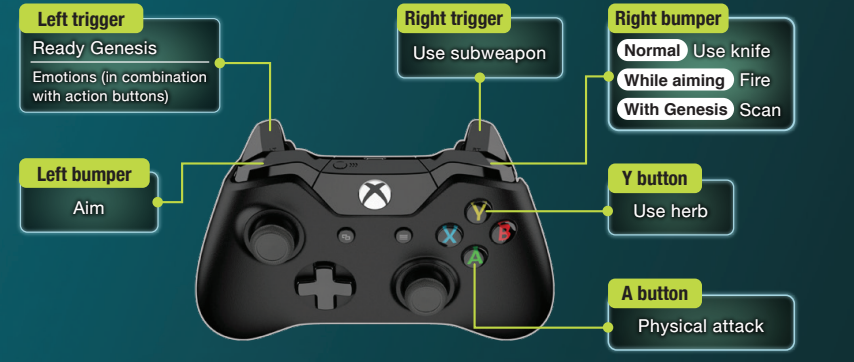
Recovery

- Y** when you have at least one herb

Blood will splatter on the screen proportional to the amount of damage you've taken. Use an herb to instantly restore your health. Herbs can be found throughout the environment or generated by analyzing enemies with the Genesis.

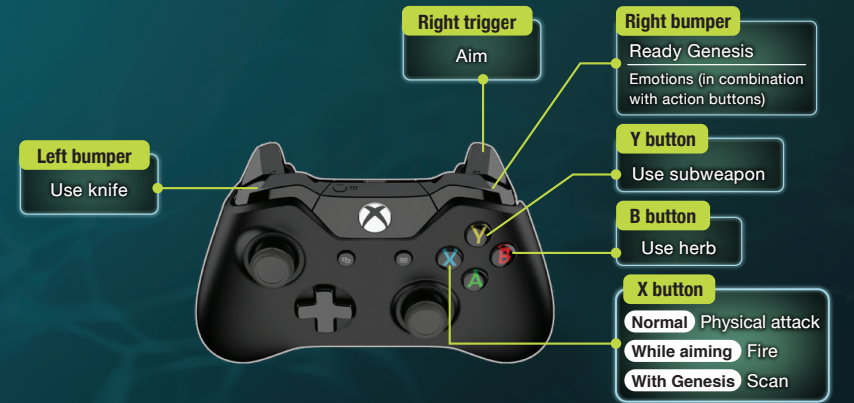
Shooter 2

A standard third-person shooter control type. Press LB to ready your weapon, and press RB to shoot.



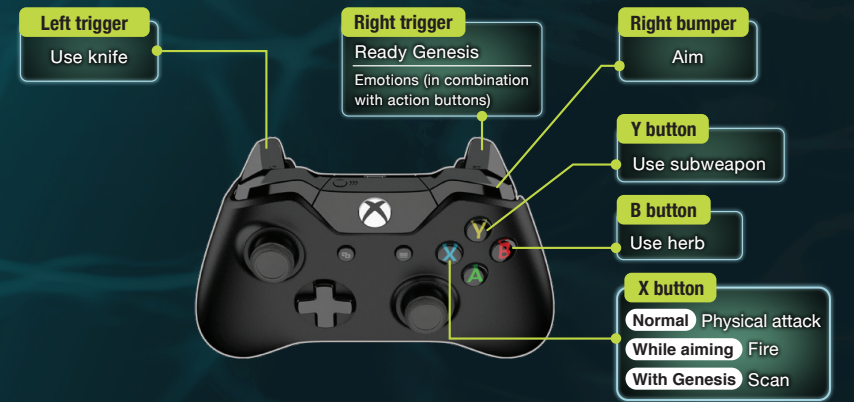
Classic 1

A traditional Resident Evil series control type. Aim with the Right trigger.



Classic 2

A traditional Resident Evil series control type. Aim with the RB.



THE WEAPON BOX



The Weapon Box pictured left allows you to change and customize your main weapons. Before you can customize your weapons, however, you need to obtain custom parts.



CHANGING WEAPONS



A character can only carry up to three main weapons at a time. Any extra weapons can be stored in the Weapon Box to swap out at any time. New weapons you obtain can also be accessed from the Weapon Box, so visit it often to manage your arsenal.

WEAPON CUSTOMIZATION

You can strengthen a weapon's capabilities by outfitting it with custom parts. Each custom part has its own properties and limitations on which weapon it can be equipped to, but they can be equipped and unequipped freely.



CUSTOMIZING RAID-MODE-ONLY WEAPONS



Raid Mode (p. 10) features special "tagged weapons" that don't appear in Campaign Mode. You can also find separate boost and tag items as you make progress. Though they cost a large amount of BP, they can provide impressive enhancements for your weapons.

PAUSE MENU

Press the Menu button to open the pause menu.

RESTART

Discard current game progress and restart from the most recent checkpoint.

OPTIONS

Change various game settings.

QUIT

Quit the game and return to the main menu.

OPTIONS

Below is a list of all the options available from the pause and main menus.

CONTROLS

CONTROL TYPE	Change the control type.
AIMING CONTROLS	Adjust the aiming controls.
AIMING SPEED	Change the speed of the crosshairs while aiming.
CAMERA CONTROLS	Change camera control while moving.
SWIMMING CONTROLS	Change swimming controls (swimming scenes only).
CONTROLLER VIBRATION	Adjust the controller vibration settings.

GAME SETTINGS

CROSSHAIR COLOR	Change the crosshair's color.
DISPLAY TUTORIAL	Turn tutorial messages on or off.
DISPLAY SUBTITLES	Turn subtitles on or off.
MAP DISPLAY	Turn the minimap on or off.

DISPLAY SETTINGS

Adjust the brightness.

AUDIO

Adjust the music, sound effects, and voice volume.

LANGUAGE

Change in-game display language and voice language. Note: Unavailable in Raid Mode or from the pause menu.

AUTO DATA UPLOAD

Choose whether or not to send your gameplay info to RE NET (p. 15).

DEFAULT

Restore all settings to their defaults.

RAID MODE



In Raid Mode, you progress through each stage while defeating numerous enemies. The availability of maps is dependent on your progress in Raid Mode and Campaign Mode.

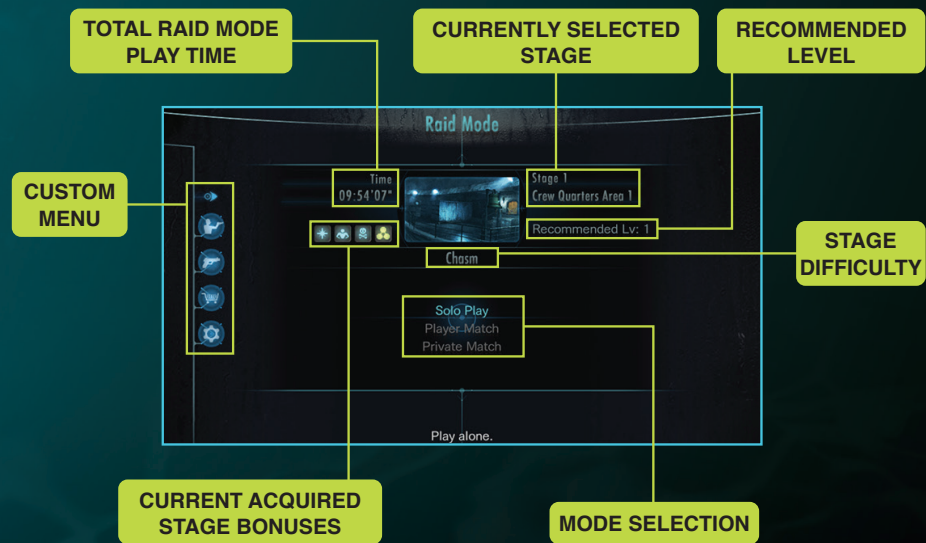
Raid Mode can be played single-player or in two-player co-op by connecting to the internet to play with players from around the world.

Taking control of one of the game's characters, you must make your way to the emblem that marks the goal. Destroy the emblem with a physical attack to complete the stage. Upon completion, you will earn BP and experience based on your performance. Earn enough experience and your level will increase.

The BP you earn can be used to buy weapons, ammo, and custom parts from the Raid Mode store.

Note: Weapons, ammo, and items you acquire can only be used in Raid Mode.

THE RAID MODE SCREEN



RAID MODE PROGRESSION

LOBBY

Select the stage and character to play.

WEAPONS

Switch out or customize your weapons (p. 8).

STORE

Spend BP to buy items, ammo, or custom parts.

GAMEPLAY

Earn BP in the results. (Better results will earn you more BP).

You can select from the following modes of play. See page 12 for details.

SOLO PLAY	Play alone without connecting to Xbox Live.
PLAYER MATCH	Connect to Xbox Live and play two-player co-op with players from around the world.
PRIVATE MATCH	Connect to Xbox Live and play two-player co-op with a player you invite or a friend.

Open the custom menu by pressing the Left bumper in the Raid Mode menu screen.

CHARACTERS	Select the character you wish to use. You can also change your own level.
WEAPONS	Select and customize your weapons.
STORE	Use BP to buy various weapons and items.
OPTIONS	Change various game settings.

THE GHOST SHIP: CHAOS



The Ghost Ship: Chaos is an extra stage featuring hellishly stronger enemies than The Ghost Ship. Overcoming this challenge will net you even more rewards than ever. Equip yourself with the new weapons and custom parts available and test your skills in this new stage!

ALL-NEW POWERFUL WEAPONS



The Ghost Ship: Chaos allows you to earn powerful new weapons that boast more power, higher rates of fire, larger ammo capacities, and additional custompart slots. There are also weapons that can negate the weaknesses found in tags!



BLUE ICONS INDICATE ALL-NEW WEAPONS

DAMAGE AND ENEMY INDICATORS



During Raid Mode, new icons will display in the upper right part of the screen to show information about the No Damage and Genocide bonuses. You can press Left stick to display detailed info, including the number of enemies remaining. These new indicators will help you achieve the best results possible!

PLAYER STATUS



NO DAMAGE



DAMAGE RECEIVED

ENEMY STATUS



ENEMIES HIDING



NO ENEMIES

Equip the Enemy Radar part to enable a radar that detects enemies.

DISTANCES FROM ENEMIES



NEAR



FAR

RESIDENTEVIL.NET

ABOUT RESIDENT EVIL.NET

RE NET is a free, web-based service that allows you to get the most out of Resident Evil: Revelations. Through RE NET, you can upload data from your game, and see how other players are progressing at a glance. You can even send helpful items to those who need them, and take part in specially designed online events. Register now if you want access to all the great content RE NET has to offer.

Registering is simple! Access <http://www.residentevil.net> on your PC or smartphone and register your email address after creating a CAPCOM Account. Follow the directions in the confirmation email to set your nickname and password. Once registered, link your account to your gaming systems to access all of RE NET's features.

Sign up today! <http://www.residentevil.net>

Note: When registering, be sure to allow emails from the domain capcom.com.



Rachael Foley

Who is this mysterious woman? She wears a wetsuit similar to Jill's, but she doesn't belong to the BSAA as far as anyone knows. We can only speculate as to the fate that awaits her...

BASIC CONTROLS

- You can view basic controls from the manual in the Menu.
- Hold the left stick down and press A to do a quick turn.
- Use an herb after taking damage to avoid death.
- Use your ammo wisely.
- Keep an eye on your ammo to avoid reloading at inopportune times.
- Search the entire ship for powerful weapons.
- Swap weapons with the left and right D-pad.

GAMEPLAY TIPS

- Hitting certain areas on enemies inflicts greater damage.
- You can strafe by tilting the left stick right or left.
- You can use the left stick to move while aiming your gun.
- Swap subweapons with the up and down D-pad.
- You can dodge while reloading.
- Hold A to power up your physical attacks.
- Use physical attacks on enemies when they're staggered.
- Get a 100% analysis with the Genesis to receive a health item.
- You can change the camera for swimming in OPTIONS.



Keith Lumley

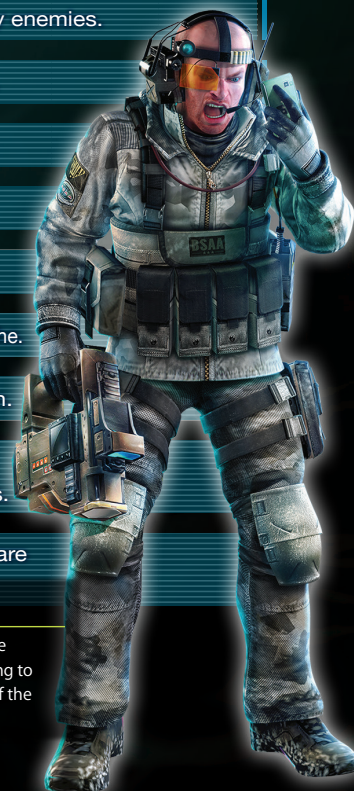
A BSAA agent. Don't let his cavalier attitude and big mouth fool you: he's just as good an agent as Chris and Jill. He dual wields a pair of kukri knives in close combat.

GENERAL TIPS

- If your attacks seem ineffective, try aiming for different body parts.
- You can do huge damage to enemies by exploding gas cylinders.
- Evade attacks by moving or doing a quick turn.
- You can't dodge repeatedly.
- The B.O.W. Decoy attracts enemies to it before exploding.
- Shock grenades used in water can take out many enemies.
- Pulse grenades can be used to stagger enemies.
- Pulse grenades can also be used underwater.
- You can intercept enemy projectiles.
- You can destroy enemy traps.
- When swimming, you'll die if you become unable to breathe.
- Dodge underwater attacks by moving up or down.
- The indicator on the bottom right will flash when you're near an item you can find with the Genesis.
- You get more data from scanning the closer you are to an enemy.

Quint Cetcham

The BSAA's resident mega geek. He has a habit of comparing everything to movies. He also thought up a lot of the ideas for the Genesis scanner.



RAID MODE TIPS

An enemy's attack power and defense increase with its level.

It's better to avoid enemies 10 or more levels higher than you.

If you're stuck, try going back to a previous stage to level up.

You can change the player's level in Characters.

If you get stuck, try playing at a level above the recommended level. Keep in mind that you won't get a low-level bonus in this case.

You can earn a low-level bonus for extra EXP and BP by completing a stage with a level lower than what is recommended.

Weapons have required levels for use, but custom parts have no such limitations.

The store increases its stock as your level increases.

Items in the store can change every time you visit.

The color of a custom part's name on the parts screen indicates if it can be equipped. Yellow: equippable. Dark yellow: unequippable (similar part already equipped). Gray: unequippable.

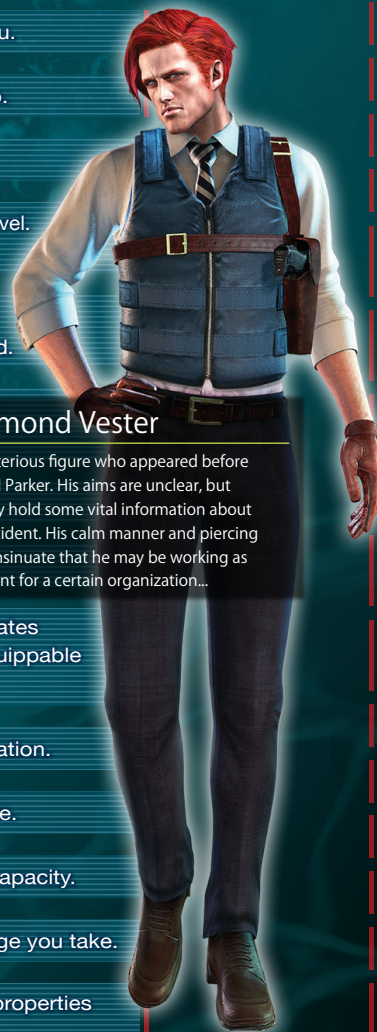
A weapon that is tagged means that it has a special modification.

You can purchase ammo, grenades, and herbs from the store.

There are items in the store that will increase your carrying capacity.

The store offers body armor that will help mitigate the damage you take.

Weapons of the same type and level can still have different properties and number of part slots.



Raymond Vester

A mysterious figure who appeared before Jill and Parker. His aims are unclear, but he may hold some vital information about the incident. His calm manner and piercing gaze insinuate that he may be working as an agent for a certain organization...

RAID MODE TIPS

The Rifle and the Assault Rifle have piercing capabilities.

Conserve ammo by wisely using your knife and physical attacks.

Each character is proficient with different weapons.

Grenades are a great way of taking out obscured enemies.

Attacking enemy weak points can cause critical damage.

Enemies have trouble opening doors. Running away can often be a clever strategy.

Knowing when to fight and when to run can help you survive longer in Raid Mode.

Save your partner from death by using a healing herb next to them.

In co-op play, ammo can be picked up by both players, so don't be afraid to take whatever you find.


You can do more damage by timing a charged physical attack with your partner onto the same enemy.

Dying reduces the amount of EXP and BP you receive. Retire if you get into a tight spot.

You will still get EXP and items if you retire from a mission.

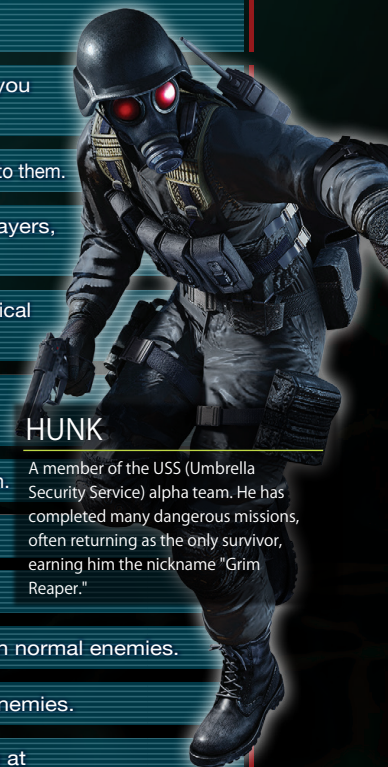
Named enemies will always drop custom parts.

Enemies with icons are especially strong.

Enemies with a  will have different attacks than normal enemies.

Stages with  on them contain tough, named enemies.

You can obtain an herb by destroying the emblem at a stage's goal with a charged physical attack.



HUNK

A member of the USS (Umbrella Security Service) alpha team. He has completed many dangerous missions, often returning as the only survivor, earning him the nickname "Grim Reaper."



Ooze

An eerie, slimy creature. Though sluggish, take care not to let it grab you and drain your blood.

Try: Shotguns, Physical Attacks



Ooze (Pincer)

An Ooze with gigantic claw-like arms, which can easily incapacitate you if they hit.

Try: Sniper Rifles, Magnums



Ooze (Tricorne)

This Ooze fires its bones as projectiles, but its attacks can be knocked out of the air.

Try: Knife Attacks



Ooze (Chunk)

An Ooze that looks like a lump of meat. It explodes when it gets close, causing great damage to anything in its proximity.

Try: Handguns



Hunter

A controllable B.O.W. created with the T-Virus. It ruthlessly stalks its targets with superior strength and incredibly agility.

Try: Assault Rifles, Magnums



Sea Creeper

These underwater creatures can emerge suddenly, then attempt to grab you.

Try: Shock Grenades



Globster

An amorphous blob-like creature that attacks with the large crooked mouth on its underside.

Try: Machine Guns



Ghiozzo

Fish infected by T-Abyss and mutated into vicious, piranha-like predators.

Try: Shock Grenades



Fenrir

A B.O.W. developed for mountainous areas, created by injecting wolves with T-Abyss. They form packs to hunt their prey.

Try: Knife Attacks