



RESIDENT EVIL®



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Display Route Guide **LB**

Ready Weapon **LT**

LT + RT Quick Shots

RT Physical Attack/Fire

RB Use Health Tablets

Y Item Slot

B Partner Action/Cancel

Move Character/
Navigate Menu **L**
Dash **L + A**
Dodge **L + LB**

Options Menu **LB**

X Reload/Pick-Up

A Solo Action/Select

≡ Pause

Toggle grenades **++**

Toggle weapons **++**

R Look Around

Ⓢ Switch Sides



Cycle Mode

Cycle Mode automatically enters you into the currently recommended multiplayer game mode and matches you with other players.

Since players from all over the world will be playing the recommended multiplayer mode, matching will be easier and you won't have to wait as long to find a match.

The recommended multiplayer mode will automatically rotate at fixed intervals.

*Note: You may not be able to match with other players if your PlayStation®4's date and time settings are incorrect, so please ensure your settings are correct.



Changes to Options Settings

To improve the overall game experience we have made the following changes to the Playstation®4 and Xbox One versions.

- The default value for Camera Field of View is 15.
- The default value for Field of View When Aiming is 15.
- The default value for Position When Aiming is 5.
- The default value for display brightness is 35.
- Auto-action is set to on by default.

Auto-action enables automatic support for timing-based and rapid button quick time events, for a more comfortable gameplay experience. Additionally, the time limits for certain scenes have been extended and vehicle controls have been improved.

You can change your settings to match the Playstation®3 and Xbox 360 versions from the Options screen.



Online Campaign Custom Match

The option to search for a Leon, Chris, Jake, or Ada campaign without specifying a chapter has been added to Campaign Select in Custom Match. This allows for easier multiplayer matching.

Note: It is still possible to search by chapter.

Compatibility with ResidentEvil.Net

The PlayStation®4 and Xbox One versions of Resident Evil 6 cannot link up with ResidentEvil.Net. However, costumes obtained by linking up to ResidentEvil.Net from PlayStation®3 and Xbox 360 versions can be obtained by playing the Extra Content modes in the PlayStation®4 and Xbox One versions of the game.

Further Information

For more information, please see the web manuals for the PlayStation®3 and Xbox 360 versions of the game.