

Instruction Manual



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Title Screen Options

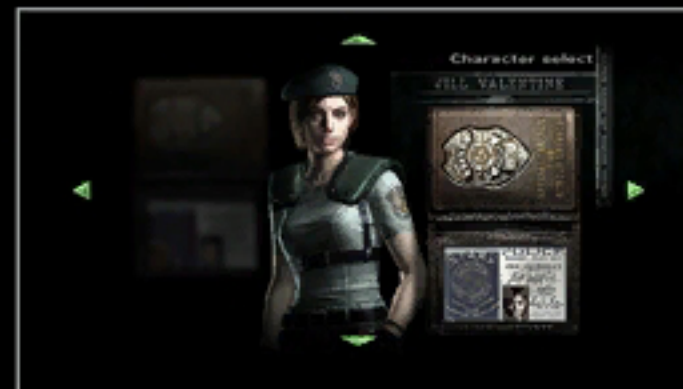
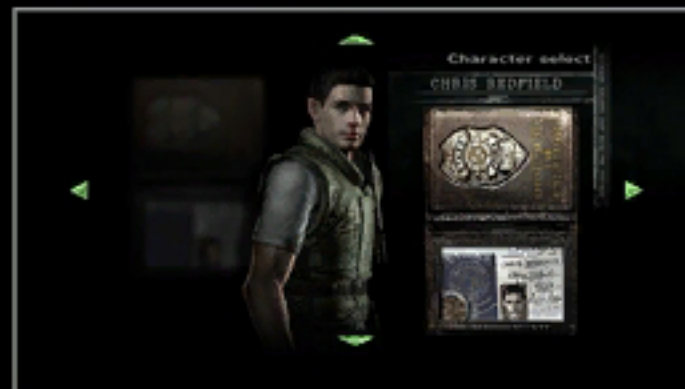
The following options are selectable from the title screen.

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

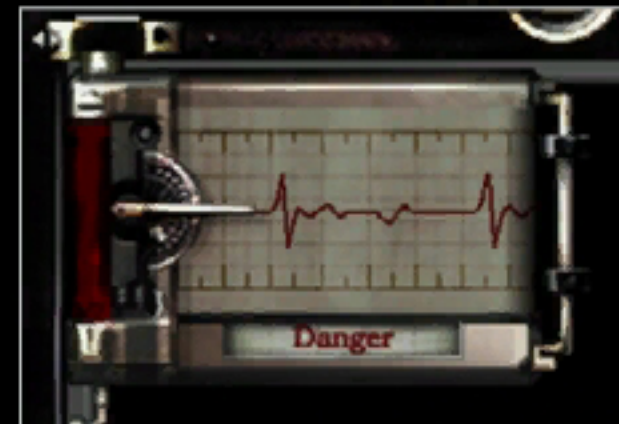
Rewatch movies from the game.
More movies will be added as you make progress.

Credits

View the game's credits.

Game Over

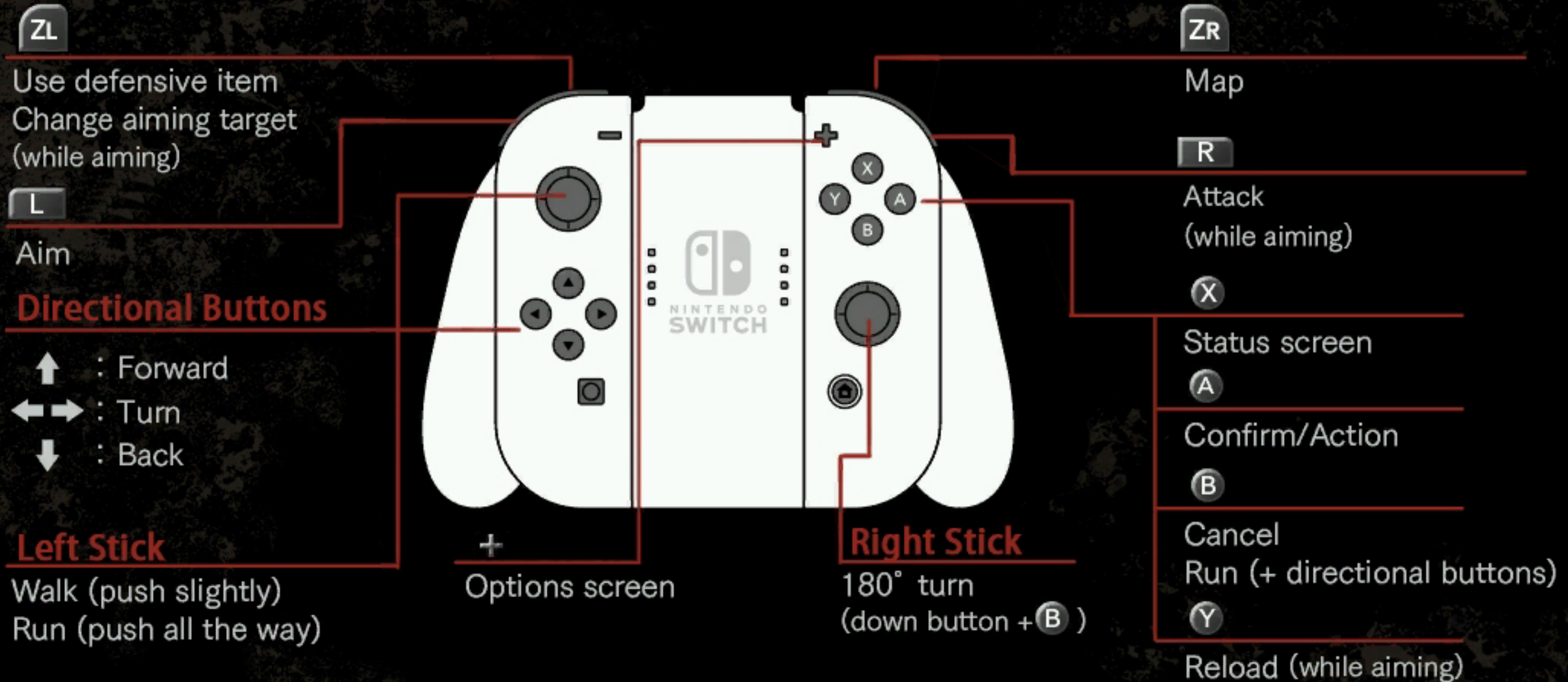
You will take damage if attacked or if you get caught in a trap.
If you take too much damage, your character will die and it will be game over.



The heart monitor shows your health status.

Controls

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



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 + B**

Push the left stick all the way to run.

Original controls: hold **B** while moving forward.

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

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

Aim and attack **L** + **R**

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



Inspect **A**

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 **A**

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

Use Defensive Item **Auto** / **ZL**

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 **X** 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:

- Navigation:** Buttons for "Return to game", "Files screen", "Map screen", and "Standard item" are located at the top.
- Health Monitor:** A "Heart Monitor" displays a green ECG line and a status indicator (e.g., "Fine").
- Defensive Items:** A section labeled "Defensive items" shows a knife icon with a count of 2 and a "Use" button.
- Inventory:** A grid of items including a handgun (12), a key (1), and a scroll (30).
- Command List:** A scrollable list of actions: "Equip", "Use", "Examine", and "Combine".
- Item Messages:** A scrollable area at the bottom for "Use item" messages.
- Equipped Weapon:** A section titled "Item List" with a "Weapon" filter, showing a handgun with 12 rounds.

The monitor shows your status

Status	ECG Line	Color
Fine	Steady, regular rhythm	Green
Caution	Slightly irregular rhythm	Olive
Danger	Irregular, rapid rhythm	Red
Poisoned	Irregular rhythm with a purple tint	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 **A**

Use the selected item.

(Doesn't work with weapons and ammo.)

Examine Select Examine and press **A**

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

You can even rotate the item.

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

Combine Select Combine and press **A**

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 **A** 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 **A** 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 **A** to show the contents.

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

Saving

To save your game's progress, you need to have an Ink Ribbon. Once you have one, press **A** 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 **A** 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 + 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 rumble feature 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.

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.

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.

Wesker's Report

This is a video report by Wesker showing the incidents that took place from his point of view.

Wesker's Report contains secrets related to this game's story, so we strongly recommend you watch it after you have completed the game.