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★Online features will be added with an update.

Mouse and keyboard commands are available in the options screen under Commands, Mouse and Keyboard (pg 16). You can also change key assignments.

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ABOUT THIS GAME

Main Content

Essential Game Pack

Episode 1 Pack

Ep.1 Campaign

Raid Mode

This game is divided up into several episodes and content packs, which can be purchased separately.

Add-Ons

Can be purchased in any order

Episode 2 Pack

Ep.2 Campaign

Claire | Barry

Raid Mode Add-Ons (Stages, Items)

Episode 3 Pack

Ep.3 Campaign

Claire | Barry

Raid Mode Add-Ons (Stages, Items)

Episode 4 Pack

Ep.4 Campaign

Claire | Barry

Raid Mode Add-Ons (Stages, Items)

Save Data 3,000KB or more free space is required in order to save game data.

This game supports 5.1 surround sound. In order to enjoy this feature, you must connect your PC to a surround sound system that supports it using the HDMI Cable, or an optical digital cable. Then adjust your PC audio settings.

DOLBY DIGITAL

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

MAIN MENU

Campaign The campaigns take place over two different time periods.

Raid Mode Take on enemies while improving your equipment. You can play 2-player co-op through an internet connection. ★

Extras View records and unlocked bonus content.

Online Store Sign in to the Online Store to download add-ons.

Leaderboards Check out the leaderboards.

Options Change the game's options and settings.

Exit Game Quit the game.

Save Data

This game features an auto-save function. Please avoid turning off the power while the save icon is displayed. The game will auto-save at episode checkpoints and at the result screen. There is only one save file for the whole game, including add-ons.

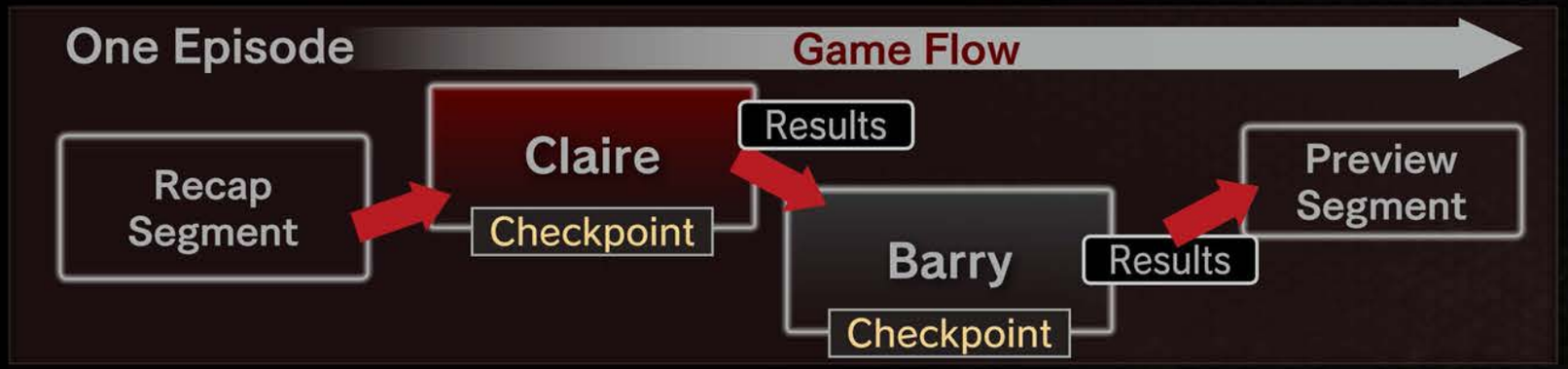
CAMPAIGN

Choose Campaign from the Main Menu, then select the episode you want to play.

Campaign Menu		
	Continue	Continue from your last saved checkpoint.
	Episode Select	Choose from either Claire or Barry's campaign and start the game.

Campaign Flow

Things you do in Claire's campaign will affect Barry's campaign.
Items you have when you finish an episode will carry over for the same character when you resume that campaign.



CONTROLS

These are the default controls. The control scheme can be changed from Options (pg 16).

LT
Ready Weapon

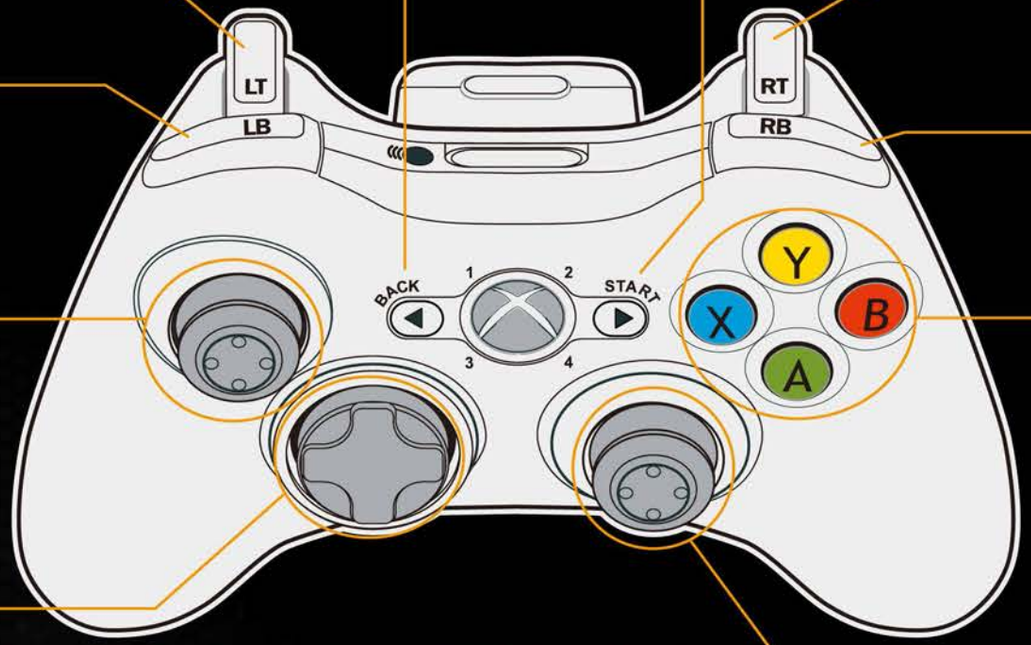
LB
Hold Down - Aim Sub-Weapon
RT to throw

Left stick
Move
Left stick button
Crouch / Stand

Directional Pad
⇦ / ⇨ / ⇧ / ⇩
Switch Weapon
(Press with LB to Switch Sub-Weapon)

Status Screen
BACK button

Pause Menu
START button



Mouse and keyboard commands are available in the options screen under Commands, Mouse and Keyboard (pg 16). You can also change key assignments.

RT
Melee Attack
While Aiming - Fire

RB
Hold Down to Use Herbs

Menu Screen Controls
A button
Confirm
B button
Cancel

Y button
Switch Character
Hold + up or down on the D-pad to give commands*

X button
Pick Up / Reload

B button
Push together with a direction on the left stick to evade

A button
Examine / Perform Action
Hold down while walking to run
Perform quick turn (moving backwards)

Right stick
Move Camera
Right stick button
Light On / Off
Adjust Scope

This game supports the controller's vibration function.
It can be toggled on or off from the Options Menu.
* In Raid Mode, use the directional pad, LB, and RB to use gestures or call to your partner.

COMBAT AND SPECIAL ACTIONS

Shooting

LT + RT

Ready your weapon with LT, use the right stick to aim, and press RT to fire.

Sub-Weapon

LB + RT

Hold down LB to ready your sub-weapon, and press RT to throw it. Use LB and the D-pad to change sub-weapons.

Physical Attack

RT close to wounded enemy

When a wounded enemy is in close range you can use a physical attack to send them flying.

Evasion

Left stick + B

Use to dodge enemy attacks quickly.

Stealth Attack

Approach an enemy from behind unnoticed and press RT.

Crouch to avoid making noise, and stay out of your enemy's eyesight to take them out in one attack.

Recovery and Impairment

Recovery

Hold down RB

Use herbs to recover your health. Taking too much damage will result in death.

Impairment

Enemies can inflict impairments on you, including bleeding and blindness. Impairments will go away over time, or you can use items to recovery instantly.

GAME SCREEN

Aiming

A map is displayed in the upper right corner. The following HUD will appear while aiming.

Pause Menu

Press the START button to bring up the Pause Menu during gameplay.

Resume Return to the game.

Retry Restart from your last saved checkpoint.

Gameplay Stats View your results and challenge medals.

Documents View the files that have been collected in-game.

Options Open the option menu.

Quit Return to the Main Menu.

STATUS SCREEN

View and combine items, as well as change the order of your weapons. Press the BACK button to open during gameplay, and toggle screens using LB and RB.

Item Screen

Access the items your character and the partner character are carrying. You can pass items to your partner if they are within reach. Discarded items can also be picked up again if they are in range.

Combination Screen

View this screen to see items you can combine. Create the new items you want to make while confirming what items types you need, and how much is necessary.

Weapon Slot Screen

Select the weapon placement for the directional pad in the Quick Menu.

WORKSTATION

Use the workstation in game to switch your weapons and customize their performance using custom parts. Any custom parts in your item inventory will be opened, transferred, and saved to the workstation per character.

Weapon Switching

A character can hold up to 4 weapons at a time. Store extra weapons at the workbench and access them as desired.

Customization

You can improve weapon performance by installing custom parts. Choose the weapon you want to customize and install the custom parts into the open slots.

PARTNER CHARACTER

A partner character will travel together with the main character. Switch characters by pressing Y. Use the partner's special abilities to solve puzzles and clear difficult obstacles.

Partner's Abilities

The partner characters have different equipment and abilities. If they sustain enough damage they will become immobilized. They can recover if you hold down Y near them using the main character.

※ There are certain traps that will result in a game over if the main or partner character gets caught in them.
※ Partner characters can find hidden items.

Moira

Equipment

Crowbar, flashlight

Abilities

Her flashlight illuminates dark areas. Use aiming to concentrate the beam on a smaller area to find hidden items and to blind certain enemies temporarily.

Natalia

Equipment

None

Abilities

Natalia can sense the presence and weak spots of enemies. Crouch to increase her sensing range. Pointing reveals hidden items in dark areas.

SKILLS

Acquire skills to improve your abilities. Skill Settings can be accessed from the Campaign menu. Skills can be obtained using bonus points, which are earned after finishing an episode.

Acquiring Skills & Leveling Up

Skill Settings displays all the skills you can acquire. Use the cursor to choose a skill. Only skills you acquire can be leveled up.

Raid Mode

Overview

In Raid Mode you move forward while defeating waves of enemies. Obtain Medallions by clearing missions, and use these Medallions to unlock new missions. You can play Raid Mode in single player, and together with players globally through online play. ★

Each mission has its own clear conditions. Fulfill these conditions and the goal emblem will appear. Destroy it to clear the mission. You can get experience and gold based on your performance. Upgrade your weapons and parts to help improve your performance.

Raid Mode

The Vestibule

You'll start Raid Mode from the Vestibule. You'll be able to adjust various settings as you prepare to take on the mission.

Mannequin	Change or edit your characters and skills.
Workstation	Swap and improve your equipped weapons.
Black Phone	Buy or sell items, and access the Online Store.
Jukebox	Play the albums to unlock items.
Toolbox	Combine custom parts.
Bulletin Board	View the leaderboards.
Book	View the play manual.
Gramophone	Listen to the mysterious voice.
Chair	Exit Raid Mode.
Blue Door ★	Connect online to find and add partners. Follow the instructions that will be displayed on-screen.
Red Door	Choose the mission you'd like to start.

CHARACTER SELECT & SKILLS

Raid Mode features mode-exclusive equipment, characters, and skills. These can be accessed from the mannequin. Characters have their own skills and abilities, and level up separately. Use experience bonuses that increase over real time, and skill progression to level up your character to its full potential.

Mannequin Choose your character from the displayed line-up of playable characters.

Weapons Choose the weapons you'll use in the mission.

Skills Acquire, strengthen, inherit and equip skills.

Gestures Adjust the gestures you'll use in-game.

Finish Customization Adjust settings for the character you will use for the mission.

Rest Bonus

An experience bonus that your character gains while not in use. You can gain a lot of experience from the rest bonus. This content is only available online.

Passive and Active Skills

Passive skills activate when certain conditions are met. Active skills can be equipped similar to a sub-weapon and used with the LB.

Skill Limitations

Many skills require a cool-down period before they can be used again. Other skills can only be used a limited number of times.

ITEM EVALUATION & WEAPON UPGRADING

Use custom parts slots to alter or level up weapons. You can obtain albums (non-evaluated items) during a mission, but you will not be able to use them until you evaluate them using the jukebox in the Vestibule.
They can also be purchased from the store using the black phone.

Jukebox

You must have gold to use the jukebox, and there is a limit on the amount of albums you can have. You can check the item based on the icon, and choose to evaluate it or sell it for gold.

Workstation

View the weapons you have and perform the following operations. Discarded weapons and parts cannot be re-obtained.

Equip Parts	Equip custom parts to your weapon. Equipped parts cannot be removed.
Destroy Parts	Destroy the custom parts attached to your weapon to open the parts slot.
Destroy Weapon	Destroy the weapon to retrieve the equipped custom parts.
Sell	Sell weapons and equipped custom parts.

OPTIONS / RESIDENT EVIL.NET

Options Menu

Adjust various settings here.

Controls	Check the keyboard commands, change key assignments, and set the control type and camera.
Display	Adjust screen brightness, on-screen display, subtitles, and toggle the tutorial on or off.
Graphics	Adjust graphics settings.
Audio	Adjust the settings for voice listening mode and volume.
Language	Change the subtitle and voice settings.
RE NET	Data upload to RE NET can be set to on or off. ★
Default	Restore all settings to their default values.

RESIDENT EVIL.NET

RESIDENT EVIL.NET

RE NET is a free web service to help expand the world of Resident Evil Revelations 2. By uploading your player data to the server you can view your game progress, participate in regular events, and receive useful items. Signing up is easy! Access the URL below from your PC or smartphone and register your email address. Follow the link in the confirmation email we'll send and choose your nickname and password. That's all it takes to sign up!
Log in to RE NET and link to your profile to start using all of the site's services.

Sign up today! **http://www.residentevil.net**

Please use an email address that can receive mail from capcom.com.

Objective

Moira must fight for her survival on the island. Work together with a mysterious old man to overcome frightening hardships.

New Rules

● Rations Required For Continue

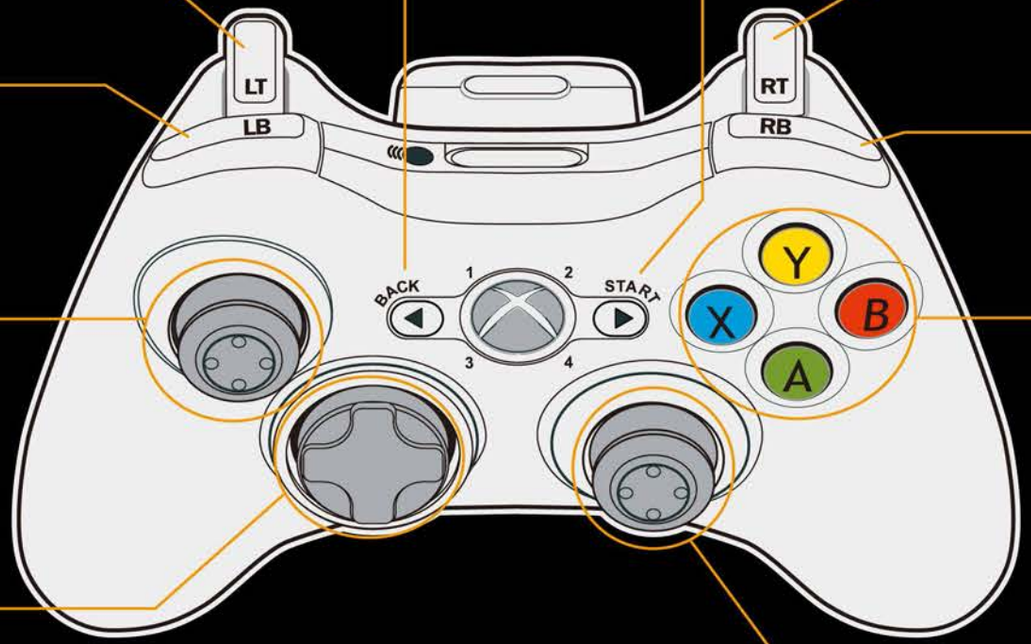
Rations can be obtained by hunting wild animals. If you don't have any rations when you die, you will be unable to continue and must start a new game.

● Quitting and Restarting

If you quit the game from the Pause Menu your save data will be erased, and you must start over from New Game. (Your save data for the other episodes as well as your records will not be erased.) You can continue from your last saved checkpoint if you finished the chapter and you have rations available. If you choose not to continue when you die, the next time you start the game from the Title Menu, you can continue from your last checkpoint if you use a ration.

CONTROLS

These are the default controls. The control scheme can be changed from Options.



LT
Ready Weapon

LB
Hold Down - Aim Sub-Weapon
RT to throw

Left stick
Move
Left stick button
Crouch / Stand

Directional Pad
⇦ / ⇨ / ⇧ / ⇩
Switch Weapon
(Press with LB to Switch Sub-Weapon)

Status Screen
BACK button

Pause Menu
START button

RT
Melee Attack
While Aiming - Fire

RB
Hold Down to Use Herbs

Menu Screen Controls

A button
Confirm

B button
Cancel

Y button
Switch Character
Hold + up or down on the D-pad to give commands

X button
Pick Up / Reload

B button
Push together with a direction on the left stick to evade

A button
Examine / Perform Action
Hold down while walking to run
Perform quick turn (moving backwards)

Right stick
Move Camera
Right stick button
Light On / Off
Adjust Scope

Mouse and keyboard commands are available in the options screen under Commands, Mouse and Keyboard (pg 16). You can also change key assignments.

COMBAT AND SPECIAL ACTIONS

Shooting

LT + RT

Ready your weapon with LT, use the right stick to aim, and press RT to fire.

Sub-Weapon

LB + RT

Hold down LB to ready your sub-weapon, and press RT to throw it. Use LB and the D-pad to change sub-weapons.

Physical Attack

RT close to wounded enemy

When a wounded enemy is in close range you can use a physical attack to send them flying.

Evasion

Left stick + B

Use to dodge enemy attacks quickly.

Stealth Attack

Approach an enemy from behind unnoticed and press RT.

Crouch to avoid making noise, and stay out of your enemy's eyesight to take them out in one attack.

Recovery and Impairment

Recovery

Hold down RB

Use herbs to recover your health. Taking too much damage will result in death.

Impairment

Enemies can inflict impairments on you, including bleeding and blindness. Impairments will go away over time, or you can use items to recovery instantly.

Objective

Natalia must search the perilous island to find her lost friend, Lottie.
Joining her on her adventure will be another Natalia, clad in black.

New Rules

● Find the letter from Lottie

Read the hints about Lottie's whereabouts and progress through the stage. If you make it to the goal you'll obtain Lottie's next letter and clear the stage.

● Don't Let Them See You

The game will end if the enemies find Natalia. Natalia must effectively utilize crouching and move forward without making a sound.

● Dark Natalia's Abilities

Dark Natalia cannot be spotted by the enemies. She can move around freely, but she cannot pick up items, open doors, or obtain Lottie's letters.

CONTROLS

These are the default controls. The control scheme can be changed from Options.

LT
Pointing

LB
Hold Down - Aim Sub-Weapon
RT to throw

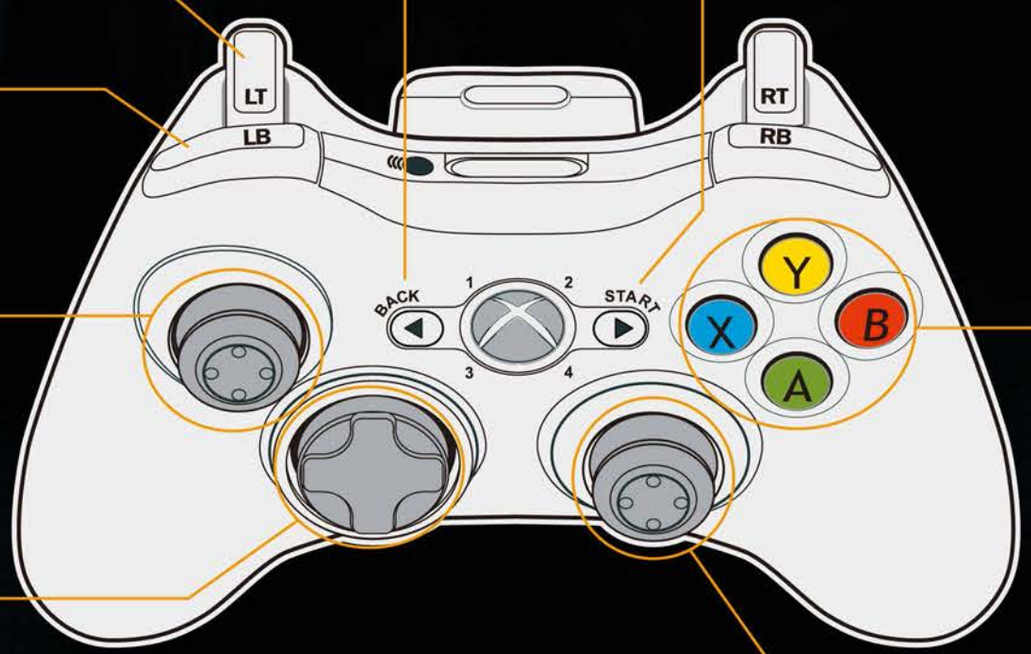
Left stick
Move
Left stick button
Crouch / Stand

Directional Pad
⇦ / ⇨ / ⇧ / ⇩
(Press with LB to Switch Sub-Weapon)

Mouse and keyboard commands are available in the options screen under Commands, Mouse and Keyboard (pg 16). You can also change key assignments.

Status Screen
BACK button

Pause Menu
START button



Right stick
Move Camera

Menu Screen Controls

A button
Confirm

B button
Cancel

Y button
Switch Character
Hold + up or down on the D-pad to give commands

X button
Pick Up
(Natalia Only)

B button
Push together with a direction on the left stick to evade

A button
Examine / Perform Action
Hold down while walking to run
Perform quick turn (moving backwards)

Awareness

Dark Natalia has the ability to sense the location of enemies within a certain range. She can perceive their location even from beyond obstacles. Crouching increases her awareness range. Natalia can synchronize with Dark Natalia to obtain this awareness.

Synchronize

Press LT with Dark Natalia Facing an Enemy

Dark Natalia points at the enemy

Natalia will be able to sense the targeted enemy.

Pointing at the enemy targets them. Only one enemy can be targeted at a time. Pointing at a different enemy will change the target.

Natalia becomes aware of the enemy that Dark Natalia targeted.