

Resident Evil 4 FAQ/Walkthrough

by ChandooG

Updated to v3.0 on Feb 18, 2005

This walkthrough was originally written for Resident Evil 4 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

NOTE : PLEASE READ THIS GUIDE IN ONLY COURIER NEW FONT SIZE 10.

WELCOME TO MY COMPLETE GUIDE FOR...

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WELCOME TO A NEW NIGHTMARE...

Completion rate 100 % out of 100% so far

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Welcome to my walkthrough of Resident Evil 4 for the Nintendo GameCube console. This walkthrough will only cover the GC version for now so

dont ask me about the ps2 version thats scheduled to come out later in 2005 , since we hardly know anything about it as of now.

This walkthrough is brought to you by Adnan Javed, better known as ChandooG on the GameFAQ's message boards and as A-J among his friends and many many forums. So far this is for the Nintendo version of the game only, and if the game is ever ported to any other console I shall add information about them as required.

This walkthrough by all means is not complete and I will most definitely be adding tons and tons of stuff to it in the coming days, like I said above right now im just in a hurry to make a place holder for myself and thus im uploading an incomplete version of the walkthrough for now.

ENJOY !

Overview :

Resident Evil 4 / Biohazard 4
FAQ / Walkthrough
By Adnan Javed
Alias AJ
ChandooG on gamefaqs.com message boards
Returnofthemaniac(AT)hotmail.com
adnanj(AT)gmail.com
Updated on Feb/7/2005
Original ver Jan/21/2005

www.planetdreamcast.com/residentevil

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If you haven't already figured it out, the code is a sort of quick jump from section to section rather than skimming through the whole thing, just hold CTRL+F and enter the code of the section you want to go to in the box, and presto. Your there.

S no	TITLE	DESCRIPTION	CODE
0.	VERSION HIST.	History of the walkthrough.	re4000
1.	INFORMATION	The most basic information anyone would wanna know before playing.	re4001
2.	INTRODUCTION	An introduction to Resident evil 4 for those not aware with its history	re4002

3.	STORY	A small look at the events leading up to Resident Evil 4.	re4003
4.	CONTROLS	The controls of the game, Ashley and the advanced control features.	re4004
5.	CHARACTERS	A look at the main stars of the show, in depth and spoiling.	re4005
6.	BEGINNER TIPS	The most basic tips everyone should know to survive.	re4006
7.	WALKTHROUGH	The heart of the mass, complete start to finish walkthrough.	re4007
		- Chapter 1	1-1
		- Chapter 2	2-1
		- Chapter 3	3-1
		- Chapter 4	4-1
		- Chapter 5	5-1
		- Chapter 6	6-1
8.	NON SPOILER MINI GUIDE	For the non-spoiler type, a new thing i've added here.	re4008 (NOTE)
9.	THE MINI GAMES	All the low down about the mini games in resident evil 4.	re4009
		- Assignment Ada	adare4
		- Mercenaries	mercr4
		- Shooting Range	shtrgre4
10.	ITEM LIST	All the items in the game listed.	re4010
11.	ENEMIES	A look at the enemies you'll see in the game, no bosses here.	re4011
12.	WEAPONS	A look at the weapons you'll be using through out the game.	re4012
13.	MEMO LIST	All the memo's, notes and files you can find in the game.	re4013
14.	CHEATS	For the cheating type. Contains secrets, tips and codes for RE4.	re4014
15.	MISC RAMBLINGS	Contains FAQ's, other references, PS2 port, few other stuff, check it.	re4015
16.	READER CONTRIBs.	All the stuff that you lovely people tell me over the emails is in here	re4016
17.	BACK STORY	History of Resident Evil, also contains Wesker's reports 1 & 2.	re4017
18.	BOSS STRATEGY	Separate boss strategies for those not willing to spoil themselves.	re4018
19.	REVIEW	Read what I thought of Re4.	re4019

(NOTE) = IF YOU WANT THE NON SPOILING WALKTHROUGH DIRECTLY ENTER THIS AREA's CODE.

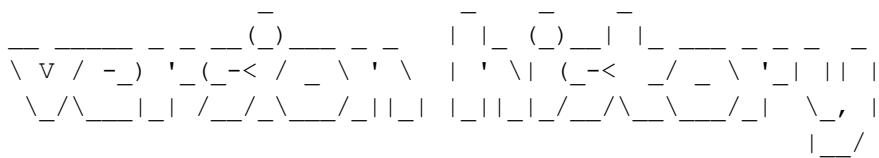
Note : If you want to go to a particular section of a bigger section like if you want to just go to Assignment Ada, then go to the main mini games area, I have made separate codes for the different mini games there too. For easier navigation.

To ask me any question about this walkthrough or the game, or just for your general feedback, which is always appreciated. just send me a mail at the following addresses

adnanj(AT)gmail.com
returnofthemaniac(AT)hotmail.com

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re4000

Alright, so this is most probably the most ambitious work I have ever done so far, its also probably the first walkthrough that I didn't finish in the first version, mostly because of my mid terms so here's version history area for the back story kinda people (like me).

VERSION 0.1

Started the initial work on the walkthrough, wrote down some of the smaller sections, the walkthrough is still not complete though, i will probably do that before january is over. Other sections will come soon afterwards. Please send me feedback on what you think about it.

VERSION 0.2

Alright, another day and another batch of the walkthrough is now done, though i probably will upload the next version when I've done the main walkthrough part, but im leaving that for the end since this is a huge game and that will take me the most amount of time to complete. God help me.. Still I have plenty of stuff that i have to add, and i haven't even touched the walkthrough part for the past few days. Im anticipating this thing will go over 400 kb if it keeps getting bigger like this.

PS. The reason why i updated it so quickly after GameFaqs accepted it was 'cause i made a HUGE error for the release dates in the info section, I accidentally copied from another game lol.

VERSION 0.3

After receiving more then one complaint that the timeline section was too big and not that useful I decided to trim it down a whole lot and its now a lot smaller and slimmer, there you go people lol. I will most definitely continue the main walkthrough from Monday hopefully.

VERSION 0.4

Completed a crap load of stuff, sorry that it took so long since its been raining like hell where I am at this time and often my electricity goes out for hours at a time. Next update will most likely be the full guide. p.s. Main walkthrough is done now. One or the other big things I did was shuffle around with the table of contents and the sections and now the enemies and weapons are located after the walkthrough, not before it like I usually do.

If you guys have some questions about the game then gladly email them to me and I will also add them to the FAQ area as well.

I STILL have to add more stuff to the walkthrough even as we speak to dont be surprised if it gets even bigger in the coming days because its NOT finished yet.

VERSION 1.0

ITS FULL !! yeah, finally, finally after so long, not so long really but so painful typing for so many hours the walkthrough is entirely complete. That doesn't mean I wont update it in the future, if I ever get my wits to do a complete treasure section in the future that'll be next. But for now, its done.

So for the 1.0 version, I tinkered around with some of the ASCII in the walkthrough, finished the mini non spoiling walkthrough (THERE YOU GO FOLKS) and the Misc. Ramblings section which is quiet fun to read through really hehe.

VERSION 2.0

Added a separate reader contributions section to the walkthrough to tell about all the things the readers tell me. Since adding it to the main walkthrough directly wouldn't do much justice and will mostly go un-noticed. All the tips have been credited with their respective authors.

ADDED : Reader Contributon section, More in Misc. Ramblings.

VERSION 3.x

Added a dozen or so more reader contributed tips to the walkthrough and i completely forgot to add the exclusive upgrades for the weapons in the previous versions, hopefully i got all them right in this one. IF i got any wrong please email me and tell me about it.

END OF SECTION.

1.

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re4001

Game : Resident Evil 4 / Biohazard 4.

Platform : Nintendo GameCube

Release dates : (NA) 01/11/05
(EU) 03/18/05
(JP) 01/27/05

Game Genre : Survival Horror genre.

ESRB Rating : Mature, 18+

Playable characters : many

Scenario's : 1 (1 main and other mini-games)

Number of Endings : 1

Boss Fights : 8 or so.

Personal Information

Author name : Adnan Javed

Alias : A-J , ChandooG

Author age : 18

Contact : Returnofthemaniac(AT)hotmail.com

Comments : The best survival horror game, thats what people are calling this gem of a game, with some of the most stunning graphics ever seen on a console game, its worth getting a cube just for this game alone.

END SECTION.

2.

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re4002

What do you get when you mix a little bit of Metal Gear solid style action, some silent hill style psychological scares, and a little bit of old school resident evil charm and scare into a pot and mix, you get Resident Evil 4, thats right, Resident Evil 4, the game thats gone through even more stages then Jacko himself. Resident Evil as we know it has been changed completely and by god its been done all for the very best. For those who dont have any idea about the history of just this one game, let me take you down memory lane.

Rumors about Resident Evil 4 began surfacing as far back as when Code Veronica X was first released for the PlayStation 2 console, back then the earliest RE4 rumors were that you get to play the game from the perspective of an Umbrella agent, possibly Hunk, and there were even fake box arts which people believed true thrown on the internet, im pretty sure most of you have seen some of them as well, the most famous one i still have on my PC. Now those rumors about Resident evil 4 were shot down after Capcom signed the exclusive deal with Nintendo and their GameCube console.

After that it was quiet for a little while but after Resident Evil 0 was finished more rumors about Resident Evil 4's development started to surface, and there was eventually confirmation that it would eventually come out on the Nintendo GameCube console and the main star of the show would be none other then Leon S Kennedy, rookie cop turned hardened veteran, there was even a trailer launched for the game some time ago, the trailer featured Leon roaming through a castle like enviroment with lush backgrounds and eerie monsters. But eventually all that was shut down and it was announced that the series's creator Shinji Mikami wanted to take the series to a new level and that he was now working on Resident Evil 4 from scratch. After that it remained quiet for some time and we would hear tids and bits about the game and its setting, seemingly more like an action game compared to a horror game, but the fans just dont realize that you cant judge something unless you get your hands on it. Exactly the same case here.

As time passed we started getting footage and video's from the un finished game core, and the first thing everyone agreed on was that

the game looked abso-fricking-lutely amazing, nothing like this had ever been seen before, the graphics were shocking and breath taking. So it continued, the next big shock in Resident Evil 4's history came when Capcom made a public announcement on their website that they will eventually make a PS2 version of Resident Evil 4 by the end of 2005. Not much is known about that port at this time but people (most people I know) wonder whether such high quality can be ported over to a less end console compared to the GameCube. I personally wish that it does.

Thats about the end of Resident Evil 4's history, the game was released first in the US area's before any place in the world, same as resident evil zero which came to US before Japan. Now most people are rushing to get their copies of the game, and thats just what led you to this walkthrough, so here we have. Resident Evil 4, in all its prime and glory, and by god people should get this game as soon as they have some time, or if you dont own a gamecube I would ask you to buy one just for this game since this is probably the next big thing in video gaming.

But dont just think that Resi 4 is eye candy, the plot behind the game though mostly un-related to the previous titles is highly engaging and involving, you'll see characters from Leon's past and some new people Leon will get to know during the course of the game, first thing, I just want to clear that Wesker is NOT in the main story game, so dont get in confusion about that at this early stage of the walkthrough. Now, carry on reading the walkthrough.

CAPCOM SAYS.

Resident Evil(r) 4 marks a terrifying new chapter in the world renowned Resident Evil(r) series- exclusively for the Nintendo GameCube(tm). Players rejoin Leon S. Kennedy, six years after his first mission as a rookie cop from Resident Evil(r) 2. Now as a U.S. agent, Leon is on a top-secret mission to investigate the disappearance of the President's daughter and has made his way to a mysterious location in Europe. As Leon encounters unimaginable horrors, he must find out who or what is behind everything.

Key Features:

- Unsurpassed visuals with breathtaking 3D graphics and effects
- Behind the camera view follows Leon's every move and allows for intuitive movement
- Never before seen enemies with advanced AI
- Enhanced aim and shoot features
- Innovative "A" action button allows players to perform various actions

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END SECTION.

3.

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re4003

Six years have passed since the destruction of Raccoon City. US agent Leon S Kennedy has been assigned to locate the president's kidnapped daughter. His investigation has led him to a rural port of Europe. Hoping to find information, he makes a stop at a village. But what he found was more than out of the ordinary. Upon entering the village, Leon is suddenly attacked. He has no choice but to return fire in self defense. But that wasn't enough to stop "Them". It reminded Leon of the horrors that had occurred in Raccoon City.

" I thought the nightmares were over.."

Flesh that knows no pain, strength beyond any human, it all seemed very familiar, too-familiar. But something was different, something about their eyes... inspite of all the madness there was something human still in them.

" No they're different, they're not zombies"

" Then what are they ? "

" What happened here ? "

That creepy prologue was taken from the official Resident Evil 4 website, you should know most of the back story about Resident Evil 4 for now, and most of what the game starts off with, to make it a little simple most of the game's story does not have that much to do with the past resident evil games, so thankfully resident evil4 is equally enjoyable by the people who haven't played any of the previous resident evil games, although you will be unfamiliar to some of the characters you meet a little further in the game, you still wont miss out on that much. Now when the game starts, Leon has gotten an assignment from his agency which tells him that he needs to head to Europe and find the president's daughter who was kidnapped some time ago. Leon heads to Europe and his search leads him to a strange village and the area surrounding it.

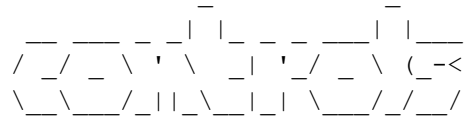
Leon heads with two cops and makes his way into the woody area, he takes a little route leading him into a little cabin in the lush forest area, he finds a single villager inside the cabin, Leon asks the villager about the President's daughter, but the guy doesn't respond, slowly the guy reaches for his axe and suddenly out of no where tries to kill Leon, he skillfully dodges the attack and shoots his assailant down, who takes far more then any normal human could take to die, but this wasn't any zombified human either, he was mostly humanoid and intelligent, nothing like the undead Leon had faced before, so what were they ?! While Leon is pondering over this suddenly he finds more and more villagers coming

his way and attacking him. Now Leon must find the president's daughter as well as save his own neck from these villagers.

END SECTION.

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re4004

Here is a basic layout of the control configuration for Resident Evil 4.

D-PAD :
Move the characters around, navigate characters

ANALOG STICK :
Move the characters around, navigate characters

A BUTTON
The action button, perform all sorts of actions with this button and fire weapons when ever ready and aiming.

B BUTTON
The cancel button, press this to cancel out of menu's or cancel a choice, also hold down this to run.

L BUTTON
Aim with the knife, simple as that.

R BUTTON
Aim with available firearm that your character is holding.

X BUTTON
Communicate with your partner character, give orders and what not.

Y BUTTON
Open the menu.

Z BUTTON
Open the navigational map.

C-STICK :
Rotate the camera in any direction. Look mode.

START BUTTON
Pause the game and take a breather.

Here is a brief list of controls that Leon can command Ashley with or make Ashley stay and what not.

Before anything, I should tell you Ashley's death cases, Ashley can die with the methods that Leon can, meaning you can shoot her either yourself, a single bullet and she's dead. She can also be attacked by the monsters on screen, or if you leave her in the same place for a little while and the villagers come and take her away, its game over. (Similar to ICO) if you want to prevent the villagers from taking her away, shoot the villager so that he/she drops Ashley.

Ashley has a similar life bar as Leon's and that helps you keep a quick eye on Ashley's health bar, besides that you will see icon's displaying what kind of action Ashley is taking at this time. Since I suck at ASCII.... I will just make text versions of them.

ICON OF TWO PEOPLE : This means simply that Ashley is doing nothing else but following Leon around.

ICON OF ONE PERSON : This means that Ashley is standing alone and waiting for Leon.

ICON WITH LINE IN MIDDLE : This means that Ashley is being attacked and you gotta go help her

EXCLAMATION MARK : This means that Ashley's being taken away by a villager and you need to quickly free her.

Besides that Leon can also often use Ashley's help to reach previously un-reachable area's, when you get to one you'll get the respective icon.

ADVANCED CONTROL FUNCTIONS

Resident Evil 4 has some advanced moves too which are really simple to perform, I call them advance because they're extra ordinary moves that cannot be performed by just a single key.

QUICK TURNING

Quick turning first came into view in Resident Evil 3, after that in the later games the methods of quick turning were slightly changed but in Resident Evil 2 the turning method is exactly the same, when you want to quick turn hold down the down key and press the B button and Leon will turn in a 180* spin and your good to go.

HAND TO HAND COMBAT

Another new feature to Resident Evil 4 is the inclusion of hand to hand combat, not really combat but in certain cases Leon will perform kicks or even suplex moves on enemies, if you want to execute one make sure that the enemy in front of you is in a dazed position, meaning that if you are facing a villager then hit it once in the knee so he's either on his knees or dazed, then run right up to him and press the action key and Leon will do a devastating kick. If you do the same thing for the

monks then Leon will perform the suplex move.

Here in simple words is a chart of what your characters can do when an enemy is either kneeled or dazed from a head shot many people dont realize this but each character (im saying each because im counting the one's in mercenary mode here too) has two different melee attacks they can perform depending on the current condition of the enemy, here's the chart.

You can perform one of them on a ganado whom has been stunned with a shot to the head.

Leon: Kick

Ada: Fan Kick

Krauser: Kick (Two Kicks - Immensely Powerful)

HUNK: Neck Snap or something (Instant Death, to anything)

Wesker: Thrust Punch (ala CVX)

The second, is only do-able if you shoot them in the calf and they kneel in pain.

Leon: Low Kick

Ada: Back Kick

Krauser: Knee (He thrust his knee into the air. Anything it hits takes damage.)

HUNK: Kick (Similar to Knee, but with the foot.)

Wesker: Chikyo Chagi. Wesker lifts his foot up high, brings it down with immense force, shattering the skulls of enemies under his foot

RELOADING A WEAPON

Reloading the weapons is one of the oddly changed things for the game, you can not reload the weapon normally, when you want to reload it you should first press the R button so that Leon has the weapon ready, then press the B button with it and Leon will reload the weapon, but you will be vulnerable during this time.

CAMERA CONTROL

Since Resident Evil 4 is a game made completely in 3D you can view the area around you at your free will, at any time use the C stick and you will be able to view the entire area with a controlled perspective.

SAVING YOUR GAME

The method for saving the game is thankfully not that different from the other Resident Evil games, you will find typewriters scattered through out the game and you can save your game at them, but unlike other resident evil games you do not need a ink ribbon to save, meaning you can save as much as you want.

END SECTION.

Ashley is the sweet love-able daughter of the President of the United States of America, little is known about her to the player, but the mission Leon is at this moment involves her rescue. Ashley was kidnapped returning home from college by mysterious people and since then has been missing, even though this is a high level crisis, the general public has no idea of this incident, and the government wants to resolve this in the shadows which is why Leon is being sent alone on the mission to find her.

Some time ago there was a tip that Ashley was spotted in a rural village somewhere in Europe, and thats where Leon is going to search for her. So far there has been no sort of ransom demand for her disappearance. Speaking of Ashley, being a sweet college girl she obviously has no idea how to use weapons and she cant handle herself in a situation like this very well either so its imperative that Leon rescue her and bring her back to the States ASAP.

Daughter of the President of the United States. She was kidnapped by a mysterious group on the way home from college. Allegedly, she was spotted in a village in Europe. But there has been no sign of her ever since. ##.

LUIS SERA
=====

Not long after Leon first confronts the mad villagers, he finds Luis all roped up in a hidden room inside one of the houses, unfortunately their first meeting doesnt go that well as Leon is attacked by the chief of the village before he gets to know much about Luis. Later he tells Leon that he is also a cop from a neighboring town and he's here for business of his own. But whats he doing here really, anyone with a sane mind would want to be as far from a place like this as possible.

Actually Luis knows far more then he lets Leon think, Luis knows all the dirty secrets of the village and he seems to know the village chief quiet that well, not that they're friends or anything. The truth of the matter is that Luis knows just about everything, right down to the reason why the villagers are all mad and want to kill every one. Luis is actually here because he stole something of great value from these people, but what could it be?! play and find out.

INGRID HUNNIGAN
=====

Think of Ingrid as the Mei Ling of Resident Evil 4. For those who are not familiar with who Mei Ling is, well all she does is keep in contact with Leon over the communications line and provides him backup, and intelligence when needed. Ingrid is Leon's only contact from Europe to his head quarters, talk to her when ever you need information on what to do next. Or just want to chat or flirt with her hehehe.

BITORES MENDEZ (Aka Village Chief)
=====

Yes, he is the big guy who looks a little like Barry, but let me clear it that he has no relation to Barry what so ever. The first time Leon runs into Mendez is when he first meets Luis, not long after meeting Luis, Mendez walks into the room, and when Leon tries to fight his way out, Mendez single handedly over powers Leon and sends him smashing to the world of unconsciousness.

Mendez is obviously endowed with super human strength and his physical statue is far bigger then any of the normal villagers, in reality he is the leader of the village and he is the only one of them who knows a little english, though he looks menacing like a tyrant he can speak like normal people and retains most of his human intelligence too, and he is also the priest of the village, but he preaches some sort of weird cult like religion to the villagers, overall the villagers all consider him the highest priority, and his will is the final step.

Leon's search for Ashley leads him to a small village. This intimidating one-eyed individual is the chief of the village and a priest who teaches an obscure religion to his macabre disciples

JACK KRAUSER

=====

Jack Krauser is one of the former agents of the same agency where Leon now works, but Jack apparently died in a helicopter crash during one of his missions when Leon was just new, they both didnt have much of a friendship so Leon doesn't know much about his character. After Leon is in the village, among one of the shocks he gets is the return of Jack. Apparently he's still alive and kicking, and seems like he's been doing some double agent work of his own.

In terms of skills Jack is just as skilled as Leon, or maybe we could say he's an even more skilled and dangerous individual since he's been an agent for a much longer period of time, capable of killing a person whether armed or dis-armed, Jack's motives in the village are unknown. Though it looks like he works for Saddler, he's working for another person too, later in the game after the "Bitch in the red dress" or so what he calls "her" arrives, we get the impression that Jack is working for the same people as SHE is.

Jack explains to Leon that he wanted to gain the trust of Saddler and his crew, and HE was the one who kidnapped Ashley just to show his loyalty to him, but unfortunately for Jack, Saddler doesnt like Americans one bit so his plan didn't work that way either. What else is there for Jack to do now, play the game to find out.

OSMUND SADDLER

=====

If you dont want the game spoiled for you then dont read this guy's promo since I will spoil almost the entire plot here mehehehe (Im an evil mofo). Saddler is the guy who is responsible for the villagers current condition He is the guy who released the virus, or plague which turned all the people of the villagers, who were once calm and collected, into murderous maniacs.

Eventually Saddler wants to take over the entire world using his plague since he is the only one who has any form of control over this plague.

Saddler hates Americans over all else, which is why he doesn't like Jack even after Jack kidnaps the president's daughter for him, Saddler doesn't like Ashley either but she is the perfect candidate for his plans, which is why Ashley is alive up till this point, otherwise she would have been killed a long time ago.

RAMON SALAZAR

=====

Salazar's family have a long and un-happy history when it comes to the Los Plagos, you see Salazar's ancient ancestors were the people who are responsible for sealing the Los Plagos creatures and stop them from infecting anything else, but after Saddler's reign began he used the current generation Salazar, Ramon, to unlock the mines with the Plagos creatures trapped in them. Ramon is nothing but a pawn in his game.

Personally Ramon is fairly interested in Ashley and experimenting on her but he thinks that Leon is nothing but a nuisance and wants to get rid of him. Will he succeed ?

ADA WONG

=====

"The bitch in the red dress" is what Jack calls her, and the title is just about suited for her. Ada wong and Leon go way back to the times of the Raccoon City incident, Leon met up with ada in the RPD precinct while she was searching for her missing boyfriend, Leon aided her in her search until they got to the underground umbrella labs located below Raccoon City, thats where Leon realized that Ada was just working for the *Agency* and all her mission was to locate the G-Virus sample.

It was Ada's falling for Leon that made her lay the gun down and not kill Leon when she had the chance but that ended up causing her life when Annette Birkin shot her off a chasm, but Wesker apparently still had use for her and he didnt want Ada to die, he saved Ada and now Ada is working full time with Wesker. They're best of buds..

As far as this assignment is concerned, Ada is here for reasons of her own, you will find out more about her agenda when going through the game, but I'll just tell you here, Ada is here because she wants to collect samples of the plague thats responsible for the villagers going mad, whats the reason you ask, well the reason is that Wesker told her to get it. Why did Wesker ask her to get it, well I really cant say that since its a really big spoiler in the story.

END SECTION.

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re4006

SHOTGUN TRICKS

The shotgun isnt just a powerful weapon, you can use it for a few good uses other then just blind shooting, this is one of the things every resident evil player should realize, shotguns are the perfect stopping weapons meaning they will stop an enemy in its tracks, use this in context with the knife and you can save yourself plenty of ammo, example, shoot anyone with a shotgun (works best on villagers) and they'll either flinch or drop, if you shoot them lower, they'll drop on the knees. That gives you perfect opportunity to kick them or use the knife to slash away for a few moments. Saves ammo too.

ITEM HUNTING

One thing about RE4 is that there might be items hidden any where, so when ever you come near barrels or boxes, slash them open with your knife so you can see what lies inside, most of the time you'll find handgun ammo which comes in really handy when your facing the normal villagers.

TIPS FOR SAVING AMMO

There's many things you can do here or there to save some ammunition through out the game, though it sounds useless but if you follow these tricks then by the later stages of the game you will have a pretty big stock pile of ammo to go by. Example, its not always necessary to use your guns to shoot open pad locks or small locks, the knife works just as fine on those things, so use that too.

FIGHTING TECHNIQUE

One more thing you guys should know, its more like a good fighting method in its own thats why I didn't just mix it with the tips for saving ammo heading above, when your at the initial stages of the game and have only a few villagers to go through in certain area's, you should aim at their heads with the handgun and shoot, they'll occasionally flinch and get disoriented, at that time run up to them and the game will prompt you to kick them with the action button, do that and they'll fall down allowing you time and safety to slash them safely.

DISARMING TRAPS

You'll encounter traps laying around in several area's of the game, now rather than risk getting trapped (or blown) you can safely disarm the trap from a distance with a shot from the handgun, just aim at the center of the trap (where the touch sensitive area is) or the explosive in the middle of the trap, and fire a single shot, and your all free.

THE PRICE IS RIGHT

One thing you should know about Resident Evil 4 is that the merchants will always buy the weapons back at full price once you sell it to them, no price drops just for the weapon being slightly used, so if you ever need to have some urgent money for something, dont hesitate in selling any weapon, you can buy it later at the same price as you sold it to him. Another money making method is to make a herb combo and sell it to the merchant and they'll buy it a very high price. Good money.

FISH EATER

This particular tip is only for the chapter 1-2, after you start it, a little while into it you will come to a place where you can see fishes, kill them and you can restore your lost health with them. Remember this area for later.

HEALTH CHART

The health system in RE4 though seems different from the rest of the Resident Evil games at first sight is almost exactly the same, just the way you see Leon's health bar is now changed and slightly more accurate then before, but the rest is almost exactly the same. Here is a brief say of the various health status's and various healing items that you can use to restore health.

GREEN BAR

When Leon's health bar is in green it means that Leon is pretty much alive and kicking, this is his top condition and you can do just about everything at full capacity.

RED BAR

When you take damage, your health bar drops slightly depending on the type of damage you have just taken, and when its at a certain stage, it will flash a little and then turn red, that means that Leon isnt in a good condition and he's getting pretty weak, in this mode Leon will have a slightly different walking animation. some action scenes like swimming back to the boat are slowed down because he's bleeding.

NOTE : Like the previous Resident Evil games, the various kinds of herbs can be mixed to attain various healing effects, these are all the same as previous games so I won't be elaborating on them. You all know it by now.

HEALING ITEMS

Here is a list of the healing items and that you can find and use during the game, their effects are also listed with their respective names. Read through these so you have a good idea of what kind of item to use when your in any trouble.

GREEN HERB

This is your basic healing item from all the Resident Evil games, doesnt restore that much health, but these are most useful through out the game, always be sure to carry some herbs around with you in case of emergencies.

RED HERB

The red herb also makes a return in Resident Evil 4, for veteran players it wouldn't be a mystery why the herb is in-effective on its own, for the newcomers let me tell you that the red herb can not work on its own, mix it in with the green herb to be able to restore your health bar to the maximum.

YELLOW HERB

The Yellow herbs were first seen in Resident Evil Gaiden, but the use was different in that game, here the use is entirely different from Gaiden, the yellow herbs like the red one's are ineffective on their own but mix one with a green herb and use it to have a small increase in your maximum health bar, the amount of bar increased will be full meaning you will gain a little health too. (if it isnt full already).

BLACK BASS

In some parts of the game you will find fishes that you can slaughter and use to restore Leon's health bar, the bass is one of them, they come in small or large sizes, the small one raises only a small amount of the health bar but still comes in handy at times.

LARGE BLACK BASS

This is the larger counterpart of the Bass fishes, though it restores your heath bar to the max, it also takes up quiet a lot of space in your inventory menu.

CHICKEN EGG

These are.. err.. Egg's to say the least, and they only are able to restore a small amount of your health bar. Sweet.

BROWN CHICKEN EGG

Same as the normal chicken eggs but they raise the health bar slightly more then the ordinary one's, more use full.

GOLD CHICKEN EGG

The ultimate healing item, it only takes 1 slot in your inventory menu, but it restores your health bar to the max, these are must keepers for the frantic situations in the game. Mostly like boss battles.

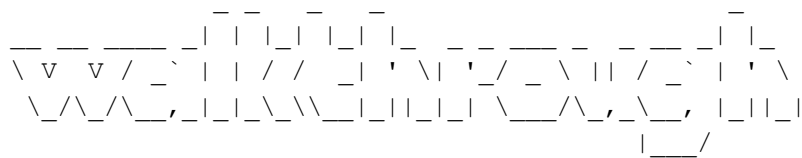
GREEN + RED + YELLOW HERB COMBO

The ultimate herbal combination you can imagine, not only will it restore your health bar to the max, it will also raise your max health bar a little bit, perfect.

END SECTION.

7.

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re4007

NOTE : For quick navigation if you want to go to a particular chapter in the walkthrough just type the following code to go instantly.

CHAPTER ?-?

Replace the two "?" with the numbers of the chapter you seek.

START

CHAPTER 1-1

Alright, lets have the nightmare start shall we, once your finally in control of Leon start heading forward while looking at the gorgeously lush looking area's around you. (cough MGS-fanboys) ahem, so carry on.

Head straight for the cottage you see in a little distance, you will spot some crows along the way, so whaddaya we do, croak them, err, by that I mean shoot the crows and they die (REALLY !!) but the goodness of the whole situation is you get some extra \$\$ thats cash, to spend so take a minute or two to improve your sniping skills. You'll need it.

When your near the cottage, immediately you should be aware that the entire area is eerily quiet, just like a typical horror movie, before making your way inside the cottage however, check the area left of the

dang thing and you'll find a crate with a grenade inside (WOOH) take the contents and head for the cottage.

Inside the cottage, head forward and you'll see a well-rendered scene you know the one that we've all seen in the trailers, Leon will walk up to the villager and attempt to communicate (right) but it goes sour quickly and pretty soon Leon's defending himself from a maniac.

As soon as you get in control of Leon, shoot the villager in the knee (you can try to pop one in the head if you feel like it, but I like my method hehe), so shoot him in the knee and when he's down use the knife to slash his head off (not literally), this method saves ammo too.

After your done killing this fellow, you'll notice that your suddenly not alone in the area, there's more villagers like the one we just killed all around the area, before doing anything harsh try looking through the cottage and find some ammo for your gun. Done ?

Now, its about time Leon made his get away from this place, so take it to the second floor and get near the window, see the action icon, well do just that and Leon will jump out the window (how original) and we'll be face to face with some more villagers.

Try to pop one in the nearest of the two villagers here, if he dodges or something, round house his ass to the ground and then shoot his head off with your ammo, do the same for the second one and they'll be dead in no time. Now if you try to head back to from where you started the game, then do it by all means, before you can reach the way your path will be obstructed and you wont be able to head anywhere there. So its best if we just keep moving forward for the time being.

Head down the path, passing the cottage from hell we were just in and in a little while you'll come to another small shack, there's boxes inside it, smash them and take the items inside and continue along the path.

While heading forward, you may be attacked by another single villager if that happens, use the previous routine (the shoot-knee-then-slash) to take care of this one too, after that keep heading forward until you hear an animal's moaning in the area, when you see the wolf in a trap, take some time to free the poor thing. Awww.

But beware that this means there's more traps around the place too, so keep your eyes open when your walking in the field from now on. You have been warned.

Important notice now, after the wolf thing you'll start seeing traps here and there, most of the traps can be easily disarmed by shooting at them with a single bullet, but there's other things you can do with them too, like for now when you reach the fork of the road there's a trap at that too, shoot a bullet in the air and a villager around the corner who heard the shot will come barging in and get slaughtered by one of his own traps. Thats always fun to see.

PS. Traps include Bear traps and dynamite rigged traps, keep eyes open !!.

Continue forward until you see another small shack, check inside this one for some items too. For those who are thinking that this just seems like an easy game, be warned, for you will be crying near the ending parts of the game, because it changes that quickly hehe.

Head forward and you'll see a wooden bridge and some villagers blocking your path, take the villagers out and cross over the bridge (its the one we've seen in the trailers). After the bridge, continue down the path and you'll see one last shack. Enter it, there's a villager inside of it kill the villager and take the ammo from inside of the shack, now exit it and make your way to the big door at the end of the path, go through it to proceed forward.

Right then, after passing through that door, we are one step closer to the village of the, err, villagers, called Pueblo. Head forward and you will have another scene, Leon will use his nifty binoculars to see whats going on ahead, seems like the villagers are having a cop-BBQ at this moment, only an insane man (or a man with action replay codes) is going to head straight into the village, so we being the sane people are going to go around it.

Once your back in control of Leon, take the path heading to the left side, around the village to be more exact. A little forward and you'll run into a female villager with her back turned to Leon, dont think that she's a good one, the female villagers are every bit as vicious as the male counter parts, so take the opportunity and shoot the back of her head off, but that will cause the villagers to be aware of Leon and head your direction. Ah well..

One of the near stone structures will have an open window for Leon, so head inside it, if any villager follows you inside then do take the time and chop their heads off, inside this building you'll run into some barrels and boxes, destroy them to find valuable items inside of them. Once your done shopping head to the main door of the structure and use the action command to kick the door open, as soon as your back out into the open, ignore all else and make a dash for the house on your left. When you reach the entrance of the house, you'll have another scene.

Leon will go in and lock the door behind him in an attempt to keep the villagers out. Bad idea Leon my man, first thing you'll notice is the wood covered window and the people banging it from the outside, ASAP cover the window with a nearby cabinet so you wont be back attacked in this fight. Next, you'll see some stairs heading up to the second floor before going up however, check behind the stairs and smash the barrel there for some more ammo.

Head up and take the shotgun off the rack (no sir, no traps here, and thankfully no Barry either lol). Take the shotgun, after that take the shotgun shells from the bed and the grenade on the cabinet, once your prepared, its time to kick some villagers ass.

Note, this is a must do part of the story, so be prepared to kick some major villager ass, also, be prepare to die horribly if your not good at the controls so far.

First off, take out the handgun and start shooting the villagers heads off, if head shots are hard then do the knee first then slash with the knife routine to save some ammo too, but its gonna get really hectic so the knife is really risky. Once you've disposed of some villagers some more will arrive from the surrounding area's including one of the well known Chainsaw dudes. He's our primary target now.

Try to find a higher place to shoot from since it'll be easier for you to do so, now, ignore all other villagers for now and focus on the saw

dude, take out the shotgun and shoot him, headshots are a little hard on him since he's waving his head around so much so shoot his legs and when he's down shoot the rest of him. Use the normal handgun for the other villagers though, higher ground should make this part of the fight easier for Leon.

Just when you think that its hopeless (or after a said period of time) the church bell in the distance will ring and all the villagers will forget about Leon for the time being, time to breath a sigh or relief.

Suddenly, the entire village will become abandoned again, when just a few minutes ago they were all trying to slit Leon's throat, whats all this about ?! we'll find out in the future. With all the villagers a little busy you are free to go through each and every single house or structure in the area to find items, there might be many items here or there, I dont know all of them.

Once your done item hunting, make your way to the brown wooden doors to the west of the houses, enter it and you'll come out in some kind of a farm like place.

Now first of all, dont worry about being back attacked 'cause the people in this area will probably be working on their farms so you can take them out easily, ps. They're limited here so its advised you take out all of the villagers in this area so you can explore much freely. Thank you, now head forward and you'll see a blue sign hanging on one of the walls, read it and it will mention to destroy 10 medallions or something like that, okey im down with that.

Once your done reading the sign and killing all living things in this area, I would highly advice you to explore the surrounding farmy area since there's many items here that even I dont know about, in short this area is full of items for Leon to find so take some time for item hunting.

Once your done with that head to the north end of the area and Leon will find a heavily fortified door which he cannot open on his own, he needs someone to help him. Just remember this place for the later parts of the game when Ashley is with you (Dont act like you dont know who that is).

Head a little east of this area, and there's another door here, Leon can use this door to exit to the next area so do that. Bye farm.

You'll come out in a hill covered area, this looks like a bad area since Leon is practically vulnerable to anything, say wild boards or even some moving boulders !!. Thats right, a little forward into the area and you will see a scene, some villagers will push a huge piece of Rock from the top of the hills and it will come crashing after Leon, time for our 1st button mashing mini-game my friends.

When the game asks you start mashing the X button like hell to make Leon sprint faster then any man alive, after that when the chase is about to come to an end, the game will ask you to press a combination of X and B or L or R (its annoyingly random) to dodge the boulder, do that and the chase scene will finally be over. There's many more button mashing things to do in the future so keep your thumbs ready at all times.

After that intense sequence you'll probably want to do a little relaxing so be free to just walk down the rest of the path until you reach what appears to be a cavern in the path, its actually a sewer tunnel, head through it and when you come out to the other side Leon will spot a very

old house in the distance. Next destination ahoy.

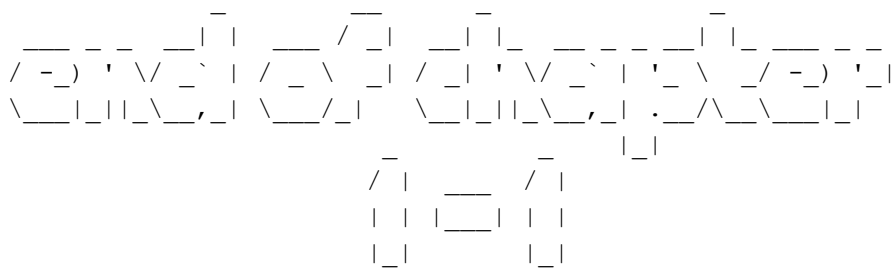
Pass through the field and make your way to the house, caution warning as there are what I like to call Suicidal villagers in these woods, they all carry burning sticks of dynamite on them and want to shove them up Leon's err you know what, the best thing to do against them is to keep shooting at them from a distance on the legs so they keep falling down, eventually the fuse of the dynamites will run out and the villagers will explode on their own, make sure you collect the items after wards, thank god that im here to give you all these small tips hehehe, and make your way to the house safely.

At the main entrance of the house, you'll notice that the door is locked and there's a small pad lock blocking your way, take out the knife and slash the pad lock to hell, open the door and head inside to see what awaits thee.

Inside the house, you will run into a small save room, save if your in the mood, also in the house you'll find a couple of scattered handgun ammo boxes around, take all of the items you can find in the house and head for the back side of the house, here push the bookcase from the side using the action key, behind it is a cup board, do the same for it and you'll run into your first friendly character of the game. Luis.

You will have another scene now, Leon will untie Luis's and they will have a little conversation but unfortunately for them the church session is just over and the villagers have arrived, and Leon's seriously not in the right situation at the time being. You will also see the first shot of a grumpy faced Barry Burton look alike. Leon tries to Kung Fu his ass but unfortunately, err, gets HIS ass kicked. Who is he you ask !? You'll have to wait till the time comes to tell you who he is.

You will see the scoring screen which tells your statistics for the previous chapter and you can also save your game if you feel like it. Thats the end of the chapter 1-1.



CHAPTER 1-2

While Leon is still out you will see a small scene of someone injecting Leon with a mean looking injection on the back of his neck, after a few minutes Leon will start coming to his senses, but we (the player) has no idea where Leon is, but all we know is Luis is tied with Leon. Oh good

While your thinking that your gonna get some rest for the time being, your dead wrong, in a few seconds a villager walks into the room with an axe in his hands and he aint here to show it off, before the villager chops Leon and Luis's heads off with a single slash, quickly press the action button to see Leon's amazing escape feat. He's gotten good.

Once you both are out of the ropes, Luis will run off ahead leaving Leon behind pondering the situation, as soon as your in control of Leon, take any items lying around in this area and escape through the door that the villager came in from.

Once your outside, another small scene, a hooded figure will approach and wave Leon to follow him, so do that, once your outside, head around the cottage and you'll see that man again, actually he's the first of the few merchants you'll see in the game. Time for some shopping.

Now, you will be able to purchase new weapons, or upgrades for some of them from this merchant fellow, he won't reveal his face to you so stop thinking about that. You should have enough cash on Leon at this time to buy him a brand new Rifle and a scope for it, one more thing, you can also sell items you do not need to this merchant for some cash too.

With the new rifle (with scope attachment) in hand make your way a few steps back to the entrance we came after this merchant from, you'll see what lies ahead. Its not pretty, villagers, and more villagers. So now we have to go through them one at a time.

This is one of the things that can get really risky if you dont know a tip to make it easier, in this case you will find a top portion of a wall ripped, stand right in front of the wall and take out the scope and start aiming, this is the perfect sniper spot for you. Aim at the villagers in the distance and start shooting them. NOTE that always make sure your going for a head-shot kill, since if you dont kill them instantly they will ring the alarms causing a whole group of villagers to come after you in frenzy, and BOY we dont want that.

Once you've lightened the place a little bit, take out the handgun once more and head through the local door, you may still encounter an odd villager here or there but at this stage in the game they shouldn't be too hard for you to take out with your trusty handgun. Head up the path to the east hill, once your at the top of this hill you will see a barricade of sand bags, go over it.

There will be a single villager here, take him out then search the box for a piece of a plate we'll need in a little while, now from this higher point in terrain if you can still spot some villagers going around on the lower area's, this is the perfect place to take them out using the rifle, once your done sniping drop down into the main compound area and climb the roof of the shack near the entrance and you'll find the second piece of the plate, now we can proceed.

Head to the north end of this area and you will encounter a door we couldn't have opened before, but now with the two pieces of plate we can proceed, a word of advice though, you dont need the rifle that much for a long time now and it takes up tons of space in your inventory menu, so I would ask you to go back to the merchant and sell the rifle back to him (Dont worry about money, its completely refundable, for those who dont know what that means, you will get all of your money back.)

With the money in hand, proceed through the plate-ed door now.

Out this door, you wont be that far from a door leading into a mine and thats where we're going, kick open that door and proceed inside you'll run into some more villagers here, inside head through the door thats on the right wall, you'll run into 3 more villagers here

take them out with the handgun (or shotgun to make life easier) then proceed to the opening at the end of the room, use the action button to jump out of it.

Now you will come out in an area with a few more villagers, who have dynamite attached to them, the best bid to take them out is to get behind the rail carriage and shoot the dynamite so they all explode with the explosions, after they're done continue down the path, this area is also full of floor traps which will eventually slow you down. Like before the best method to disarm the traps is to just shoot them with a single bullet, but if your feeling like saving some ammo you can also trigger the traps by slashing at them with the knife from a very close range.

Once all that is done and your thinking about exiting through the door at the end, check around the area for some useful items, and be sure to check the oven there too 'cause its got some items inside it as well. Exit through the door now. On the other side of the door turn to Leon's left and you'll find a boarded up place, slash the boards with the knife to remove them, behind the boards you'll find an Elegant Mask, take it and proceed, kick open the rusty door at the end and proceed further into the next hallway.

There's just 1 villager here, take him out quickly, and then take the ladder leading down, once your down the ladder you'll come in an area with some items scattered around for you to take, also in the same area you'll find three fish, if you want to refill your health bar, shoot them and chow down baby. If you wish you can also save some for later times (yum yum).

Now climb up the ladder and you will come outside through a open well. Finally, open air.

Head forward in this fairly spooky but straight path, you will come across some more traps along the way, destroy all of them and head forward until you come to an old looking house. Proceed further and head inside the house.

Inside you will come across a single door with a small puzzle on it Its fairly simple really, take note of the emblem marks on the door and now you just have to keep rotating the moveable green part of the door until its shape matches the patterns on the door. Once you do that, the door opens.

Now for those who haven't figured it out yet, we're inside the house of the big chief guy who kicked Leon's ass a little while back, in the house take note of the portrait hanging on the wall, afterwards search the box lying near the book case and you will find a key in it, take it and head to the only door available.

Before anything, you will run into the big chiefy again, apparently he doesn't like Leon going through his bed room, and after seeing a little scene, you would have finished the second part of the first chapter. Proceed.

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CHAPTER 1-3

Alright, for those of you who want to see a familiar sighting if you go back through the same doorway that we just came from now you will see a special scene in the game where Leon will be saved by a woman in a red dress. This might be familiar to you guys from the trailers that we've seen for the game.

Afterwards, the area would be clear for you to start exploring and find some useful items for Leon. You can find another green herb on the cabinet just next to the door, and a useful brown egg in the oven as well. Also take the grenade from the glass case before you leave, once done save your game and exit this place at will.

Before you can exit out you will be surprised by a group of new villagers with another chainsaw man with them, the best method to take on them at this time is to stand in the doorway and pump any thing that walks through the door with shotgun rounds, easy peasy. Drop any treasures that the enemies might drop and now its time for us to make our way back into the town.

Before you can reach into the village you will be attacked by some more villagers but by now they shouldn't be hard enough for you to Kill, if you have some rifle rounds left then you can climb up a higher terrain and snipe their heads off from there, or just use your standard handgun and slash method, either way the villagers are not that vicious for the time being and not that hard either.

Once your done killing anyone interfering make your way to the door with the red markings and use the newfound insignia key to open the door. Before proceeding forward be sure to check the farm area once more since there might be new formed chicken eggs there for you to carry, there's even a chance of you finding a golden chicken egg.

Once your done here, go through the door with the markings and once through you'll realize that you can actually save your game here, do that and proceed through the other door in this room. Once in this new room, take a look around and take aim at the lantern hanging around. Shoot it so it falls down and you'll find a spinal inside. But be aware of the small fireball that forms when it initially falls.

Once your done here proceed down the hole, and soon afterwards you will find another lantern, and there's seem to be items hanging around for you, at the end of this cave however you will run into another merchant, we'll be coming back to this place in a little while so save your valuables for the time being.

Out here, you'll notice that there are some birds near the entrance of the grave yard, you can shoot them to get some extra cash if you want, but if they run away after seeing you then you can have them respawn by going back to the previous area's and coming back here. Once your done with that proceed further. Whilst in the grave yard area you can locate the rest of the blue medals as well, meaning that if you shot more then 10 already go and talk to the nearest

merchant and he will hand you the Punisher. A really cool gun.

Proceeding at the end of the grave yard you'll notice that the doors leading into the church are locked for now but you have an option to get a really rare item here if your willing to do a small puzzle.

The puzzle is really simple, all you have to do is go and look for the twin marked graves in the grave yard area, once you have found all three twin grave markings you can use the podium here to solve the puzzle, its really not that hard to explain and mostly random so you should do it on your own. The prize will be a green catseye.

Well thats all fine and dandy but what about the church doors now, for that we will have to go to a different area, so from the church door take the path on the right side and you will come to a bridge and some villagers on it, kill the villagers by kicking them off the bridge, and proceed through the gaped bridge. On the other side of it you will find a small cabin, head inside it and you will find the file which explains where the key is and also an item or two.

After that keep proceeding forward and you'll notice that you will enter an area where you'll find plenty of birds, if you aren't able to kill them all in the first try then go back to the previous area and come back here since these birds can give you a significant amount of money, its really useful if you kill all of them here.

There's also another save room and a merchant in the surrounding area as well, the best way to reach them would be to go through your map and take the other path from here, once your done with that, (I would personally like you to go and save right now) then proceed through the door which is leading into the lake area.

One thing you should know that the path leading towards the lake isnt an easy one either, you will encounter tons of villager and another one of the quick boulder dodge thingies here as well, so once your ready, proceed further.

Once you reach the swampy area's, you'll find a cabin in the left side, enter the cabin and find any items that you can use here. Exit and proceed further when your done. After that you will come towards another quick boulder scene, once you've dodged the boulder properly turn back and shoot at the sparkling thing and you will get another spinal. Now comes a hard part.

You will come across an area with dynamite traps and a few villagers who want nothing but killing you, if you want to be creative and save some ammo then make the villagers run into the traps by luring them into it. They'll follow you blindly, not only will this kill them, it will also clear the path for Leon to proceed. How nice.

Near this area is a house on the right side, head inside it and blow the crate to find some items or possibly a snake inside, if its the snake then dont run away, kill it and you'll get something from it as well, once done proceed out and when your about to end this swampy area you'll find another small cabin on the right side, take it and inside find the handgun ammo and any snakes that might be in crates. After that is done proceed straight to the lake shores area and its time to head on.

Once your finally at the lake area, head to the left and you will

find a red herb, but you'll also see a scene here of the villagers dropping one of the two cops that came with us at the start into the village to feed something apparently, once your done watching that take the herb here and proceed towards the cabin thats not so far from you. Inside the cabin save your game at the typewriter since there is a big boss fight coming pretty soon. Also you might find a yellow herb inside as well, take it and head out of the cabin, ready your weapons before proceeding further. Oh wait..

There's a really cool trick here that you can get Leon eaten by the boss even before the fight begins, if you stand near the water for a long period of time then the boss will suddenly jump out of the water and eat Leon, thats funny as hell and can really make the first timers wet their pants.

Once your done goofing around, proceed into the boat and get into the water, not long after you've entered the water, you'll see the huge creature emerge from the water and now its time for our grand boss fight with it.

BOSS FIGHT : DEL LAGO

For the first time players I would like to apologize in advance that you will most certainly die a few times before you finally finish the boss fight but on the plus side it is entirely possible to end this fight without Leon getting even a single scratch, but that as they say, is extremely hard to do. One more thing you should know is that your boat is at the mercy of the boss and you have no control over it for this entire boss fight so its just better that we concen trate on the boss ahead of us.

First lets see what kinds of attack Lago can do to damage Leon, first off he would try to drag the entire boat along with itself into one of the big floating pieces of wood in the middle of the lake (who the hell put them there anyway) and if that happens Leon will immediately lose half of his life, and not only that but you will also fall down into the water and you will be forced to swim quickly back into the boat, the bad thing is that if your not pressing the action key fast enough then Del Lago will eventually come out and eat Leon whole. Thus ending the fight instantly, and we dont want that. To prevent Lago from ramming you into the wood, you should quickly steer your boat out of its path when its near. But be warned as you'll have to drop the harpoon since Leon cant swim and fight at the same time.

Second most commonly used attack is the dive and hit thing, he will dive underwater and attempt to ram your boat causing Leon to fall off again, and making him loose a good chunk of his health bar. Once you see it trying to go for this attack, quickly drop down the harpoon and turn the boat as much right or left as you can since thats the only method of saving your skin. Like before falling down into the water will lead you to swim back into the boat or be eaten by Del Lago.

The final attack that he does most often is that during the fight he will suddenly dive deep into water and disappear, now before starting to think that the fight is over, you should know that he comes ramming up out of the water to hit you, the game will tell you which side of

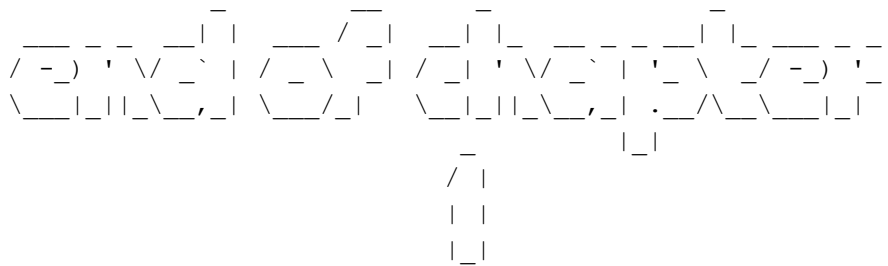
the boat he will be coming out of so aim your harpoon in that area and as soon as it shows its head, let one into its mouth, that will cause Lago to miss its attack and just jump over you, this gives you the time to shoot another harpoon in its back as well, easy as pie.

Now lets talk about the fighting technique, Leon can only fight this battle with a harpoon in his hand, but the good thing is that you get infinite number of harpoons to fight the boss with. When you want to attack it, raise the harpoon by pressing the R button, you'll see Leon aim the harpoon and a small crosshair will appear on screen with it, now aim the crosshair directly at Lago and fire with the A button if you made a hit then you will see blood coming out of the contact point. The bad thing is that the harpoons can take a little time to "reload" so you dont want to miss that often.

The fight will take no more then fifteen or so harpoons before the boss finally dies, it is entirely possible to finish this without taking any damage from the boss at all, in case of taking damages use small healing items like eggs or green herbs that you have in your inventory. Soon the boss fight will be over, Lago will be dead and..uh.. Leon's foot is caught in something as well.. uh oh.

Damn those capcom people for putting this new instant button thing in this game, okey dont panic and quickly press the button that comes on screen repeatedly and Leon will eventually cut the rope tied to his feet and this chapter is done for.

Watch the scenes and proceed towards the new chapter.



CHAPTER 2-1

When the scenes are over and your back in the world of the sane, get up and check around the cabin that your inside at this time, there's some items here that you can take, so take all that you can and proceed out of the cabin. Now you will notice that the game has gone into night time and thats how its gonna remain for a long long while.

Outside the cabin you'll notice that your boat isnt that far from you, if you wish you can take the boat back to the main land area but at this time its totally pointless since we still haven't done what we came here to do originally, you can however go back for trading with a merchant but thats your choice alone.

Now, proceed forward into the new area and soon afterwards you will

run into a new enemy to the game, seemingly they look like your normal villager enemies but the distinct thing is the Los Plagas you can see on their heads, and that is this kind of enemies weak point, just aim at the Plagas with any gun and make sure you take it out, if you decapitate the villager or some times totally randomly you will see the Plagas coming out of the villagers head itself, and then you'll have to deal with it separately. The best method to take on them is by using a shotgun since the scatter can hit them as well. But a niftier method is using a flash grenade which can kill these instantly.

Proceed further down the path and jump over the ledges in front of you, past them continue further till you reach the rope, take it downwards. First thing here, you'll notice a single villager with throwing axes and he's aiming for you, if you happen to have some rifle ammo then that would be the best thing to take this guy out with. After that, check the nearby tower to hopefully find some items inside it. Once that is done we proceed further.

Now you have to shoot down the three craters and create yourself a bridge which you can use to cross over the stream of water and go to the other side where the lever is that controls the flow of water, to start off shoot the crater to make it fall down into the water and once you reach the middle section of this area, take the tower to the right up and when your up there shoot one round into the sparkly thing, you just found the Amber ring.

Okey now fire at the other crates to create a bridge towards the other side now, once your over there climb up the tower and shut down the lever causing the flow of water to stop and giving you a path to proceed further now, you'll see the cave entrance in the waterfall now and thats our destination.

But before you can go there you will be attacked by some more villagers and its a little annoying, the best method to thin down this attack is to jump over the crates back towards the area where the tower with the lever is, once your on the other side you can easily take out the villagers when they're crossing over the craters, but with this method they'll probably fall into the water with their money, so its best if you let them make the final leap onto the land where you are, then you can take them out one at a time just as easily while retaining all the cash that was to be lost.

Once this attack has been thinned out, make your way towards the cave entrance in the waterfall, and enter it. Inside you will find the item that we came to this side to seek, the Round Insignia. Take it, and have a little conversation with Ingrid, after that is done take the door that pretty near you and you will come out in the docks area. With the boat and all.

Not that I have to tell you again, take the boat and its time to head back to the main land, more specifically back to the church. But be sure to make a pitstop on the way towards the merchant and more importantly the save room since another big boss fight is about to take place in a little while. Once your at the merchant's place, trade in all the valuable items that we found on our trip and save your game at the typewriter near the area. Be ready now and proceed towards the direction of the church.

On your way, when you reach the area where we shot all those damn

crows, you'll see a scene, the villagers apparently want to set a trap for Leon, but unlucky for them it back fires horribly, and the EL GIGANTE kills all the villagers in a matter of seconds, you might remember this scene from the trailers of the game as well, eventually after killing all the other villagers gigante will notice Leon and now its his time to die. Or is it.

BOSS FIGHT : EL GIGANTE

El gigante, is a huge fricking mass of meat to say the least and it looks remarkably like the big troll from the Lord of the Rings movies if you have seen any of them, but unfortunately Gandalf won't be coming here to help you beat him so Leon will have to do the fight on his own. One thing I would like to ask you before the fight even begins is to make sure you have the stock for the TMP if it is available at this point in time and that your TMP and shotgun are both fully loaded and ready for some mayhem.

One thing I would most certainly like to point out is that the fight will mostly involve you trying to dodge one of his quick attacks or mostly running around the area we're in just waiting for the right time to attack him, so button pressing and quick turning should be what your thinking about right now. The boss has many different kind of devastating attacks. Now the common thing it will do is punch Leon into the ground.

Besides that it can Kick Leon while he's on the ground getting up from that punch as well which takes a lot of health out instantly, the best and only method to prevent this is to just not get close to the boss at all, besides that its not wise to stand close to it and fire shotguns or rifles since the time it takes for Leon to change the round will be enough Gigante needs to stomp a mud hole into Leons ass. But close combat is much safer with smaller fire arms as its easier to just fire a few rounds then quick turn and get the hell outta there.

One more thing it does most often when your near it is grab Leon and try to choke the life out of his body, or squeeze his body completely, when this happens the only thing you can do is to quickly press the knife slashing button so Leon can free himself from the grasp of El Gigante (this is seen in trailers too). Note that once you drop down its wise to quickly run for cover since the Giant recovers quickly and you'll be standing right next to it after falling down.

Many of the other attacks of El Gigante need Leon to be quick at dodging, like often times he will pick up a piece of rock and throw it in Leon's direction, this is really easy to dodge as you only need to be out of the rock's way which can easily be done, secondly it will often pick up a tree and try to smash that into Leon, that can be only dodged by pressing the L and R buttons at the same time when the game asks you to (the dodge meneuver), but when Gigante has the tree with it, it slows down a whole lot giving you prime chance to shoot its head with some powerful weaponry, but be ready to drop the weapon and run for your life when its close.

The final attack involves El Gigante doing a simple charging attack on Leon, this can also be dodged only by pressing the L and R keys when the game asks you to press them or risk getting slaughtered.

Now lets get down to the actual killing method for the boss, the only thing you can do to kill it is keep shooting it with any weapon that you have until it bends over in pain and reveals the Los Plagas on its back, before that, the best method of weakening the boss is the quick weaponry since there will be hell to pay if your caught while firing with a shotgun or rifle, the TMP works best here, since you can shoot a few rounds at the giant's head and run back as quickly as you can. Thats the trick you should use.

One shocking thing that happens during the fight is that the wolf that we helped WAAYYYY at the start of the game will come to help Leon out, the wolf doesn't really do much but it distracts the giant for a little while allowing you to shoot it without the risk of being hit back. Eventually you would have shot the giant enough and now the Plagas is revealed on its back, the most efficient method of taking it out is to climb gigante's back when he's bent over (The game will tell you the buttons) and slash away with the knife when you have the chance or use a powerful weapon like the shotgun to deal damage to the Plagas. You can use stuff like flash grenades to make your life a little easier during this battle as well.

You'll have to repeat this process a couple of times before the boss fight is finally over and you will be rewarded with 15,000 in cash. Woo Hooo...

One thing I didnt' mention in the boss fight section is that you will also be able to take new items from inside the houses which might be destroyed during the fight by Gigante, the best time to do that however is when ever it is distracted by the wolf. Gives you enough time to get in and take the items. Heal occasionally.

Once the boss fight is done I would personally like you to go back to where the typewriter was and save your game immediately, also you might want to check in with the merchant if your feeling like it. Once all that is done its time to go see the church.

Proceed back through the path we took from here originally, go over the bridge and all, but before you reach the church you will be attacked by another new enemy, the Comillos. These are actually just wolves that have been turned mutant by Los Plagas. Get rid of them with a weapon like the shotgun and procee to the church, check the cabin on the way again since ammo is available in it again, also shoot the birds nest near the graveyard area to find another Spinel. Proceed towards the church entrance now.

Once inside the church, your free to explore the house of god if you feel, you can find several items, like some money near the central alter, and a grenade on the barrel on the right.

Once you've taken all this, climb up to the ladder up the 2nd floor and when ready, jump on the chandelier. Once it starts to swing, make sure you dont jump before it actually reaches the top of its swing on the other side, you'll land near a small puzzle console. This is actually a panel with 3 different colors

on it, you have to use the panel to rotate the colors until the pattern matches the one in the middle part of the console. An easier method of solving this puzzle is by doing this.

Rotate the red one twice
Rotate the green one three times
Rotate the blue one once.

That will unlock the second floor doors and give you the access towards the next chapter. Head towards the door that we just unlocked with that stupid puzzle, inside you will finally get to meet the president's hot daughter. Ashley Graham. Ta-Daa.

From here take Ashley back to the first floor and end of this part.

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CHAPTER 2-2

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Before anything, I would just like to tell you some of Ashley's controls that you'll need to keep in mind.

Here is a brief list of controls that Leon can command Ashley with or make Ashley stay and what not.

Before anything, I should tell you Ashley's death cases, Ashley can die with the methods that Leon can, meaning you can shoot her either yourself, a single bullet and she's dead. She can also be attacked by the monsters on screen, or if you leave her in the same place for a little while and the villagers come and take her away, its game over. (Similar to ICO) if you want to prevent the villagers from taking her away, shoot the villager so that he/she drops Ashley.

Ashley has a similar life bar as Leon's and that helps you keep a quick eye on Ashley's health bar, besides that you will see icon's displaying what kind of action Ashley is taking at this time. Since I suck at ASCII.... I will just make text versions of them.

ICON OF TWO PEOPLE : This means simply that Ashley is doing nothing else but following Leon around.

ICON OF ONE PERSON : This means that Ashley is standing alone and waiting for Leon.

ICON WITH LINE IN MIDDLE : This means that Ashley is being attacked and you gotta go help her

EXCLAMATION MARK : This means that Ashley's being taken away by a villager and you need to quickly free her.

Besides that Leon can also often use Ashley's help to reach previously un-reachable area's, when you get to one you'll get the respective icon.

Like in all video games to date, now that we have our partner or the person that we were looking for, now our quest will be 10 times more harder then ever before, ganodo's coming from left and right and they just dont want anything more then to see Leon's head off of his shoulder, ps. thats how the chainsaw people kill you hehehee.

Anyway, I should tell you that this next chapter is not a really big one but a dangerous one to say the least. Now the good thing about Ashley is that you have almost complete control over her actions as well, you can make her stop anywhere and go on a little ahead to fight any oncoming baddies yourself, and she'll stay there like a good girl. Use the X button to make Ashley stop where ever she is. Remember that.

You will be in combat from the moment you get out of the shed, so a good tactic is to make Ashley wait by the doors of the church and you enter the grave yard area where about 7 or so villagers are waiting for you. But you have a sort of an advantage in this battle, see that explosive barrel on the cart near the graveyard doors, you should use that to your advantage and you can easily take out a couple of the villagers using that barrel. Once the barrel's gone and so are some of the villagers, take out the weaker weapons and take care of the rest of the villagers. Once the area is clean, go and get Ashley to follow you.

Now that we have Ashley with us, Leon's mission is practically complete so all we have to do is get to the extraction spot, so make your way back to the cavey area where we got into this part of the game from originally, so when you head back through the tunnel you'll see that the merchant who was there is still standing there, its a good idea to visit him and cash out the punisher for the blue medallions if you haven't done that already. You'll also be able to purchase a new gun called the Red 9 (Cough, star wars reference) , its almost like your normal handgun but a slightly slower rate of fire and lower reloading time makes it nearly useless, since your normal handgun is good.

Once your done shopping, go through the tunnely area, save your game at the typewriter in here and its time to pay another visit to our good old friendly village. Now this part is a little tricky, since the village is also filled with more new villagers, including some of the los plagas villagers as well, before fighting or doing anything here head immediately to the tower and make sure Ashley stays there, then drop back down and start taking out the villagers one at a time, its best that you use something else besides the shotgun since we're going to need the shotgun shells in a little while, kill the villagers with super caution and be very aware of the los plagas villagers, you know how to take them out dont you.

Once the ruckus is done for, before you go and call Ashley, go through the area since you'll find newly stored ammo and items here for the taking, once your done with your shopping go and call Ashley down from the tower and catch her before she falls butt first on the ground (this is also in one of the trailers). Once your done with this area its time to head for the farm area. So head over there.

Right near where you enter the farm area from is a dumpster, now if you want to keep Ashley safe then its best that you ask her to hide in there, (and even more surprisingly she agree's without any hesitation, wow) once Ashley is hiding, its back to the usual mischives, take out all the villagers that have spawned in this area, it shouldn't be a problem from now on for you. Keep an eye out for any newly layed traps in this area as well, since there WILL be traps. Once the area is cleared, go get Ashley and you both head toward the gate on the north eastern way, there's a locked gate here. If you remember from the very start of the game we couldn't open this gate since Leon was unable to do it on his own, but Ashley here can help Leon in opening the gate and thats exactly what happens. Go through the gate.

And surprisingly thats the end of this small yet really fun chapter. Lets see what happens next.

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CHAPTER 2-3
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Alright now, once you enter this area you will have another series of events which will end up with Leon Ashley and Luis (what the hell..) to be barricaded inside a lone house and you will be attacked by the mad villagers from all sides, its game time (that was cheap lol).

Anyway, the best thing about having Luis at this time is that he is immortal for the time being and no matter how much the villagers hurt him, he's never gonna die (we all know it will happen eventually though mwahah, the bastard). So the best and probably the smartest method of going through this big fight is that you should stand in one corner while Luis does most of the damage and takes most of the damage as well. But still since your inside a barricaded house and no way out, you can easily get trapped by villagers as well, and that means you have to stay on your toes and watch out for anything that comes towards you. (besides Ashley of course XD).

Now lets get down to the actual fighting part, for the starting part the villagers be attacking you while your on the first floor of the house, you can get yourself some time and room by pushing any available cabinets in front of any windows so the ganodo's cant come in that easily, another easy strategy to get through this area is to stand in the middle of the stairs and equip the shotgun, anything that comes your way should be plastered with shotgun shells, thats why I was asking you to save all those shotgun shells, Luis will stay on the first floor no matter what, the good thing about Luis is that no matter if he kills the villagers, they'll still drop the money for you to take. So head down and collect money time to time but beware not to let any villagers up or not to get killed by any villager as well.

A little while later you will be called by Luis and will now have to fight more villagers on the second floor, the thing is that it gets only harder on the second floor, the villagers will not only come up the stairs but there's a couple of windows in this area too and the villagers will use ladders to climb up the windows to surprise you as well, Luis isn't that helpful in this part but he'll continue to do his job from where he's fighting at. You can also see the cabinet where Ashley is hiding in. One thing you should constantly do is kick the ladders down, which can be done very easily and helps too. The shotgun is the only weapon I would ask you to use during this whole assault. The ladders will constantly be re-placed and the villagers will continue to come up that way so don't think your home free after throwing one ladder down. If Luis is in trouble make sure you save him too (not like he needs it anyway).

Just when it looks like all hope is lost, you'll hear the church bells and as it happened at the start of the game, the villagers will leave anything they're doing (like killing) and go to the church, wow these people aren't so bad after all, they're just uber religious lol. But as the villagers start to go leave, Luis will leave as well. Now it's time for us to proceed as well.

Now that the villagers are all gone, it's time for us to do a little exploring of our own, quickly run up and down the house to catch any treasures dropped by the villagers before they disappear for good, includes ammo too. Besides that outside the house you'll find TMP ammo on a bunch of logs and behind the house you'll find some handgun ammo, it's all a keeper and we'll need all of these in the time being. Now inside the house there was a typewriter if I recall correctly with a memo next to it, go and read that memo, you will be told that you need to choose one of the routes now. Left route leads to a fight with a lot of villagers at the same time, and the right route leads to a fight with another El Gigante, they're both hard but Gigante is much harder than the villagers, also gives out more money too, so that's a risk if you're willing to take it. At the end both the places will ultimately lead you to the same area, so it's more like a "how do you wanna die" situation if you ask me.

This is the infamous Two Routes that you must have heard about from your friends or anyone on any local game boards.

Once you've done one of the paths, skip forward to AFTERWARDS.

THE EL GITANTE PATH

Obviously this is the path that leads towards El Gigante, so if you want to take this path, if you want to risk a harder fight but higher reward, take the right path out of the area, after you go a little forward in this new area the gigante will come out and the fight will begin. Note that Ashley will point a boulder which is placed on top of the giant's head, if you manage to shoot the boulder's holders it will come plunging down onto El Gigante but it won't kill him, rather it will give you a chance to escape this area unscratched since he will be stunned for the time being. This is a quick and efficient method out of this area but that's not what we came here for, we came here for the money. So let's

get on with the fighting part.

Ashley's the one who's gonna be the damsel in distress during this fight since Gigante likes to pick her occasionally and smash her with the ground, if that ever happens then you will quickly have to shoot the giant in its hand so that it drops Ashley, and heal her whenever you have the chance since she'll be taking the most damage during this fight. When it comes to the actual fighting part this fight will be much more easier if you have an upgraded TMP (stock) and a clip which can hold up to a hundred bullets at the same time. To start the fight get a lot of room between you and the giant and then start to shoot the giant non stop, after taking something like 60 bullets the giant will stagger to its knees and you will see the Los plagos on its back, now its time to do the same thing again, climb its back and start slashing at it like a mad bastard. But immediately reload once you fall back down. Watch out for his normal attacks as well, this gigante does all the same attacks of the previous giant and some more.

Like before you will need to do this thing 2 or 3 times before gigante actually falls down and die, when that happens you'll get something like 15000 peseta's again. Thats what im talking about. Also, now that the area is cleared you can safely check the huts in the surrounding area for a lot more ammo and some more valuable items, there's also a purple gem in the area for the taking, look at the flashing thing above the huts and shoot it with any gun to make it fall down.

THE GANODO PATH

Once you enter this ganodo path you will have a little scene and after that you will immediately be assaulted by a group of villagers, as you regain control of Leon immediately shoot the cart, or the barrel on it and it will dispose or some of the nearby villagers and make your life easier for starting this area. After that is done, take a look at the dumpster near your surroundings and command Ashley to stay in there for the time being. She'll be safe for now. Once Ashley is safely tucked inside, you should go and take out the ganodo threat in the immediate area. Keep heading forward around the pit area and you will find a ladder which will be leading down into a mining cart. Head down.

Down the ladder you will find some shotgun ammo which can come in real handy for the upcoming area. Once your done with this and are ready for some real kick ass fighting, head for the main pit area and go to the eastern side of the pit and you'll find a place to jump down into the pit and also a ladder standing there, before you think about going down kick the ladder down first, that will help you in the coming fight. Now jump down the pit and that'll attract even more villagers.

As soon as the villagers start appearing, keep your eye on the two female chainsaw wielders, and its time for us to make a break for higher ground since fighting in this lower area is highly dangerous for Leon. So take the ladder going up on the western side and you will be at an advantage, you will be able to take out most of the villagers one at a time as they come up, use the shotgun shells on the chainsaw villagers but you are good with the TMP or the handgun with the normal villagers. Once the mess is cleared one of the chainsaw person will drop a Ruby and the other will drop a Camp Key.

By now your probably thinking about Ashley's safety, well she's as safe as she can be in the entire game so lets press a little more

forward for the time being, so head down into the pit and use the camp key to open the door leading further into the pit. A little further you will run into some more villagers, you can try to take out them from inside the pit but its best if you immediately back track towards the exit of the pit and take one of the ladders up, then wait for the villagers to come one by one. Even though there are more ladders here the villagers will only come towards the one that you are standing next to, so that would be your advantage in this fight. Kick the ladder down and start shooting from higher ground onto the groups of villagers. Even if the villagers reset the ladder, its not a hard thing to knock the ladder down again.

FINALLY, when the entire area has been cleared of villagers, its time to go and get Ashley, once Ashley is by your side, head back down and go through the exit door of this area. This double route thing is done now. Over.

AFTERWARDS

Okey now fortunately we have made it past both the dangerous paths and its time for us to press forward, no matter which path you had back there you will come out in a new area with a merchant standing there greeting you, if you want to, you can pay a visit to the good people, and also there is a type writer and another new document in the small house nearby, save your game at once since we just came through hell and there's more coming soon.

Before pressing forward, take the box of handgun ammo next to the house with the type writer, once your done here continue forward and take note of the door thats locked here, we'll get an item to open it in a little while. Head a little more forward and you will come to a place where you will have to take a gondola down to the other end of the platform, but you didnt think it was just gonna be that easy did you.

During your ride you will be attacked by all places, you will have more villagers coming from gondola's of their own on the right side and just some lonely villagers standing on the left side who find it amusing to jump on your gondola and try to make it fall down. You should know first that if your gondola falls over then its immediately game over for you my friend.

Anyway, the best method to deal with this part is the TMP since all villagers in this area take just one bullet to die, if you have a TMP and tons of ammo for it you will be safe for most of the ride since all you have to do is fire like hell and make sure atleast one of your bullets hit the mark. Otherwise its going to be an extremely rough ride for you. An alternate but risky method is to use the rifle for most of the ride and try to be a perfect aim. But thats just hard to stick with the TMP method.

When your finally on the other end of the awesome ride, thank god for ending it and continue forward, enter the small control room and check the lockers for some valuable items or ammo we can use after that head back out and take the stairs leading downwards, it is a good idea if you ask Ashley to stay at the top of the stairs for the time being since there won't be anything coming there. Once

that's done head down the stairs and take the path forward into the cave like area. You will run into some more villagers here but they shouldn't be a problem for you after all that we're gone through.

Anyway, fight and kill all the villagers that you come across and make your way to the end of the path and you will find an item box with a yellow catseye inside, this is a valuable item, now on a side note if you happen to have some previously stored valuable items like the elegant dress and the green catseye and the purple gem, then you can combine all the gems with the dress and the end result will be an item that will give you way more money then each of them sold separately. Anyway, once your done with this area head back to the stairs where we asked Ashley to stay.

Go and grab Ashley, then check the area under the stairs and you will find another merchant here, its a good time to stock up on item since we're about to enter another boss fight in a very little time, also if you did the dress thing I told you about, you can sell it now for a good amount of cash. Once your done with the merchant, save at the typewriter located near him and its time to proceed further.

Before proceeding however check the area for some ammo too, once your done with that head in the direction opposite of the one we took before and head down this path. Reload your weapons before any suspicious scene start or its too late for that already lol.

During the scene you should keep your fingers on the game pad as the game will suddenly ask you to dodge one of the chief's wild blows during the scene, once that is done its time for the actual boss fight to begin.

BOSS FIGHT : BITORES MENDEZ

Now before anything I would like to say that if you failed to dodge the initial blow from the chief then its game over for you automatically but if you survived that thing then the boss fight will begin now, Bitores will change into a big tyrant'ish slow moving but hard hitting thing, only that it doesnt look that much like a tyrant anymore. Once your in control you should first take out the handgun since thats what we're going to use during the first form of this boss fight since its slow and the easier part of this fight. Looking around the house you'll note that there are 2 ladders going up to the second floor, one is on the southern side of the area and one is on the northern side of the area, if you wish to, you can climb up the southern ladder first and take any items that are on the second floor and jump to the first floor again from the other side, keep your eye out for any possible ammunition laying around the surrounding area.

Now the first form of the boss isnt that hard to dodge either since most of its attacks are very slow and require you to be next to it but since its a slow moving boss you will have no trouble running away from it. You can circle around it and pop a few into his ass while he's turning to get you, or if your on the second floor of the place then he'll extend his arm and try to smack you down from

there, a little dangerous but you can run fast enough to dodge his attacks up there too. Its easier to defeat the first form if you go up the southern ladder and wait for it to come near you then run to the northern end then shoot a couple of bullets into it before it reaches your area, and repeat the process all over again. Like I said before, the first form isnt that hard and you dont need to use any thing else but your handgun for this one.

Okey now its the second part of this fight thats a little more harder then the first one (duh). After you deal enough damage to the boss it will rip half of its torso apart and you will have to fight the upper half of Mendez hopping around on his arms. Right, sounds easy but im afraid its harder then the first form since he hops around faster this time you won't have as much time as before to fire a couple of shots into him, for this end of the fight if you happen to have plenty of TMP ammo or shotgun shells either will work fine, the TMP will deal quick but small damage and the shotgun is slow but good amount of damage.

As soon as he starts hopping around, its much easier to finish this boss fight from the first floor this time around, unlike before the boss has no long range attacks so it has to be very close to you in order to attack you, so the perfect strategy for this fight is to run in opposite directions of the house, like run to the north end of the house and quick turn around, fire a couple of shots into the boss and when he hops uncomfortably close to you, run to the other end of the house, quick turn and shoot some more. Repeat this process and eventually Mendez will die out, and he leaves a key item behind and about 30 k peseta's.

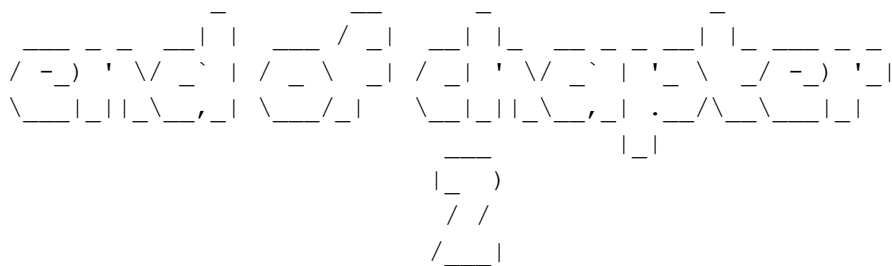
As soon as the boss fight is over, take the fallen gold and the item that the boss dropped, its the false eye, we can now go to a previously un searched area.

Before exiting the house however, check around for any more items or ammo that we might have missed before, once you've searched the entire area, exit and reunite with Ashley.

Make your way back to the place where the merchant was standing and save your game at the local typewriter if your feeling like it, once your done, take the stairs back up and take the gondola back to other end of the area, luckily you won't have to do the fight thing all over again. Once your on the other end of the ride, head forward and check the door again, that was locked and we couldn't open it before. Now we can open it using the false eye that our good friend Mendez dropped. So use it and enter.

Once through the door you will come out in a narrow pathway, continue down this path and you will run into three more ganodos so take them out quickly, a little forward you'll see something coming towards you, its a friggin truck. Quickly take out the rifle and take aim at the driver and pop one into his head, or take out any fast gun and aim at the engine of the truck and fire at it until it goes ablaze, if you manage to do either, the truck will swerve and come to a halt, take this time to loot the initial ganodo's that you killed and make a dash for the other end since there will be some more ganodo's coming out of the back of the truck in a few seconds.

Eventually you will come close to a castle and you will see a little scene and that will be the end of this chapter of the game.



CHAPTER 3-1

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Right off the bat you will see the merchant in a hut and that should be indication enough that this next coming part of the game isnt an easy one, so its time for us to get serious as well. Before chatting with the merchant check the surrounding area's for some more crates that you can smash for items inside, one of them has a snake inside it so be mindful of that, also around the area you'll find a chest which has 5 grand peseta's inside it. Take all of these items and head to the merchant and start talking.

The merchant has many new toys for you to play with and since your well endowed in peseta's after fighting the mendez guy, you can take a risk or two here too if you wish, but if you want my opinion sell the rifle and purchase the semi auto rifle in place of it, also sell the shotgun and buy the riot gun in place for that and sell your handgun and purchase the black tail in place of that, thats all the weapon trading we're gonna be doing for now. If you want to, you can also buy an atache case for your stuff from this guy too, and also you can purchase a treasure map for the castle

Once your done with this area its time to move further on, so take the door leading into the big spooky castle while wondering why is the castle area always supposed to be spooky. Why can't there be a fun type castle area.

One thing you should know about the castle area before pressing on is that there are no villagers in here, instead you will come face to face with the cult members of the church, they are more harder to kill then villagers and often they will be packing impressive weaponry which can deal lethal damage in seconds, so be prepared.

Move a little forward and you will have a little scene, once your in control of Leon once again tell Ashley to stay where she is at that time and move a little forward attracting the monks. You can take them out with the handgun while they're coming down or use the sniper rifle to take them out from a distance. For the coming area make sure first that Ashley is still standing where you left her and not following you since she can easily get killed here.

Move a little forward and you'll notice catapult fire coming down from the heavens, no actually its some monks who want to kill you. Its not that hard to dodge the fires as you can easily run past them to avoid the blast, head forward and quickly climb the spiral staircase in front of you. If you want to fancy yourself another

spinel check the fountain where the first fire hit. Once you got it, start dashing to where the original monks were and head into one of the rooms which has a big cannon inside it. This is a safe spot for the time being so call Ashley over here. Dont worry about her since the monks won't attack her if she's alone. Its Leon they want to kill so badly.

When Ashley is with Leon once again, tell her to wait besides the cannon again, once Ashley is safe and sound, head back out and go through the courtyard again, turn towards the west side and quickly dash under the little path here, you will be able to spot that red robed monk from here and an explosive barrel thats not so far from him can also be spotted. You now have to shoot this barrel and once you do that the entire catapult thing will go kaboom. Do the same thing for the other catapults that are firing at you.

Now once that is done, take the stairs up but immediately head back down the same stairs, no im not an idiot, once you run up the stairs a set of monks will come in from the entrance of this area and will head straight for where you stored Ashley just a little while ago but since you turned back quickly you will be able to safely take them out before they are anywhere near Ashley. If you want to save some ammo then run along the monks when they're going across the courtyard and they'll probably be caught by a catapult fire or two.

Now that Ashley is safe once again, take the stairs up and we have to take out the remaining catapults here, if you have the rifle with you then its a definite plus point, the catapults have barrels next to them which you need to shoot in order to dispose of them. When all is done there will probably be 2 final catapults left near the exit of this area, one of them will have a barrel next to it so that one is easily disposed of, the other one however is a little tricky since there's no barrel, you'll have to take out the person operating the catapult. To do that you need to quickly head to the eastern area and take out the guy from behind the shelter like area and hopefully hit him quickly enough. Rifle should be your gun here.

If you want to proceed further then take note of the crank and use it, and keep turning it by pressing the A button until the cannon finally rises, use the cannon to blast a fire and the exit will emerge for you to err.. exit. Before exiting you can find a gold bangle on the southern side of this place.

Go through the opened path now and take the red door inside.

You will now come into a cramped area of the castle, you will find a box of handgun ammo on top of the table here, take the platinum sword from the plate on the wall, then you should tell Ashley to stay right next to this area, while you proceed further, take the stairs up and trick the cultists into coming down behind you and take them out while they're on the stairs. That wasn't so hard.

Once you've killed these three monks, head back down and bring Ashley back up with you, but as soon as your up turn around and start shooting at the monks who are approaching behind you as soon as you can, this ambush is a little hard to get through. The best thing to use here is the shotgun but be aware of popping their heads off since these monks are also equipped with dangerous Los plagas like the villagers were, once you have taken all these out look down the stairs and you will spot the red monk standing there

waiting for you, we'll just play it safe and it's much easier to take him out from here using the sniper rifle and some good head shots. Once the red monk is dead, head to the plate on the second floor area and take the gold sword from here, replace it with the platinum sword and put the gold sword in the place of the platinum one, and the door ahead shall unlock. Take the money that the red guy drops since it's a lot.

Once you're through with this area, proceed further and you will have another scene and you will meet up with good old Luis once again, after the scene is over, head a little back to the gate we just came here from and tell Ashley to stand here for the time being. Afterwards, proceed further and check the far door, you will have to fight another group of monks here now so use the exit of the door area to your advantage and blast the monks with shotgun shells as they come through the door one by one, there's some Los Plagas monks here too so be aware of them. Take care of the crossbow firing monk as well, then head back and get Ashley to come with you, let us proceed further.

In the next area you'll come across some more monks who are in armor of sorts, but it isn't that hard to break and a good close ranged shotgun shell is enough to break their armor, after that kill them like your normal everyday monks, when the monks are done for, proceed further through the room here.

Inside the next room check the item box and you will find the CASTLE GATE KEY inside it, take it and as soon as you do that you will be attacked by oncoming monks, if you time it right you can set the explosive barrel off by shooting at it when some of the monks are near it and thin the crowd down a little bit, if that doesn't work then use normal shotgun blasts and if the crowd gets a little thick head back to the starting area where the crossbow man was and use that choke to take out the remaining following monks. Once the monks are done for, with the key in hand head back.

Head back to where you met Luis and use the castle gate key to open the door leading further into the castle. Head a little forward and you will have a scene introducing you to Ramon Salazar, the owner of this joint. Once you've met him and the scene is over, proceed up the stairs and smash the vases when you can to find something inside it and afterwards, find the green gem on one of the walls.

Once you're done with that, save your game at the typewriter in this area, now take note of the path leading to the prison area which is locked right now, so head the only way we can, take the hallway with the carpet floor ahead. On your way, check the painting of the Lord himself to find 5 grand pesetas behind it. You'll note that the path leading further is being blocked by two flame walls so we can't go through that way for now, but take the prison key from the painting on the adjacent wall.

Once you have the key, make your way back to the locked door we saw before and use the prison key to open it, before heading down however tell Ashley to stay up the stairs since sub-a-boss fight is coming in a little while, before heading down the stairs here if you look around you'll find a box of shotgun shells hanging, shoot it to make it fall down so you can grab it when you reach down the stairs. Head down the stairs now.

Head down and check the cell and that gladiator rip off thing in it and you will start a sub boss battle.

SUB BOSS BATTLE : GARRADOR

Actually, further into the game you will face more of these so it technically doesn't count as a boss, but since this is the first time your facing one its just about as hard as a sub boss can get, because later on you will be more properly equipped and you'll know the proper tactics to deal with him so it won't be that hard of a deal later on.

First let me clear the attacks that the garrador does, one really important thing to know about him is that he is blind from the eyes and can only hear the sound Leon is making, so before any thing else I would ask you to quit running for this fight and just walk where you have to all the time. Besides that the boss can do 2 devastating attacks, first it will charge a little and start swinging its huge claws around in an attempt to hit you, secondly it will charge head on and if it hits you'll be dead meat, but if he misses he will impale his claws into a wall and will be temporarily unable to attack while he takes his claws out.

Conventional attacking isnt enough to kill this bastard but you have to shoot at the plagas thats visible on this guy's back with powerful weaponry, like the shotgun, the best method is to lure him into using the charge attack so that he impales his claws on a wall, that will give you enough time to run up to its back and shoot a round or two from the shotgun. Besides that you can also use the old Tremors trick (remember the movie) and walk very very quietly towards its back while its searching around for you, and shoot it in the back, then quickly walk a little away from where you were since it will most likely attack immediately.

To make your life a little easier you can use the bell here as well which will cause the garrador to strike his claws into it giving you another chance to shoot its back, soon afterwards it will be dead and you can proceed with the game. Now aren't we glad we didn't bring Ashley down here.

Once the Garrador is dead, take any money that he drops and check the switch thats next to where the garrador was initially and use it, this will cause the flame walls to be turned off and now we can proceed further in that direction.

Head back up and make your way towards the flame area again but before you can proceed much ahead you'll be attacked by some more monks, take them out quickly and head a little further to be attacked by some dynamite people and crossbow man, the best method to deal with this is to shoot directly at the dynamite. This will cause all of them to go kaboom very quickly. Before proceeding more forward go and save your game at the typewriter.

The next room is chock full of enemies, and when I say full I mean that literally, the room includes enemies from red robed guys to shielded guys to armed guys and crossbow guys. If you

even want to think about surviving this room with Ashley you need to be quick right from the moment you enter this area, as you enter quickly turn left or right and circle around the edge of the room so that you get to the other side where there's a small staircase leading down towards a door, on the way if you are blocked by any monks then drop them with the shotgun, but be aware not to do head shots, shoot them in the torso. Make sure that Ashley isn't picked up either or else you'll have to be superman to save her and yourself. Anyway, once you're on the other side of the hall and down the stairs, enter the door here and immediately take Ashley to the far corner of the room and make her stand there.

Now it's much easier to kill the rest of the enemies as they will come through the single door and you can easily drop them with blasts from your shotgun, be aware however as some monks can drop from the ceiling and they will immediately go after Ashley, so when that happens ignore all else and save Ashley first, after a few minutes of pumping lead the carnage will come to an end.

But NOOO.. it's NOT over yet, after you are done with the starting batch, head back out to the main room to find some more monks in there waiting for you, lure them to you too and kill all of them once the battling seizes or gets easy a little bit head into the smaller room and have Ashley stand on one of the pressure pads and have Leon stand on the other one, this will cause a pedestal to raise in the big room, and a couple of more monks to appear so head back there and take out the new monks who have appeared.

Once you're up in the main room again, head for the pedestal and use the lever on it, this will cause the stairs leading to the upper part of this room to appear and with it a few more monks sheeze.. give it a rest already. Take care of these new monks as well and make your way up the stairs, take out any monks on the stairs as well and make your way to the other end of them.

Once here, you will note that you need to cross over to the other side to where the door is but Leon isn't able to do that on his own here and you'll need Ashley to go up and use the crank to make your way. So lift Ashley up to the place and she will run to the crank and start doing her thing, meanwhile you shouldn't relax just yet as you will be attacked by a lot more monks now and some of them will come from Ashley's side as well, so now you have to protect yourself and Ashley at the same time, but the good thing is the monks won't kill Ashley, they will only try to take her away, so if any monk is taking Ashley away take out the TMP and shoot the monk once so he drops Ashley and she gets back to what she was doing, for protecting yourself the shotgun should be used or if you don't want to go through the hassle of changing weapons just keep the TMP equipped if you happen to have a lot of ammo for it.

Continue like this and soon after Ashley has done her task she will come back to the edge and wait for Leon to catch her, you have to do that and once Ashley is down you can be greedy and kill every last enemy in the area for their dropped items or make a dash quickly for the exit door.

You will come to a safe room of sorts now, there's a spinel here for the taking and once that's taken chat with the merchant and

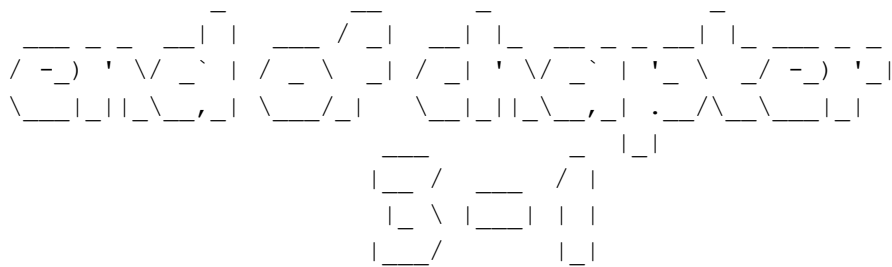
save your game at the typewriter ASAP because I know you guys dont want to go through all that hectic mayhem all over again.

Once that is done, if you want to go for a game of target practice then go through the door on the left side of the merchant in here, inside talk to the other guy standing behind the counter and you will be asked the kind of weaponry you want, sniper weaponry has the handgun and a rifle in it, the rapid weaponry has a shotgun and the TMP in it. Choose what suits you best and start up.

One thing you should know is that ammo is no object for the time that you remain in the target practice area, meaning that you can shoot all you want but your ammo will not run out. Thats good.

The object of the game is really simple, you only have to hit the enemy targets that appear successfully but not hit the Ashley one that pops up time from time, each target has a set value attached to it and hitting the Ashley target will result you in loosing a few points. The object of the game is to make about 3000 points to win the damn thing, missing a target also results in negative scoring when the final is being added so thats highly unadvised besides that if you hit five targets in a row you will then see the salazar target which in itself is worth 500 points alone. That will most definitely help you in winning the game. Anyway, once your done with the game you will receive bottle caps or rare kind depending on your performance through the game.

Once your done with it and want to get on with the main game, head back to the previous hallway and take the path heading off from the left of our friendly merchant. Thats the end of this chapter.



CHAPTER 3-2
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You will have a scene to start the chapter with and by the end of the scene, Ashley will no longer be with you for the time being WOO HOO !!!..

There's a door near you which leads towards the sewers area, with no alternative thats the only way we can go for the time being, but before heading down equip your shotgun since your gonna be needing it in a while.

Down here, proceed forward and pretty soon you will run into the new kind of monster, the Novistrador, these are big bad insects who can kick Leon's ass very quickly, but the worst thing about

them is their ability to go invisible, you can spot them very faintly after that, then it gets really hard.

The best method to take on these beasts is to use the shotgun and try to keep them to the ground, and try to knock it down even on the ground since it can deal very heavy damage in a single blow. Anyway, use the tactics to get rid of the first one and continue down your path, a little more into the path you will come to a watery area where two more of these insects will be located, here the best thing you can do is toss a grenade in their general direction from behind the railing and once it goes off and does its damage, get rid of them using your conventional weaponry. Once they're both dead take any items that they dropped including eyes.

There is a door not far away from you now, so take it and you will be taken into the dungeon of the castle. Good. In this area you will face atleast 4 more of those insect like things which you should take out only with the shotgun. Be sure not to get boxed in one of the cells because the insects can easily dispose of you if you are cornered in the same place. Get rid of the insects as quickly as you can possibly. When you want to proceed further into the game, head over to the control room and use the valve in there to drain the water thats blocking your way. Also, pick up the valuable item Butterfly lamp before exiting this area. You might be attacked by more insects once the water goes out so be on your guard.

The water will part revealing the doorway behind it so go there and once on the other side continue down the path, during the path one of the insects will try to surprise you by ambushing you so be ready for it as well and shotgun its ass when it falls down. Before going forward you will be able to find a violet blue in some water. After taking it head forward and you will come to a room with some really huge ass axes moving around. How fun..

Dont get scared by this area, its only for show and really easy to get through this area, before proceeding with the room take note of the shadows of the axes you can use them as guides to tell you how far close you can stand near an axe safely. Use the shadow to guide yourself near the first axe and run past it when it goes back. Do the same for the second axe, the third and the fourth are probably moving at the same time so you'll have to be really quick if you want to escape them unscratched. Pass through the area.

Now you will be back in the same hallway where the target practice area used to be, but this time there's a Los Illuminados ritual type thingy going on around here, from where you are you will be able to see many monks and a red one or two in between them too, now if you jump down immediately they will all scatter and try to run away, normally we'd do this but the catch in this area is that the monks all drop spinel's after they die and the red one drops a pendant worth over 10 k peseta's, so we're definetly gonna try to kill all of them here. The easiest strategy for that is to use a flash grenade from where you are and after it has done its affect throw out a normal grenade to take some out immediately, and then quickly take out the TMP and fire as quick as you can to try and take out the rest of them. If you did this right some of them will even try to line ladders up to get you, but you can easily shove them back down and take care of the monks. Overall if you get a lot of them then you can earn a really big score in just this room.

Once your done with this room or if your running short on ammo, just drop down to the ground floor and watch the cowardly bastards run away from you, once that's done take the ladder back to the upper place and jump to the chandelier, swing to the other end and jump over to the other chandelier where you'll find the elegant mask. Also you'll find a switch there that will open up the path that is leading from this place to the next upper room with another merchant in it.

Before selling anything to the merchant, if you picked up the lamp a little while ago and if you still happen to have some of the jewel eyes, then insert one of each red blue and green eyes into the lamp and you can sell it for a whopping price of 32 grand. Thats a huge total. Once you've sold that to the local merchant, sell anything else that you wish to sell and once that is done continue your way through the now open doorway and its time for us to look for Ashley.

In this new area, take the red herb from the table, the handgun ammo from the chair and the memo from the other table, once your done with all this go through the door but you'll be attacked by some monks and a mean looking red robed monk with a key around his neck. Thats odd. You will need to go to where the red man is standing in order to kill him, so start heading in his general direction while taking out any monks that try to stop you during your passage. Once your done with the normal monks in this area take the door thats on the upper side and go through it, in this area smash the breakable things for items and kill the enemy you come across in this room, once done go through the other door here.

In this new balcony immediately turn left and take out the two monks with your rifle, then turn around and take the convenient rifle ammo in the same area, after that jump to where the red monk is waiting for you, but rather then fighting like a man.. or.. whatever it is, it will flee once you get near it.

Once he starts running you quickly take out and reload your shotgun and take any items that were left in this room, and start following the red guy to where ever he's taking you, during the follow you will be attacked by an enemy in the way, use the shotgun to kill the enemy quickly and continue your pursuit of the red monk. A little more forward and eventually you'll run into the guy again but this time he's got something of his own, its a friggin gattling gun.

Now we have to fight that guy, the best method of taking him on is to use the shotgun from VERY close range, get right up next to the guy and start pumping him full of lead, the reason why we're so close to him is because he is slow at turning the gun so while he is still turning it you can easily get behind him and knock some more shells into it, the fight shouldnt really be that hard and eventually you will end up killing him and he will drop the key he was wearing, its the GALLERY KEY.

Now to proceed further on with the game you have to go back 2 or 3 rooms, go back to the place where the red monk originally was and you'll find a locked door there (it was there all along I just didnt mention it before) use the gallery key and the door shall open for you. In this new room shoot the jewel in the deer's eye and you will be able to get it. Once that is done head over to the central area and you'll see that there's a puzzle here you have to complete in order to proceed.

The puzzle will actually give you an idea what kind of a person Salazar is, if you thought Chief Brian Irons had a disturbing painting collection, this'll be the cream of the crop. What you have to do is solve the puzzle by rotating the paintings so that six deaths are seen on it. The paintings have 2 sides each and you need to figure out what order to rotate them into in order to get six deaths showing on screen, without further time wasting press the paintings in this order to finish the puzzle.

2 -- 1 -- 4 -- 3 -- OK

Now this room will have another little scene involving Leon and Lord Salazar, after the scene is done you should be immediately ready since we'll be getting into battle ASAP, so as soon as the scene is done you should immediately turn right and dash towards that little door which was unlocked during all this time, enter the door and this will end up being your perfect hideaway for the time being, all the armed bad boys will be easier to take out from that room, but a little while later you will have crossbow people running around the second floor and you'll have to run after them in order to take them out. A little while later you will see a little scene in which some more monks will appear with rocket launchers in their hands (woah) and it gets a little rougher from there but if you keep running around the area you can easily be safe from them infact if your good enough you can even have the rocket launcher people take out the crossbow men for you. Its a bit hard though.

When your done fighting and want to exit the room you'll need to flip two switches in order to get the item that we're seeking in here, the first switch is on the western side of this area and is easier to spot, you can press that easily, the second switch is on the southern side of the room hidden under a vase, you'll need to get rid of that before you can press the switch.

One thing you'll have to know is that if there is no more crossbow man in the area then when you press the second switch you will have to fight some newly arriving armed men, so if you want to save yourself some energy then you should leave atleast one crossbow man before you press that second switch, regardless of all that there will be some new rocket launcher people always arriving when you press the second switch. Anyway, once you press the second one will let you get to the treasure chest which has the Goat Ornament inside it, though it sounds weird, its actually a key item we're gonna need. With the ornament in hand exit through the door which was blocked previously into the area into the next room.

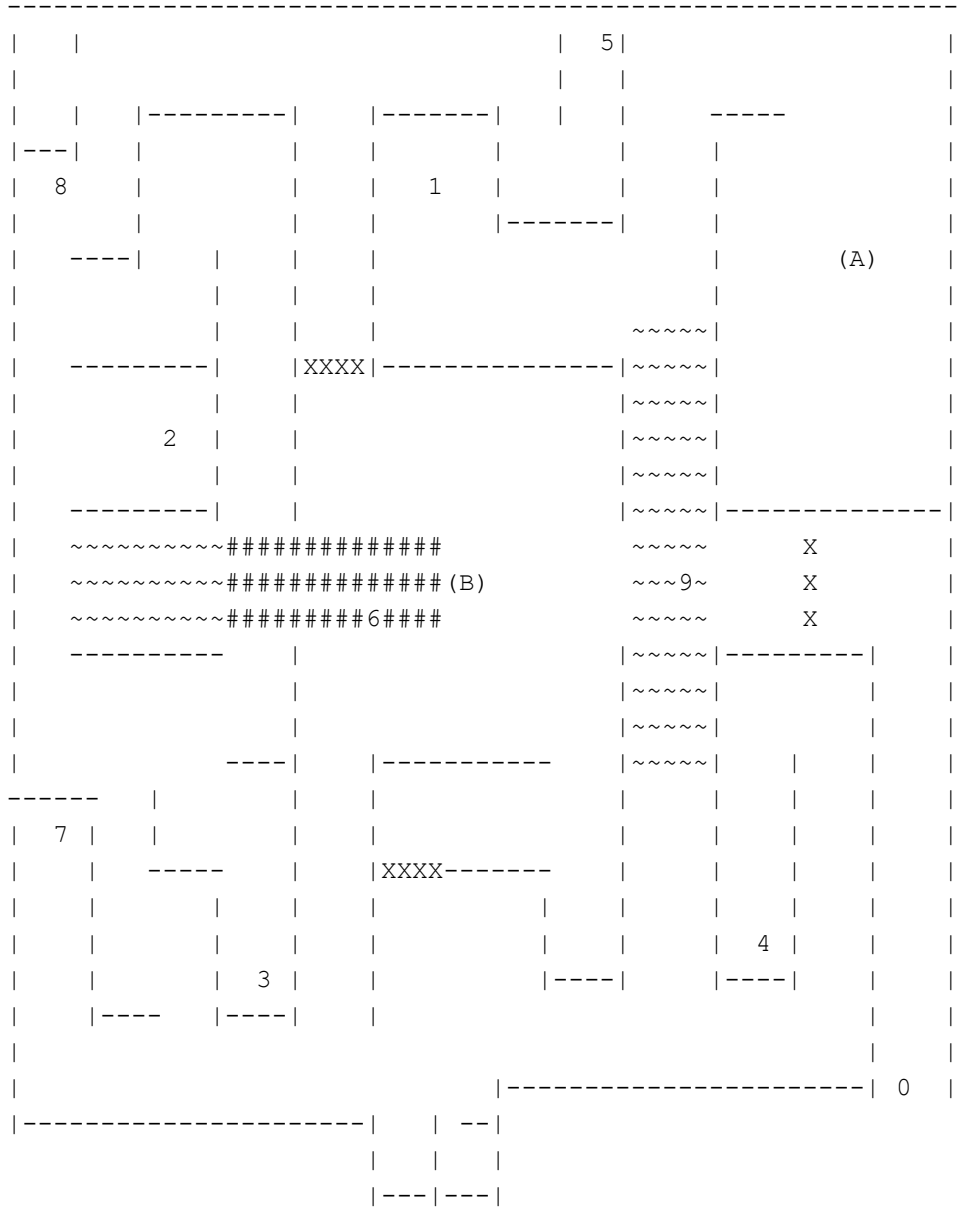
You will come into a room with a typewriter now, save your game at once here, also break the boxes to find some handgun ammo in them, also take the spinal before you take the blue door into the next area. You will come to an area with a fountain, kill all the birdies that are around the fountain and take any money that they drop for you, afterwards take the Velvet Blue from inside the pond itself, there's a door to the right but Leon cannot open it on his own, so continue down the path past the fountain and take the door here. In the new area head a little further down and you will get a message from Salazar via radio, afterwards continue down the way.

This is the infamous garden maze area we've been hearing about, if you see the map that the game offers you will be able to learn the ways to the fountain really easily, but the moon stone isnt the

only thing that the fountain offers, you can also find several other things in the area as well.

To make things a little easier, I asked fellow FAQ author Outbreak or XFactor if you call him by that name for permission to use the garden map that he has drawn on his awesome walkthrough and he let me use it with permission of course, so credit for this part goes out to him and only him.

MAP PROPERTY OF OUTBREAK (XFACTOR) TAKEN WITH PERMISSION.



- ~ - Stairs
- X - Gate

- (A) - Moonstone (Left Half)
- (B) - Moonstone (Right Half) *above stairs*

- 0 - Start Point
- 1 - TMP Ammo
- 2 - First Aid Spray
- 3 - Red Gem
- 4 - Shotgun Shells
- 5 - Spinel

- 6 - Green Herb
- 7 - Yellow Herb
- 8 - Handgun Ammo

Before entering the maze area make sure that your shotgun or any of its modified brothers are your primary weapon, the maze area should be the least of your concerns for the time being, you should be more worried about the Colmillos, you know, the mutated wolves. They will jump randomly from the bushes and surrounding area and try to bite Leon's throat off if you dont drive them away quickly, aim for the Plagas in them for kills. Often you'll be back attacked by them as well and that can really be annoying, but to avoid being back attacked you should keep your ears open and listen to their sounds, as soon as you hear them continue running forward and turn back only if its a corner and fire a shell or two to sub due your attacker.

Now, the main objective for the maze area for us is to find the two separated pieces of the moon stone, you can find each peace next to a fountain which is sort of a position indicator, one of the pieces is on the very north eastern side according to the little map you get and the other one is up the small set of stairs near the central part of the maze. As soon as you pick up any peace you will be attacked by some Colmillos in a quick rush so make sure the guns are ready before you pick the stone up, once you have both the pieces combine them and make your way back to the door behind the maze area that was locked before.

If you want to stick in the maze for some items, you can find some stuff like a couple of herbs, ammos for various guns and a couple of valuable items as well. With the full moon stone in your hand head back to the door near the initial fountain where we killed some birdies.

Once your here use the moon stone on the door and you'll be able to proceed inside, inside you'll see a scene..and.. Ada Wong !!!.
Im not sure if the dialogue is different if you were saved by ada way back at the beginning of the game.

Ada and Leon will talk about some stuff here before Ada makes a break for it and leaves Leon hanging around, damn she looks hot.

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CHAPTER 3-3
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After that very informative introduction of Ada Wong, we are now free to search the area and look for Ashley as best as we can. SO lets get on with it, as soon as you come back in control of Leon check your surrounding area's, there's plenty of breakable items

in the near areas so do that, break every thing that can be broken and you'll find a valuable item or two inside of of the container. When that is done proceed further into the area and eventually in a little while you'll run into another merchant (how the hell do they get to these places).

Chat with the merchant and find out whats hot, before exiting the area however take the memo which tells about the particular female intruder we just met, also use the typewriter there to save the game if you wish, once saving is done proceed further, you will come into a long hallway, it will branch at a point and you will be able to take the right path leading to some items, actually the path will lead back to the garden but we'll be using it later on in the game when the time comes.

Also searching around the area you will come into a room with many pots that you can break to find tons of items inside them, check every last pot here and proceed back to the hallway, once your back in the hallway head to the other end and ring the bell here. Once that is done you will see the painting flip over, take out any gun and shoot the bottle of wine that you can see now, this will cause the eastern exit to open up allowing you to proceed inside.

In this next area you'll come across two chests in the middle which just happen to be laying there with no one around them, seems really nice doesnt it, so why dont you go get them already. As soon as your near the chests you will have a little scene and a big cage will drop around Leon and you will be trapped inside the cage with some more ganodo's, and worse of all another garrador. As soon as the cage drops, the garrador will drop right in front of you so its best to immediately head a little right or left so that your safe from that thing for the time being. Now its entirely possible but almost suicidal if you want to take on all those monsters from inside the cage, not to mention the one's that are standing outside the cage waiting to swipe at you if you ever get too close to a corner.

The trick here is to find the door and blow the lock off it and exit the cage as soon as possible, from where you start inside the cage the lock should be towards the right or left of Leon, use the TMP to blow the lock quickly and head outside the cage. If you want to apply a safer but slower strategy then make your way back all the way to the area with the dining table, the doors along the way would give you enough time to take out the normal monks that are following you but the garrador is a different story. If by luck the garrador is following you too then you can lure it to the dining table area where you can safely run around the table and take pot shots at its back when ever you have the chance with any weapon since its almost too easy here.

But if the garrador stays inside the cage (since its blind and all) you will have a bit of trouble because as long as the garrador is still alive there will be 1 monk arriving every time you clear all the monks, meaning you MUST kill the garrador in order to end this.

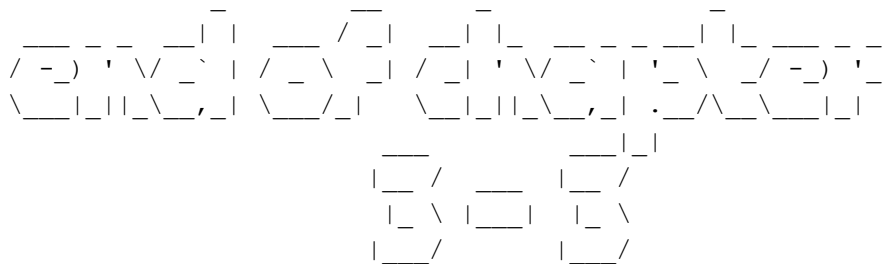
Once all the enemies are finally dead collect all the treasures they dropped and head back to the cage area, check the treasure chest here for the fancy hour glass. After doing all this, head down the hallway where the painting is and take the rare magnum ammo in this area and then take the door on the northern wall to exit.

Continue forward and you will reach another area with tons of enemies, the object in this area is to drop down to the central area and flip the switch which in turn would extend the walkway that we need to take to proceed further ahead. But you didn't think it was gonna be that easy, did ja ? there's enemies to deal with here too. You can easily take the ganodo's on the lower part out from above by using the sniper rifle, that was easy, be aware that some enemies will also come out of the door that you just took in a little while so keep an eye out for these one too. After sniping some ganodo's from above equip the TMP and jump down, quickly use the lever which will cause your path to be revealed. But at the same time 2 new enemies will be around the ladder.

Take them out and quickly take the ladder back up, across the newly raised walkway you will find some more monks who need some killing, kill all of them and cross the bridge, on the other side turn right and take out the monk who is firing at you with the crossbow. Once he's been taken out jump down to the ground on the other side. Now go and get the treasures they were protecting which includes ammo and a fwee rocket launcher, if you dont have enough space in your inventory for the time being continue with the path as you will see a merchant shortly and you can buy a attaché case from him. Otherwise take the items here immediately.

Head back up now and go across the path this time taking the door out of this place where the shielded monks came from before. The next area will hold a typewriter and another merchant, if you did not pick the rocket launcher before then buy an attaché case from this guy and return back to get it. Once your done save your game at the typewriter and then go through the other door in this room to end this chapter as well.

That was a really short one, a short one but a real violent one.



CHAPTER 3-4
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When the initial scenes at the start of this chapter are over and you are back in control of Leon, search your surrounding area's for some handgun ammo, rifle ammo and a grenade or two, also check the Salazar portrait to find another 5 grand for the taking, then go forward and you'll finally meet up with Ashley. But she's bound at the moment and Leon has to free her.

From where you are, take out the rifle and take aim at the restraints that are holding Ashley and gently shoot them off, being very careful not to accidentally hit Ashley, its best done with the rifle but if your short of ammo for that use the handgun and take aim very slowly when you fire. Once Ashley is free she will be attacked by a couple of

monks and all you can do is try to protect her, so take aim at the monks that try to take her away and shoot them all down with rifle ammunition. After the initial wave is dead Ashley will realize that the door is locked and just then the second wave of attacks will begin. This one will include countless monks and one red monk boss among them who has a key around his neck. One thing you should know is that the monks will keep coming if you do not shoot the red guy, who will try to take Ashley away mind you, so ignore all the other monks and shoot the red guy first, but still be aware of the crossbow men and dodge their fires when you see them.

As soon as you kill the red monk, Ashley will take the key around his neck and she will open the doors lock. Now you will be playing as Ashley for a little while. Fun fun fun.

ASHLEY UNDER CONTROL

Ashley's not that good to play with because she does not use any weaponry at all and you still have to face some enemies while your playing as her, but no weaponry means that your going to use your brain a whole lot more from here on. When your in control of Ashley you'll be in a room with a typewriter, search around the room to find a spinel and a yellow herb for the taking. Once you've taken the items go through the door leading to your first cowardly fight.

As you enter the room you will run into some monks here but they dont treat you any nicer and they'll try to kill you, and you'll have to do something about it, the only offence Ashley has that she can pick up lanterns and throw them toward the monks to do damage on them. There are six lanterns in this room and 2 monks and each one takes 3 to die meaning that you dont have any way to miss otherwise you'll have to run from this battle, beware however that the flame from the lantern can hurt Ashley as well but killing the monks is better this way since they'll drop herbs before they finally die.

Another thing you can do here, is from the start go to the middle of the two tables and take the green herb first, then crawl under the table on the left wall near the gate and operate the crank here until the bars are up all the way. Then go back and use the two other cranks as well. Once your done with that go through it and you will find some items on the other side including another spinel and some money.

Once your done with that area, head down the pathway here and you will see a door on the left wall along the way, but you aren't able to do anything in this area for the time being so ignore the door and continue down the path turning right, take the red herb from here before entering the door at the end of the path.

In this new area you will come to a series of gates which you need to navigate through by pressing some switches here and there until on the other side with an item. You'll find the first of them on the north western end of this room, press the button and you will be able to enter the middle area of the room, here you will find a key item, the Stone Tablet from above the fireplace and then push the button thats near it. This will lead you back to the beginning

area of this room which has nothing in it but a cabinet for you to push out of the way. There's a switch behind this as well, now that we have the tablet press this switch and you will be given a free path to the end of the room, so take any items that you can find inside cabinets or whatever and proceed through.

In the next small area, run forward and grab the spinel from the chair, and proceed further ahead. You will come into a room with a big puzzle in the middle, well actually its not that big. Head over to the puzzle and initiate it. The one thing to remember is that the puzzle solution is always the same if you start from the beginning but if you mess around with the puzzle then try to leave the area and return hoping to find the puzzle, you will be disappointed and will see that the puzzle remains the same.

The following is the solution for the puzzle from the start, looking at the key pad you have to press the keys in the following order.

1	2	3
4	5	6
7	8	9

Press the buttons in this order...

left to right ---->

6 -- 3 -- 2 -- 5 -- 4 -- 7 -- 8 -- 9 -- 6 -- 5 -- 2 -- 1 --
(after 1) -- 4 -- 7 -- 8 -- 5 -- 6 -- 9.

Once you've done the puzzle properly you will be able to place the stone tablet that we picked up earlier in here, do that now and a new path will be revealed so head in there.

In this new area, head forward and you will find a gold bangle from inside the chest and check the cabinet for another spinel before you do anything else in here, once taken check the painting in the middle area of the room and it will end up giving you 2 key items in a row, the Salazar Family Insignia and the Serpent Ornament. Once this happens though, the cheesy suit of armors that were in the previous room will also surprisingly come to life (is this RE or a ghost movie). Since we're playing as Ashley for the time being and she doesnt have any weaponry all I can tell you is how to avoid the suits, they will swing their huge axes toward you in slow but very powerful attacks, once the attack is done it gives you enough time to run away from the suit of armor while he gets ready for a second blow, we dont wanna stick around for that.

The dodging part however isnt that easy as the game will ask you to press a combination of two keys to dodge their wild blows, the bad thing about the suits however is that they can move quiet quickly for their size, but their attacking speed isnt that impressive. Anyway, with the two key items

Proceeding further you will come to a small puzzle which involves you jumping from here to there, but it shouldn't be that hard for you by now, proceeding across the puzzle you will come to another area where you will run into a few more monks and about 2 more of those flame spitting thingies. The good strategy here is to concentrate your fire power on the monks first since they're the faster one's and they can cause you more damage. You can try to stay in the central area and take out the monks from there or you can head forward near the place where they're coming from and try to blast them as they come out one at a time. Or you could even try to lure the monks onto the path of the flames and have them roasted. Its all fun hehe. Once the monks are dead though its time to take out the flame spitters.

One of the two spitters walks very slow and is much easier to take out then the other one, for this one you should run across the length of the hallway so that it follows you and when you reach the end of the hall quickly turn around and shoot with the rifle to get dispose of the rider of the flame spitting thing, shouldn't be too hard. The other one however is a little difficult to kill, but you can easily kill him too and avoid the flames thanks to the walls that are conveniently placed in this area, the best thing to do is to run from walls to walls so that the guy has to change his firing position from time to time, once he's firing at one side quickly run to the other wall area and shoot the guy from there. Shouldn't be too hard, once all the guys are toast you will end up finding the Lion Ornament. By now hopefully you do have all three of the ornaments in your inventor, the lion, the goat and the serpent.

With all three of the ornaments in hand proceed back the path we took until you reach the tram I talked about a little while earlier, with the ornaments and Ashley besides you ride the tram back to the starting area's and make your way to the place where you met Salazar for the first time. Once back here check the mural and you will see that you can put all the ornaments in here, do that and a path will open for you to proceed further into the game, before taking that path however check the right side corner and you will find another painting of Saddler and some more chas behind it for the taking, near that are some vases that you can smash to get some items from inside them as well. Once you've done all that take the path that we just opened up.

Now you will come to a new area, and for reaching the Salazar area, we'll need to go to either ends and find the different keys that we need to open the area leading to Salazar's sanctum. Before you do anything however, find the merchant in the local area and do your thing with him like shopping, upgrading and selling as required. Besides that there is also another shooting range here you can test your sniping skills at. Collect bottles from the shooting range and its time to proceed when your ready.

When your ready to start item hunting, go through the door on the western side first, you will have to deal with some puzzles before you actually get what your looking for, in the first room you will come across a very simple puzzle, in order to get through it push the two knight statues so that they're both standing on two of the pressure plates on the floor, afterwards make Ashley stand on the third pressure plate and you go stand yourself on the final plate, once all plates are occupied you will be able to proceed to the next room. In the next room you will see just how disobedient Salazar is, even though Saddler wants the girl alive Salazar wnats nothing more then to crush the intruders, and thats what he plans to do literally. In the next room Leon and Ashley will be trapped while

the slow moving ceiling slowly comes down to crush our hero's into the ground, in order to stop this trap take aim with any weapon and shoot at the four small red targets and the trap will be disabled.

Afterwards proceed forward and the final and most deadly trap in this area will be set. Ashley will get trapped in a long hall and a mine machine will come out of no where and try to crush Ashley, you have to quickly shoot the two drivers of the machine and once they're dead Ashley will be able to escape the area before she is crushed with the machine, once your done here proceed to the store room and you will find a couple of items here. You'll find the key item that we're looking for here, the Queen's grail and a valuable item the Elegant Crossbow, take both the items then make your way back to the central area. This time take the eastern door inwards. Time for more action

On the eastern side you will have to battle your way across the hall rather than solving the puzzle, once you enter initially you will have to face two armored knights, before you actually pick up the King's Grail from the other end you will have to dodge the attacks using the combination of the keys, but after that is done you will have to fight the 2 groups of knights that approach the area, hitting them with anything normal isnt even going to flinch them, before you start fighting it is a good idea to have Ashley stand in one of the corners since the knights will not go after her, but they will only attack Leon.

To fight the knights you first need to expose the Los plagas inside them, you cant shoot anywhere else so we have to blow their helmets off, the shotgun is the best weapon for this, since the knights aren't that fast you can move back and forth across the halls and quick turn and shoot at their helmets a few times, once a knight's helmet falls off you will be able to see the plagas from the open area and thats what you have to shoot from there on. A very nifty trick you can use is to shoot all the knights helmets off first and when all the knights plagas are showing throw one flash grenade at them if you happen to have one and it will instantly kill all of them, this is very cool, but if you dont happen to have the flash grenade then you will have to use normal weaponry and aim at the plagas to kill the knights. Once you've killed all of them and have the King's grail in your hand, proceed back to the central area where we will put the king and queen's grail now.

Now before you can reach the area to put the grails in you will come face to face with a group of monks who will not take note of you until you get a little close to them, so the best thing to do here is to use the sniper rifle and try to take them out from a distance, either way take out the monks and go and place the grails in their respective slots, you will be able to proceed further afterwards. Proceed.

Now you will come out into another small hallway, there are several vases here that you can destroy in order to get various items, be aware as one of the vases contains a snake, watch out for it but if you want an egg then kill the snake to claim your prize. Besides that you can find two different sets of pesetas and some shotgun shells if you explore this room long enough to find all the items, once your done item hunting in here proceed forward and jump down from the edge of the ledge your at.

Now in this new area head forward and above you, you will notice a huge hive of those insect things, before heading any further start unload a crap load of rounds into that hive, its not really important to do this but we're doing it just for the money, if you happen to have the rocket launcher then just 1 shot from it should be enough to get the job done

otherwise you'll have to shoot at it with a lot of your normal ammunition, after you've done shooting at it a whole lot the hive will fall down, apparently useless but you will be able to pick up quiet a few eyes from here which can be really valuable. The bad thing about is that you cannot prevent whats about to happen even with this.

Once you try to proceed further into the hallway, a small event will happen and Ashley would get kidnapped, immediately after that you will be forced to fight 6 or something like that number of insects, relatively like the novistadors the thing is that these insects cannot turn invisible, but they can fly which can make it very easy for them to surround you from all sides, the easiest strategy to fight this battle is to head double back up the hallway that we came to this place from and kick the door open then go to the opposite side of it, then use the entrance as your advantage point and shoot the insects as they approach one after the other, shotgun shells or fast TMP rounds work best for them.

Now, if you want some serious cash then jump through the window thats near this door before proceeding further down the hallway, you will come to a path which has a butterfly lamp at the end, if you happen to have the eyes of different colors then put them in this lamp to make its value go way up then normal. Once you've done that go back to the hive area and operate the switch at the end of the place, you'll need to shoot the chains of the bridge too if you want it to come all the way down so do that and once the bridge is all the way down cross over.

You will now come to an area with a merchant and a save game spot for you, if you happen to have the butterfly lamp combined with the eyes then sell it to the merchant here to get some serious cash, afterwards if you didnt pick up the rocket launcher from before pick one up from this merchant if you happen to have enough cash since it will come in very handy in the coming times. Save the game before you want to proceed further then take the door to the next area.

You will now come to the outside area of the clock tower, destroy the barrels here to find a Velvet Blue, and once taken proceed further, soon you'll come under catapult fire and you'll have to run for cover, its really easy as all you have to do is keep running to avoid the fire, you will be attacked by some monks head on as well but you can use the catapult fire to your advantage by making the monks run into it so they die immediately. When your heading for the second floor you'll notice that the catapults will start blasting the doorways too so wait for the catapults to empty before proceeding through the door.

On this side of the tower you have to destroy the three objects that are preventing the gears of the clock tower from moving, you can find two of them even before you climb the ladder, shoot at them with your handgun, there are three objects in total and we'll need to go up to find the third one, so take the ladder up to where the third object is and shoot it out of its place, then take the green herb thats found in the surrounding area and take the memo from here as well. Once all the objects have been removed, activate the crank thats at the top lever of the tower and the tower will activate.

Once that is done the bottom part of this floor will be occupied by a new batch of enemies which include the crossbow men, and now we have to go down as well, so start heading down the ladders while taking out any monks that attempt to block your path. When you finally make it to the lower level you will have another small scene of some enemies with dynamites arriving in the area, quickly go through the door to the

external area of the clock tower.

Now move forward towards the bridge and you will be attacked by three more shield bearing monks, you should take care of them quickly and make your way across the bridge, but soon you'll see another small scene and the bridge will soon become full of monks which include one with a rocket launcher in his hand as well, there will be monks coming from behind you as well so you should turn around occasionally to check your back side, by far the best weapon for this area is the shotgun and you should aim at the guy with the rocket launcher before anyone else since he's the biggest threat here, a good strategy is to toss a grenade as soon as you see the enemies coming for the bridge and hopefully it will target some of them, another good strategy is to take care of the one's coming from behind you quickly then to run right back to the door that came into this area from and use the doorway there as your advantage point and take out the monks as they enter using the shotgun shells, this seems like an ideal place to use the rocket launcher but I would advice you to save that for the later parts of this level since we're going to run into bigger problems ahead. The rocket launcher man when killed will drop a valuable gold bangle, so take it and once all the people are dead cross the bridge and head into the door at the end of the path.

Now you'll come to an area which seems impossibly hard, you will have a couple of monks and not one but TWO garradors standing right in front of you, I hope to god that you didnt waste the rocket launcher in the previous room or if you HAVE it to begin with, if you have the rocket launcher then quickly aim it at the door thats between the two of them and fire the rocket there, the impact should hit the parasites on their back hard enough and they should both die instantly otherwise very seriously wounded making them cannon fodder, they each drop a set of 15 k peseta's which is more then enough we need, as your heading up to the path where the garrador's were you will be attacked from the behind by some monks so keep an eye out for them as well. If you dont happen to have the rocket launcher then the best method is to take out any normal monks before you attempt to fight the garrador's then use their blindness to your advantage and take them out using shotgun shells.

Before proceeding to the next area check the various pots that are in this room, you should be able to find a first aid spray in one of them that will help us out very much. Afterwards proceed further and take the 2 spinel's from each statue, proceed to the next area and you will meet Salazar again. Time for a trap.

Keep your fingers on the dodge buttons A and B or L and R as you will have to press one of them very quickly when the game prompts you to , after that is done sleazier will send one of this guys to deal with Leon.

Now where Leon gets up again, you will find several dead bodies and several items to loot from them, apparently Salazar doesnt treat the people he doesnt like very nicely, anyway once you've gotten the various item that this place has to offer, chat with the merchant and see what he's got to offer, he'll offer you a new shotgun from here on me thinks, after that is done save your game and take the ladder up to the upper area. In this new path, continue forward and check the first pipe area to find a Velvet Blue and the next one to find a spinle, there's a red herb here somewhere too, proceed further into the hallway once your ready and you will run into Salazar's Right hand man.

Take the door on the other end here, in this new area again head to the

door on the other end but keep your fingers on the dodge keys since you will need to do a quick dodge before you can exit the area. In this new control room take all the items that you can find and once thats done check the control panel, the shutters will close and the elevator will start to rise, quickly head for the shutters to try and open them but just like the elevators this is going to take some time, but the right hand man will also appear. Boss time.

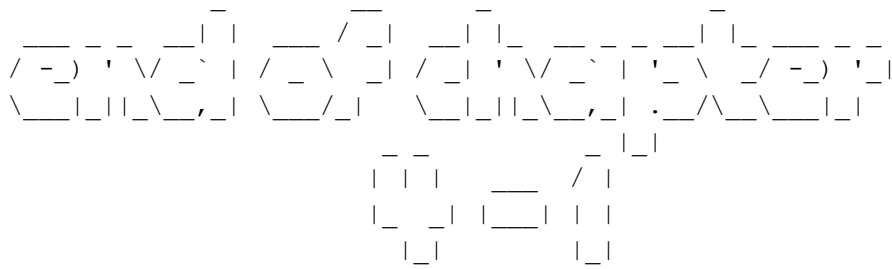
BOSS FIGHT : RIGHT HAND MAN

Now there's two things you can do in order to get this fight over with, you can either play it safe and keep on dodging his attacks while the elevator comes down so you can get the hell out of this area or you can take the initiative and shoot the hell out of this creature. Either will involve you using the nitrogen canisters and tipping them over the right hand man so it slows down a little bit.

After the boss makes its initial appearance, he will attack you with different kinds of attacks that includes slashes or it will even some times try a charging attack which you can dodge by pressing the proper dodge buttons that appear on the screen, once you've dodged a few of its attack quickly head over to the nitrogen contains in this room and tip it over, this will cover the right hand man with nitrogen and it will slow him down for a little while giving you a chance to run like hell and find some cover, eventually the shutter will be removed and you will be able to proceed back to the previous hall where there are some more nitrogen canisters waiting to be dropped.

Now in this hallway, if you want to play safe then its better that you leave the canister thats nearest to the elevator area for the last and use the other canisters first, tip the other canisters over when the right hand man is near them and they will slow him down a whole lot, once your canisters are all done the elevator should either already be here or should be very near to coming here, so quickly make your way back to where the elevator was, if you manage to waste all the canisters and the elevator isnt here yet then you dont have any alternative then to try and dodge the boss's attacks normally which isnt that easy of a thing to do. Hopefully you'll be alive by the time the elevator comes and you'll be able to take it out of the area. Quickly head for the elevator and take it down to end this chapter.

The other method of this fight involves in us shooting the living daylight out of the boss and getting an item for it, most of the fight procedure is the same but once you knock over the first nitrogen canister and the boss is frozen, take out the rocket launcher or the next most powerful weapon you have (which should be the broken butterfly) and start smacking the boss while he's frozen, you can also hurt it normally but the bullets do more damage when its frozen, if you happen to have the rocket launcher then it would be extremely easy for you to kill it, otherwise tip over the nitrogen canisters one at a time and start pumping the boss with any kind of powerful weapon available. Eventually the boss should die and it will drop a Crown Jewel after dying. This method is really hard without the rocket launcher and can take up a lot of ammo if you dont have powerful guns, if your a first timer then its suggested that you try to run away from this boss.



CHAPTER 4-2

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From where you start this chapter there will be a merchant next to you with a typewriter and tons of items for you to find by breaking the barrels or searching around, you can find a good amount of ammo in just this area as well, there's a memo here as well, take all these items and save your game at the typewriter, the right door will lead you to another game of shooting range, if you dont want to do that then proceed to the left door into the next area.

Run forward in the new area and you will come face to face with 2 villager ganodo's, apparently they're the one's who work the mines, kill the two here and search around them to find some more handgun ammo and another valuable item. Take all that. Head for the new area, here you will have to drop down to the lower level, here search the broken cart to find another valuable item inside it, then check the switch board near you to call down the cart but before it comes to you it will stop because the power will falter. Dang. There might be more villagers in this area so keep an eye out for that as well, once the cart stops move towards to the southern part of the room where the circuit breaker is located, we need to fix it, take the ladder there and go operate the circuit breaker, after doing that some more villagers including one chainsaw villager will drop into the main area, and you'll have to dispose of them. The shotgun is your best friend in this area and you should take aim for the chainsaw guy first.

After you've disposed of all the villagers here check the first switch again and the cart will come all the way down, check it to find the dynamites inside it, once you have that head over to the boulders which are blocking your path further into the area and destroy them using the dynamites that you just picked up. In this new area you'll find more barrels near the entrance, destroy them to find some items including much needed ammo for your magnum type guns. Also important is the grenade you find in one of them. Take.

In the new blast furnace area, on the right side you will find a flash grenade and a first aid spray, and you can even find some shotgun shells. Take these items and as you approach the other side you will be attacked by not one but two el gigante's at the same time. Fighting time.

SUB BOSS BATTLE : TWO EL GIGANTE's

When you near the door you will see the scene involving the two el gigante's coming into this room and you now have to deal with the both of them at the same time, actually if you like to you can kill one of them pretty quickly and not with that much risk but the bad thing is that you will not be able to pick up the reward money that one of them will supposedly leave behind. To do this you must first start the battle normally, as soon as the gigante's appear quickly turn around and pass through the central area of the room where the large trap floor is, the gigante's might follow you on it, if you want one of them to stay where they are then quickly use a flash grenade so that it stays in the same location for a little period of time.

This should give you enough time to make your way across to the lever that activates the trap door, quickly tap the A button twice to open it and one of the gigante's will fall down into the lava leaving the other one and Leon to fight, one thing you should avoid is stand next to the gigante that's about to fall since it will struggle and it might pull Leon under with him if you're in his grip reach. Now it's just one more el gigante to deal with. If you didn't do the lava thing then you'll have to get rid of both of them normally which can be really hard.

You should know how to deal with the second el gigante by now, but you can apply a smart technique to get rid of this one without having much trouble, in one of the corners up a ladder you will find a scaffolding which you can use to instantly travel across to the other side of the area, this is a key place as the smartest strategy to do here is to stand next to the scaffolding and fire at the gigante from there, afterwards when he's getting too close to you, quickly press the action button to use the scaffolding and travel across, Leon will not get hurt during that and you will safely land away from the gigante, you can repeat the process as much as you want.

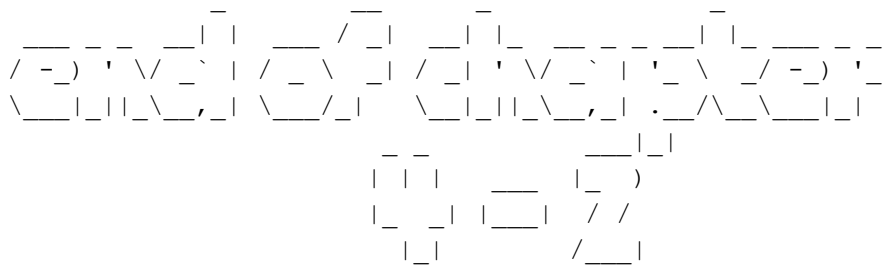
But you will still have to apply the normal methods of killing the gigante here as well.

In the next area you will come face to face with many of the flying insects that kidnapped Ashley a little while ago, the best thing in this room is your shotgun, so equip it immediately and reload it to full, check your map and you will notice that there are two small paths heading off east and west at dead ends other than the one heading south, actually each one of them has a switch at the end that you need to press in order to make the path accessible. A good strategy is to ignore the insects to begin with and quickly dash over to one of the switches and press it, as soon as you press any switch some of the insects will come towards where you are, you will be able to easily take them out with the shotgun since the area you're in is isolated and you have only one direction to attack from. Once both the switches have been pressed, the path going forward will open and you will be able to proceed.

The next area has stones coming down to the ground in an attempt to crush you, though it seems tricky it's really easy as all you have to do is run past the stone after it smashes to the ground and is going back up. After the initial stones are done you will see a series of three stones in a row, this seems dangerous, look at the lever on the wall and press it, this will cause the middle one of the stones to stop, giving you the perfect stopping place during the running part, so go through with this

and when your past the stones take the Royal Insignia and proceed to end this chapter.

Thank goodness it wasnt too big of a chapter. Easier for all of us.



CHAPTER 4-3

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Before proceeding forward, pay a little visit to our merchant friend who might have a few new toys for you to play around with, once you've done dealing with him destroy the barrels around to find items including handgun ammo and herbs, also take the note from here. Once that is done proceed forward.

Heading forward you'll notice a few more ganodo's standing here, take them out from a distance using the sniper rifle and head over to where they were standing so proudly. Proceeding forward while checking the barrels for any items, you will come to a bonfire where a few more ganodo's are standing waiting for something to happen, you can either taken them out from a distance using your conventional weapon, other wise there's a ladder before the bonfire that leads to a higher platform, you can go up that ladder and use a single hand grenade to take out as many as you can and use handgun fire to kill the remaining ganodo's. Easily done.

Once the area has been cleared of all enemies, check around the bonfire area and you will be able to pick up quiet a few items besides the one's that the villagers we just now killed dropped, you can find a velvet blue in one of the ruined places and when your done item hunting go through one of the ruined buildings windows on the rear side of the bonfire and inside you will find a crank and some more items for the taking, use the crank and you will open a path for yourself heading further down into the catacombs area.

You will come down to a new area with some more villagers and a couple of bear traps that you have to disarm or get risked being trapped into them, if you have a good powered shotgun then you can use the scatter to your advantage in an attempt to take out more then one traps at the same time, proceeding further into the area you will hear a chainsaw starting but you don't have to fight that guy just now so dont worry about it, instead make your way down the small steps on the west end ignoring the other door and you will find a Staff of Royalty at the end of this path, its a valuable item so take it.

Now take note of the locked door, and proceed further to where the ladder is, you will run into 2 more chainsaw villagers here, take them out as best as you can with the shotgun, one is on the lower end of the ladder and the other one is on the upper end of the ladder, once they're both taken care of take the ladder up and go for the key here, when you get the key more villagers will storm

the area and will attempt to climb the ladders, its really hard to keep up with the ladder pushing to its best if you stand in one corner with your shotgun armed and blast the villagers as they come up the ladder to their deaths. Once this batch has been taken care of you should have the mining key in your hand.

Head over to the locked door and open it using your shiny key, on the other end of the door you will come into another ceiling trap room with the roof trying to crush you, like before you have to shoot the 4 targets in order to dispose of the trap but there are some small plagas in this room who want to kill you as well, if you happen to have a flash grenade then quickly toss one them immediately take out the switches for the trap, or if you dont have one then the best thing to do is take out two switches, then take out some of the plagas, then take out the remainder of the switches, once the trap stops the plagas will also stop coming into the area so its best to ignore the plagas for the most part. After the trap has been stopped check the crypt in this room to find some cash inside it. Once this area is done proceed through the door.

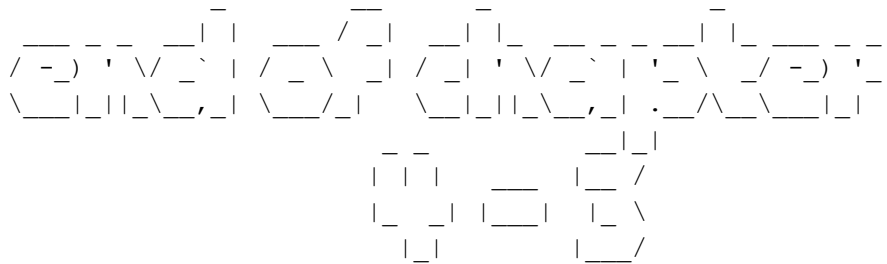
Proceed further destroying any barrels you encounter, until you reach the mine cart area, enter the mine car and its time for us to take a little joy ride. To start the ride hop into one of the three cars then shoot the lever and you will start the ride. There are three cars which you can jump through but for safety reasons its best to stay in the back side for the most part. During the course of the ride many ganodo's from all the sides will start to jump onto your three mine cars and you will be forced to fight against them, if you manage to hit a ganodo before it makes it to the cars then it will fall into the path of the car and get crushed but you won't be able to take the items it drops, but if the ganodo makes it into a car and then you kill it, you can take the items that it drops after dying. When a ganodo is able to get into the cars it will throw some axes towards you which are a bit tricky to dodge so if your not willing to kill the ganodo's in air kill them as soon as they land.

Eventually the car will come to a road block and stop for the time being and suddenly you will come under attack from all sides by villagers including one chainsaw villager, you will have to take out the chainsaw villager if you want to restart the car ride, so take him out as quickly as you can but dont hesitate to jump out of the cars as well since there's some ammo laying around to the left and right sides, take care of the villagers as quickly as you can but be aware of the plagas sprouting villagers, when you can, shoot the lever again and you will start the mining car once again. On this leg of the ride you will run into planks on the middle of the track which will smack into you if you dont either shoot them out of the way or press the dodge buttons quickly when they get close, its much easier to shoot them and its much easier to shoot them from the back car so do that. Eventually another chainsaw villager will drop into one of the cars, if you want to earn some money from it then jump into the same car as it is quickly and take it out from close quarters using your powerful shotguns, it will drop like 10k peseta's. Soon enough though you will not be able to change cars anymore as the ride comes to an end and you would have wasted the money if you didnt pick it up before.

Once the ride is very near the ending you will have to press the dodge keys A and B or L and R as the game tells you to quickly otherwise risk going through the entire ride all over again, when your back in control of leon take the Stone of Sacrifice from the area, afterwards head for

the ladder at the end of the partially hidden passageway after taking any peseta's in this area and take it up to the initial area's of this level.

Here use the Stone of Sacrifice on the Lion's gate door and open it, enter the door and operate the elevator inside to proceed on to the next chapter.



Chapter 4-4

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From the start of this chapter where you are there will be two packs of handgun ammo next to you which you can take, there's also a typewriter here so if you wish to save your game do that and then proceed forward.

Walk a little further into the area and you will come across a really big statue of Salazar, I think we all know that something's gonna be happening to it in the coming times already. If you want the thing to get moving, head a little north and a monk will start to press the switch which will cause the statue to start up. But only one the statue hands will be moving at this time, if you want to change that then go and use the switch or shoot the switch on Salazar's body. To make the damn thing work more you will have to press 2 more switches which are located on the upper floor on the eastern side of this room or on the lower level on the western side of the area. Once you get both the switches you will be attacked by more ganodo's coming into this area so be prepared .

There's a statue on the back of the statue's head too which you can use by going to the upper most level of the western side, this particular switch will cause both the hands of the statue to start working at the same time. Doing so will raise the platforms giving you access to walk across them. When your about to cross over the statue will come to life and start chasing you, its running time.

Quickly tap the A button to make Leon sprint as fast as he can, you will also have to dodge the falling pillars from the left and right side by pressing the L and R button depending on which side the pillar is falling from, also if there are 2 pillars coming in at the same time then you will have to press L and R together, at the end of the hall, raise the gun and break the lock on the door quickly. Now outside continue to keep tapping the A button to keep Leon sprinting until the chase comes to an end and the statue is left to eat your dust.

Once through the next door you will have a little encounter with Ramon Salazar once again, and after that scene is done check the area your in for some bullets and more importantly a yellow herb, once you've taken all the items in this area we have to give chase and follow Salazar up the tower. As you are making your way up the circular staircase some more enemies will appear and start tossing barrels down the stairs, the sad thing is that you cannot dodge these so the only thing you can do

is shoot them before they hit you.

Keep going up the stairs until you reach the part with the suspended wooden planks, cross them and you will reach a ladder which leads up to the place where the switch which controls the barrel is, turn the switch off and some enemies will appear down the stairs waiting for you including one crack minded red robed monk like the one who didnt attack you at all, if you want to play it fun try to roll some barrels down yourself to kill some of the approaching monks but there will be cross bow monks as well, and you will have to go down the stairs in order to dispose of all of them including the red one who drops a good amount of cash after he dies.

Once this is done head back up, when you reach the area with the elevator on the upper side you will first have to get rid of the monk who is armed with dynamites and throwing them at you, continue heading up while you run into more and more monks including crossbow men and red robed monks until you reach the next elevator, take it up and you will come out in an area with a merchant, a save game spot and lots of ammo.

Talk to the merchant and upgrade the powerful guns that you have at this time and afterwards take all the ammo thats laying next to the typewriter, which includes magnum rounds, rifle ammo and TMP ammo. Afterwards save your game at the typewriter before proceeding further since a big boss fight is coming in a little while.

BOSS FIGHT : RAMON SALAZAR

Before anything, I would just like to tell you that this is a big fight. But if you manage to have powerful weapons like the broken butterfly in your inventory it shouldn't be considerably harder.

If you recall correctly I asked you not to use the broken butterfly at all and upgrade it every chance that you get, well if you manage to get it to full power and have all the ammo that we have found from the start then you should be good to go for this fight and it wouldnt take a lot of bullets to get this one over with. Still, it can be hard.

First lets take a look at the attacks this bastard can do, as you will notice this boss comprises of three main tentacles, the central one of them being the one in the center, although the center one doesnt hit you that often, it has the most damaging attacks of all three, first it can slam the platform that your standing on to deal a heavy amount of damage, secondly it will try to swallow you in whole which is needless to say an instant death attack so its best that you get the hell out of the area when you see it attempting to eat Leon.

The other two tentacles have a similar attack, and although not as devastating as the central one's attacks they still happen more then the central one's. The main attack the other tentacles can do is that they will pick Leon up and smash him on the platform he's at or even throw him down to the lower area sometimes, but luckily enough the game will give you a prompt for dodging them when the attack is about to happen, it can easily be dodged. If you do manage to fall down take the ladder quickly back up to the upper part since there are annoying little things on the lower area that attack too. There are boxes which have emergency supplies for you down there but dont even think about

checking them before the boss fight is over, they'll still be there once the fight is over out so you dont have to worry.

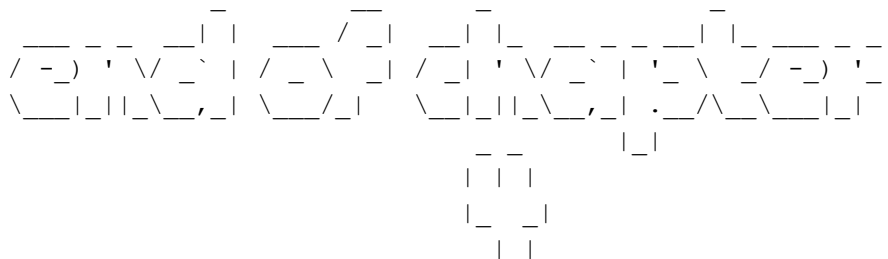
Now lets come to the actual attacking part of this fight, the only real damage can be done after you've opened Salazar's shell and are able to see the true form, to do that you will have to fire at the large eyeball thats on the central tentacle, you can use a single butterfly round and the eye will drop down for a while and Salazar's shell will open revealing Salazar for you to shoot at. But since you haven't got that much magnum rounds at this time and the tentacle with the eye ball moves a lot you should take out the TMP when your dealing with the eye since you should have plenty of ammo for that gun at this point in the game. As soon as the eye drops change your weaponry and take out the butterfly. Take aim at Salazar and hit him as much as you can before the eye finally comes back up and you have to repeat the process.

One thing to note is that during the time the eye is down the central tentacle will not be able to attack you but the left and right one's will still try to hit you occasionally and you will be able to dodge them with the prompts that the game gives you. IF you happen to have a rocket launcher with ammo for it then use that once the shell is down and Salazar is revealed. A fully powered broken butterfly is the most ideal weapon for this fight.

One last thing, if you dont have the broken butterfly or the rocket launcher then this fight can take a long time since Salazar is very resilient and he takes a crap load of ammo to die, if neither is available then the best thing to use would be the TMP since its got a very fast rate of fire, if you dont have that much ammo for the TMP then use the shotgun to blast the eye then when Salazar can be seen use the TMP full throttle, soon the boss should die.

After the boss is finally dead scoot around the entire area and pick up all the items that you had missed before, also take the huge sum of 50 grand peseta's that the boss dropped after he dies. Once your done with this, proceed further ahead through the straight forward paths until you come to the area with the merchant and the save spot. Save your game at the typewriter here and have a look at the stuff this merchant is offering.

After finishing with the merchant continue down the path until you finally come to the docks where you'll see a scene where Ada is on the docks on a boat waiting for Leon, she gladly gives Leon a ride to the island area and that marks the end of this chapter.



From where you start on the island I should tell you in advance that you will be facing commando's in this area, dont get worried since they're not any different then the other humanoid folks that we have been dealing up till now in the game, its just that they are a little more tougher to kill and are often armored too.

So from where you start, proceed forward and you'll find smashable boxes in an area, smash all of them and get the items tht you find inside, afterwards take the path right and you will come in front of some buildings, apparently this place was some sort of military facility before the los plagas invaded this area as well. So from where you are at this moment run forward and you'll see a small gap you can jump to access the main area, however there's a spot light that will spot you once you jump to the other side to its advised that you take it out before you jump otherwise you will have to face some enemies on the other end of the gap. Jump across after destroying the light.

On the other side you will find only one soldier for the time being, take out the rifle and try to take it out from a distance, one thing you'll notice is that these guys are much faster runners then any of the other human opponents that we've faced so far, so take this guy out quickly, if you knock its head off it might grow the tentacles so that isnt highly advised, once the guy has been killed you should make your way to where was standing to begin with initially.

Once you've reached this area there is a ladder here heading to an upper area, take the ladder up, once your at the upper area move around a little bit and pretty soon a gattling gunner commando will appear who is a handful to kill with normal means, the bad thing about them is that you cannot knock them to their feet so the best method to deal with them is to take out something like the shotgun or if you still have some magnum rounds take out the broken butterfly. Then run right up to the guy and start shooting him right in the head, a couple of shots from a fully powered butterfly is enough to drop this guy, if you dont have butterfly ammo then using the shotgun is your best alternative but you'll need shotgun shells later on so that is highly unadvised.

The guy will drop a ton of cash when killed, search around the area and you'll find a couple of magnum rounds here. This should make you happy for the time being. After the chain gunner is dead some more enemies will pop out of the same area that he did and they will come to attack you as well, the safest method of taking them out is when they start to come up the ladder knife them down or shoot at them to kill them efficiently, there might be one or two armed with cross bows so keep an eye out for them as well. Keep an eye for sneak attacks from your back side as well.

There might be some more commando's in more bunkers around the area so if you want to kill them lure them to the same spot and use the same method to take them out slowly but surely. Once your finally done with this area head over and flip the switch thats next to the door and that will operate a laser beam. In order to get the door here unlocked you will have to point the laser thats coming out from here to the small sensor next to the door. Run up to where the first reflector is and rotate this one so that it meets with the second reflector.

Now make your way to the second reflector and rotate it so that the laser comes right on top of the sensor, keep it there and the door

shall unlock. Now proceed through the door, here smash the barrels and you will be able to find some shotgun shells among some of them after taking them proceed forward but be ready to quickly press the dodge keys when the game prompts you to dodge the boulder that the enemies roll after you.

After that is done proceed further down the area until you come across some ganodo's, take them out and keep going until you come to a ladder go ahead of it and you will find some shotgun shells laying around. Now head back to the ladder and take it up.

As soon as you come out in this new area, quickly turn right and take out the boxes here, you will find an emerald in here, take it and then spot the lone commando here, take him out using the small arms since we're saving the big ammo for the later parts. After the soldier has been taken care of continue forward taking any items that you find and jump across the gap.

Once your on the other side you will be attacked by some crossbow commando's, but before you take them out or after you take them out quickly duck into the nearby cave and take care of the three taser equipped enemies inside, after you have taken them out search the surrounding area for some items which include herbs and some ammo for your weaponry. After that take note of that explosive barrel and take it out, this will clear a path on which you can find a Golden Lynx at the end, this thing sells for very high price and we need all the cash we can get.

Okey now the next part can be a little tricky, there will be a bunch of enemies waiting for you near the next area, there's a few crossbow armed men, a rocket launcher guy and many more un armed soldiers waiting to get a piece of you, the easiest method if you happen to have ammo handy is to try and take the crossbow men out from a distance using your sniper rifle, or you could also try to charge in the crowds with your shotgun in hand and take them all on, or you could also try to make a dash for the little cave like place where you will also find some more shotgun shells and a herb or two, this also serves as a shooting point as some of the enemies will follow you into the cave where you can easily shoot them on the way.

But the crossbow men for the most part will not move out of their place which makes them the hardest enemies to kill in this area , further ahead in the area you would notice a cart which is full of explosive barrels in them so after heading into the cave you should make a dash for the back side of the cart and shoot it once to get it rolling down, anything which comes in the way of it will be crushed and the cart will also explode when it reaches the end so thats a plus point too. Once your done with this area, or if you just dont have enough ammo to fight all the enemies here quickly run through the door on the back side of the cart area.

Go through that area and you will come up to another merchant and a save game spot near him, talk to this merchant and you'll be able to purchase the island treasure map from him also you can now buy the very expensive killer 7 gun from him if you happen to have a crap load of money to spend.

After proceeding through the merchant area you will come up to the facility buildings, the first area will be a kitchen of sorts, in

the area check the locker for some money, you'll see a door on the wall, ignore it for now and proceed forward around the corner and kill the single enemy here, afterwards take the shotgun shells and green herb here. Keep your fingers ready as once you move a little forward you will suddenly be attacked by an enemy on fire. Kill.

Once you've passed through this area and entered the next one, you will run into the first axe man who swing that big axe around in an attempt to kill you. These guys usually appear one at a time so you will mostly find killing them easy, you won't have a hard time in getting rid of them with the usual knock down and knife when they are on the ground routine. The first one you face will be aided by the crossbow men on a lower area, you dont really need to fight them but you have to kill the axe man none the less. You should take the path down and find the Red Stone of Faith after killing all enemies in this area, you can also find a yellow herb inside a barrel under the stairs once you've dealt with all the enemies here.

Now head back up and go through the door on the left side, inside you will finally learn of Ashley's safety, she's safe afterall. Once your back in control of Leon, search the surrounding area of this room for some more items, you can find 5 grand peseta's inside a locker, once you've taken all that head forward and you will run into another one of those merchant dudes, there's another target practice area near him as well so if you want to practice your target, thats for you. Also you can find some more shotgun shells in the surrounding area as well. Now, the merchant will sell a new item, its a Tactical Vest that will reduce all damage Leon takes by 30%. Its a bit expensive (60000) but its well worth the risk. If you have enough money to spend then this is the ideal thing to purchase.

Now to proceed on with the story you need to unlock this door which is controlled on a different area where you cannot reach normally, but there's a shutter here and once you start getting close to it the shutter will start going up and down revealing enemies behind it who will attack, the first group is the dynamite throwing kind so all you have to do is fire at the hands just as the dynamite is about to leave so that it falls right there killing them. The second group will be a much harder to kill group of crossbow men, you can't do headshots on them since they're wearing helmets so the ideal gun for this part is the TMP because of its fast firing rate. Once you have taken out the second wave of enemies as well the shutter will open up again but stay open.

Before passing through the shutter check the lockers on the right side and you will find a valuable emerald in it, take the items that the enemies dropped after dying. Once your on the other side of the shutter kill the single enemy standing there then search the surrounding area to find a red herb and a box of TMP ammo. Proceed further.

In this next area you will find a typewriter to save your game on, in the crate next to it you will find a Brass Pocketwatch which sells for a good price, save the game here immediately. Once you've finished saving your game take the nearby stairs to the upper level.

Here, you will first notice a sign thats pointing left towards the operating room but ignore that for now and head for the right side where you can find another emerald and some more rifle ammo inside a box, once you've taken all these items proceed back and haed for the operating room now.

A little into the room where the autopsy table is you will notice 2 locked doors near you, the one with the keypad next to it can be opened now but you will have to solve a little puzzle. The puzzle involves you arranging the colored arrows in a certain combination so that the door gets unlocked. The proper solution is written here.

Blue -- Green -- Green -- Red -- Red -- Red

Once the door is open you can head inside. Head in, you will find some items inside, take the memo from the left side of the room and search around for some TMP ammo before you pick up the key that is Freezer Key Card. Once you take the key quickly escape to the back room but you will notice that the monster in the adjacent room just woke up, this is your first Regenerator enemy. You currently don't have the means to kill this bastard so its not suitable to fight.

If the monster is blocking your path or is giving you some trouble to flee from, take out the shotgun and take the monsters legs out but as its name goes, it can regenerate its body organs, still you should be given enough time to find the emerald in the autopsy room and flee from this area entirely before it recovers, exit back to the hallway outside. There's another regenerator here too.

Once that is done use your map to navigate your way to the door or the freezer room, and use the cardkey that we just picked up to enter it. Once your inside the freezer room head straight for the small room to the right side and inside here use the keycard machine to get yourself the Waste Disposal Keycard. With that in hand go and turn the cryogenic device nearby off, with this turned off you can now find the infra red scope inside valve handle locked freezer. Besides these items you can also find a green herb behind some glass so keep an eye out for that too.

Here's a little tutorial for using the infra red scope with the rifle now obviously you should know that you need to have atleast 1 rifle with you to actually make some use of the scope, if you dont have any then I would ask you to retreat back to the previous merchant and buy one since you should have tons of money at this point, now attach the scope with the rifle and once you are aiming with it your target window will turn infra red and you will be able to see the red los plagas inside the regenerator's bodies, you can shoot at those sweet spots with the rifle ammo and once the plagas are all dead take out the rest of the regenerator with normal ammunition.

Now once you take the scope out of the freezer a body in this room will come to life and the exit door out of here will be locked for about 60 seconds or if you kill the guy before, this is the perfect time for you to test out your new scope to attach it with the rifle and take the guy out or if you dont have the rifle just keep going around the autopsy tables and you should be safe for the time limit to expire. Once your done with this room either way head back out to the hallway and you will face 2 regenerators now, since this is a long hallway and the regenerators move kinda slow you can easily take on them using the infra red scope and dont hesitate in doing so 'cause each fallen regenerator will give you 5 grand in cash.

You can even go back to where you saw the first one and take him out just for the sake of the cash, once your done in this area make your way to the waste disposal area. Its the door with the danger

sign, you should be able to navigate to it using your map. Once your at the door, use the waste disposal keycard and proceed.

As soon as you enter the waste disposal area proceed a little further and you will come to a control panel from where you will be able to pick up some of the ganodo's and dispose of them efficiently, its like one of those prize netting machines that you can find in many places, the best thing to do here is to try and take out the cross bow people with the machine, it can only be used three times, after that is done your better off shooting all the remaining people with the rifle from right next of the control panel, that is the ideal place to shoot them from. Once the area is cleared proceed further but check one of the dumpsters for a well hidden emerald.

After that proceed to the next room where you can find a yellow herb and check the lockers for other various items that can be taken. Once that is done proceed to the next area where you'll finally see Ashley but she's trapped in a small prison which is guarded by 2 guards, you should lure the guards to follow you a little distance away from that place so as not to hit Ashley accidentally, when your done killing the guards, there isnt much you can do for Ashley for the time being since her prison is locked. Ignore her for now and proceed further to the north door into the next area.

You will come to a small office like area with a couple more ganodos waiting for you, its not a bad idea to equip the shotgun and return back to the doorway and wait for them to come at you and die by the shotgun shells. Once the entire room has been cleared of enemies you should search the entire area for as many items as you can find which include a flash grenade, some shotgun shells and some magnum rounds which you can find on a shelf once you go down the stairs here. There is also a typewriter down here so you can save your game at it. Do that before proceeding further.

The door near the typewriter will take you to a lab of sorts where you will run into another regenerator type monster, only that this is a much more advanced and dangerous version of it. Its all the bit dangerous at the normal regenerator but it has more parasites inside its body and it also has these spikes of sorts which it can use to deadly effect during battle so its a must not to get close to this guy or else he's going to inflict some major pain thanks to those spikes of his.

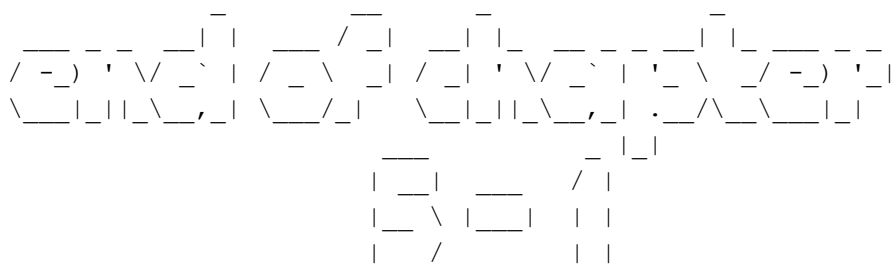
Killing this guy is almost similar to the normal regenerators as you will first have to aim with the infra red scope and take out the los plagas parasites inside the creature's body, but once the parasites have been taken care of you will them also have to kill it like any normal being to make it "dead" for good. It isn't that hard if you have the infra red scope and the rifle to use it with since once all the plagas die the rest of the body doesnt take a hell of a lot of bullets to die. But if you are without a rifle the fight will get very hard for you, in that case you will have to shoot it with TONS of shotgun shells from close range to kill it or use something like a rocket launcher to lay it to rest.

Either way once you have killed the iron maiden you will find the Storage Area Card Key from the dead body. This is what we need to free Ashley but if you want to make a little side trip for some ammo read the following.

Once you've killed the iron maiden and gotten the Storage Area Card Key search around the rest of this area and you can find several good items including some herbs, some rifle rounds and an emerald that you have to knife out. Besides that if you check your map you will notice a dead end path coming out of this place, if you go there now you will find another merchant here. That isnt important check the barrels next to him and one of them should hold a yellow herb for you, besides all that there's an elevator heading up to a small radio tower from here too, the radio isnt working for now but you still can find some birds up there one of which drops a 5000 peseta pack after being killed. Once all that is done time to head back to where Ashley was.

The path back however isnt a straight forward one as you'll encounter more enemies including crossbow men and normal commando's on your way in the area up the stairs, you can run right in the middle up the stairs and throw in a flash grenade and take the opportunity to shotgun everyone's asses or you can play it safe and use the rifle from a good distance and try to take everyone out from safety. Either way you dont even have to fight all them if you dont want to. Just rush back to where Ashley was ignoring all enemies.

use the Storage Area Card Key once you reach the right door and head inside to meet Ashley and finally end this huge chapter.



Chapter 5-2

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Finally a breather after that huge chapter we just went through. This one isnt as big as the previous one though so thats good for all of us.

From where you begin this chapter, search the immediate surroundings and you will find one memo and some shotgun shells, equip the shotgun and tell Ashley to stay in the back corner of this room for the time being then proceed through the door. On the other side you will run into some more enemies some of which are potential tentacle people. Get their attention and quickly run back through the doorway and get rid of them as they come through using the trusty shotgun gun.

Proceed into the next area with Ashley, once you get here you will have a little ambush scene and Leon and Ashley will be trapped in the room with some enemies, from here quickly order Ashley to get back in the corner with the entrance that we came here from and use the trusty shotgun to quickly dispose of any enemy threat in this area. Once all the enemies are taken care of press the switch which will let you proceed but at the same time some new enemies will surprise you from the back side so quickly take care of them with your shotgun and head into the waste disposal area.

In here, Leon and Ashley will automatically jump down to the next area. In this new area you will notice the Iron maiden but it isn't functional at this time, as soon as you switch the first lever the maiden will come to life and will start marching towards you, quickly tell Ashley to hide in the container while we deal with the Maiden. Quickly head to the other side of the gate and switch the lever causing the gate to close out, then use the other lever and close it from the other side, with this barrier between you and the iron maiden now quickly take out the parasites in its body with the infra red rifle, afterwards once the parasites are dead you can make use of the explosive barrel to get rid of the iron maiden for good.

Once you've killed this one, take the crap load of money that it drops and then with Ashley's help push the container into the water forming a bridge of sorts, but right then another iron maiden will appear in the area and you will have to take it out as well, use the same gates method to take it out and take the cash that this one drops as well.

In this next area you will come across another batch of enemies, that you should take out with nothing but your shotgun, if you don't have enough shotgun shells then use whatever you wish but just get rid of them, in the crates in the surrounding area you can find a herb and some more shotgun shells for the taking, once all this is done jump down to the lower area where a wrecking ball awaits.

Down here is a bit of a hectic spot so you need to be ready with shotgun in hand, down here you will note the wrecking ball and the almost endless amount of enemies that start appearing in the area, the wrecking ball can be activated by the small control room on the corner and you need to use it at least three times before the path you want to go to is open now you can either use the control panel yourself or have Ashley do it. Having Ashley do it seems like a nice idea but after she uses it once and during the time it takes for the machine to reset she will remain there in wait mode which means she is vulnerable to being taken away during that whole time so it's best if you keep Ashley with you during this time and press the controls as Leon. After using the controls once start running around the pit of lava, this is just so that the enemies don't gather in the same spot and also it will be enough time for the machine to reset. Once you've used it three times the path you want to go to should be open so make a mad dash for it with Ashley besides you.

In this new area immediately equip the rifle and reload it then ask Ashley to stay near the entrance, then proceed forward quickly and use the lever here, afterwards kill the regenerator that's in this area, you should have enough ammo to take it out with, once the regenerator is history proceed to the small area on the right side, in this room you will find some rifle rounds and a grenade. After taking those head back to the area where we killed the regenerator.

Head behind the shutter area now and there is another regenerator here kill this one too and take note of the lever behind it, it can't be used for the time being so lead to the left door and in this power room take the green herb, shotgun shells from the locker and then press the red switch before exiting back to the previous area.

The shutter should be half open now and Ashley can go through it, she will open the shutter from the other side and you can pass through it as well, on the other side proceed further and take the door on the right and you'll come to an area with the merchant, buy and sell from him as you like then use the typewriter in this area to save your game.

Proceeding further down the hall you will come to two levers, have Ashley stand with the left lever and you yourself go and operate the right side lever, the lights will begin to flash and when the middle one flashes quickly press the A button and you'll be able to proceed.

Now you will come out to an area with a huge bulldozer standing, and Ashley surprisingly knows how to operate one, she will jump into the drivers seat and its a familar game all over again, while Ashley is driving the bulldozer you must take out any enemies that try to stop you or jump on the bulldozer, luckily they will come from the back side so you dont have to worry about surprise attacks, you do have to worry about the truck however, you will hear a horn after a little while and when you see the truck blast a shotgun shell right into its engine area, it will stall for the time being. Continue on with the ganodo killing and when the truck tries to attack again hit it again and it will be stopped for good. The bulldozer will stop after a little while and you'll come to an elevator.

Proceed further and you will notice there is a lever that you need to press to continue your ride, but once you head for the lever some enemies will drop near the bulldozer and will try to take out Ashley, so as soon as you hear her calling quickly turn around and take care of the enemies first, what you need to know is that they are not infinite so keep killing until the enemies finally stop and then proceed on with the lever.

Once the elevator ride is over you will have another session of the same driving type thing like before, so take care of any enemies that try to aboard your ride and when you hear the truck coming take aim at its engine and dispose of it. But in a little while Ashley will crash into a building and you will have to abandon your ride. Once outside take the ammo from the room your in and proceed to the next area via the door, here you will run into a merchant but there's many other items that you can take besides that in this area, so find all you can get, dont forget to take the Green Stone of Judgement from near the merchant, then chat with him and do what you do then save your game at the typewriter here. Afterwards head through the door and the chapter will end.

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Chapter 5-3
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From where you start the chapter you can find a handy 5000 peseta package from the left of the stairs and another memo from the table once your done taking both of them proceed up the stairs and take the door in here.

In this next area quickly run forward and take the shotgun shells from the area, afterwards take care of any and all ganodo's that are in the area using weaponry like your shotgun, once you've taken

care of all the enemies descend down the stairs and enter the door that is at the end of these stairs. In this new area proceed forward but turn right, continue going right until you come to a door, kick it open to surprise the enemy that's on the other side of it and take him out quickly. After killing him take the items that are inside this room which include a flash grenade and some more peseta's.

Afterwards turn back around and take the stairs which lead to a single ganodo, take him out and searching through the area's you will be able to find some more money. Afterwards take the stairs down to where the door is and proceed through it. Afterwards go through the hallways and through to the next room until you reach an elevator, take the shotgun shells from near here before taking the elevator. Once you've got the shells, feel free to use the lift.

In this new area you will have a lengthy and a much more dangerous scene than ever before, Leon will meet up with the person who was responsible for the kidnapping of Ashley in the first place, Krauser a former agent of the same agency that Leon works for, but that's not the scary thing about this fight, during this fight the game will ask you many times to press the dodge keys or action keys in the middle of the scene to dodge Krauser's various moves or it will be instant game over. Not what we're looking for.

As the scene proceeds you will have to quickly dodge right after you see the first shot of Krauser, the game will have to press either the LR combination or the A B combination, it's more likely that you will get the L R one but don't trust me on that, a good simple strategy is to keep your thumb over the A and B buttons and your index finger placed over the L and R buttons, that will make life a little easier for you. After the initial cut to Leon's face Krauser and Leon will begin to talk about themselves, and in many places Krauser will lunge towards you even when he's talking and the bad thing is that the game will tell you only a split second before the actual thing happens which makes it even harder.

During the fight when Krauser knocks Leon to the ground and aims the knife for him you will quickly have to tap either A or B and after a little while it will change to the opposite button than the one you were tapping before, keep surviving long enough for this part and eventually the bitch in the red dress will come and save your ass in the nick of time.

After both Krauser and Ada have left the god damn scene will finally be over.

After the scene is finally finished head down to the lower level and take the door here, if you thought the last part was as bad as it could get when it comes to dodging, you're about to enter a similar dodging spot.

In this small hallway which leads to Saddler's sanctum, you will be in a small hallway with red lasers coming to chop you into 100 pieces, where have we seen that before now, oh yes the crap of the movie that was Resident Evil. Anyway, the first of the two laser swipes are very easy to dodge as all you have to do is navigate Leon through them when you have enough room, all the next dodges will come by pressing the L and R buttons when the game

asks you to do that together. You will have to dodge the second trap two times in a row quickly so dont sit back after dodging just once. Afterwards when your next to the door, use the switch here and the final laser will start, it will start from the way other end of the hall at slow speed and rapidly speed up before it finally reaches you, its much better to run a few steps ahead and then press the dodge keys rather then waiting for the laser to come all the way to you since its rapidly accelerating here.

Once you dodge the final laser the door will be unlocked and you should proceed through it immediately before something else happens.

Now you will come into Saddlers throne room but sadly enough he isnt here for the time being, for now head up to the throne and take the emerald from there, after taking that turn around so your facing the door we came in here from and shoot the sparkling thing right over and it and you will get the Elegant Headress. Once you have taken all that if you want to have a cheap laugh have Leon sit on saddler's throne. Anyway, once you've dealt with all that head behind the throne and you will find an elevator here. Take it.

Once you've taken the elevator proceed forward and you will see some stairs heading down, take them down and once down there go to the area under the stairs to find an emerald and a green herb for the taking, once you've taken these items proceed further down the path and eventually you will come to a merchant and another save game spot. But first enter the door that near the merchant and inside you will be able to find a red herb and some ammo for your magnum. Once taken head back out and save your game at the typewriter here, talk to the merchant and buy/sell stuff as you please, then take the memo from near the merchant and once your done with all this proceed through the double doors.

While proceeding through the path you can find another yellow herb for the taking through a broken cage along the way, once you've taken it proceed further and you will finally come into contact with the IT that Saddler was referring to and its time for a massive game of hide and seek.

As soon as you run into the IT and the scene is over you will be thrown into the storage crates with the rest of the stuff. Now the basic concept of this area is that you have to get through each of the three area's here by throwing the switches that will open your way to the next area. In order do travel between them how ever you will first have to shoot at some of the targets and they will open the smaller area's that will lead to two switches in each cube, when the two switches are pressed you will have a limited time in which you must make it across to the next cube or risk getting the game over.

The worst thing about this whole fight however is the fact that during the entire fight you will be hounded by the IT thing and you will have to dodge its attacks while going through the whole escaping from the cube routine, often times the game will prompts you to press the dodge keys in order to dodge one of its attacks but you can also dish out some damage to make it stop for a little while giving you the window of opportunity, you cannot kill the boss at this time so dont even try to do that. Here is what you have to do in order to go through the cubes.

The first cube isnt that hard to press through but IT will be there to make your life a living hell as you proceed through the area, gladly the switches are right near their respective targets so you wouldn't really have much trouble going through them, the first target and switch is located on the north western side of the cube so head over there and quickly take care of this switch, the second one is located east from here so quickly head over there while dodging any attacks that IT does. When your done with both the switches ignore all else and quickly make your way to the door to move to the next one.

From the entrance of the second cube, turn right and take the grenade from here, afterwards, head for the central area of the cube and IT will come behind you, shoot it back if you wish but dont waste your magnum rounds in this area, instead use the shotgun shells because the magnum ammo is valuable and we're gonna need it. Head to the southern side and you'll find a target here, take care of it and use the switch afterwards. After that retreat to the central area and on the northern side look up to spot the next target and press the next switch after taking care of the second target. Quickly go through the door once you've got the two switches.

In the third and final cube when you get here IT will make a small change to itself and now will have a pair of razor sharp wings to attack you with, thats just great, in this area dont hesitate to use a round or two from the broken butterfly to drive IT away for a little while, afterwards find and flip the first switch thats easy. For the second switch you will have to go through the middle path and find the target on the north eastern side of the cube, then head back through the same path to the second switch and press it.

Afterwards make your escape as quickly as you can.

Once you escape through the cubes your thinking that we just got rid of the boss but proceed a little and the IT will return in full force and you will be tapped inside an area where you must fight the boss to the death if you want to escape. You cant do anything else here besides good old gun combat so get ready for a boss.

BOSS FIGHT : IT

Now you should remember why I asked you to save all those magnum rounds, but sadly enough you dont want to use all the rounds in this fight alone as you'll need more in another coming boss fight the best thing to start off this fight however is to use one clip of your magnum ammo on the boss but leave the final bullet, we're gonna keep this final bullet until we upgrade the magnum at which time the merchant refills the guns themselves.

The good thing about shooting them with the butterfly is that with each shot it will stutter a little meaning that during the magnum shooting it won't be able to proceed even a single step forward and thats a good thing for us all the way. Once you have done the magnum thing however its best to switch over to either the shotgun or the TMP, whichever you have the most ammo for.

The attacks this boss does will mostly be similar to what you have seen it doing already, it will try to slash you with the wings on its back if it gets a little too close to you or if you damage it enough it will often burrow deep into the earth and will attempt to attack you from under the ground, worry not since you can dodge the attacks by pressing the proper commands that appear on screen.

IF you didnt have the magnum in this fight to begin with you will have a little trouble though since the initial magnum clip would have weakened the boss down already a whole lot, but there are other alternatives for you to deal quick damage to the boss, if you manage to spot the boss next to one of the explosive barrels then shoot it and the boss will sustain some quick damage, or you can lure the boss towards the lever operated gates and trap it in and shoot it from the safety of the gates while it tries to blow the gates open or before it burrows under the ground and makes it to where you are. In simple words, you have to hit it like hell.

You can also use your occasional flash grenade to distract the boss for a little time also giving you enough time to pump the boss full of shotgun shells or TMP rounds, after you've dealt the boss enough damage it will fall down as if it is dead but unless you get a proper scene for its death you can be sure its not dead yet, so be aware when that happens as it will get back up in a little while, pretty soon after that if you keep up to your strategy the boss fight will be over and this hard ass boss will finally die.

It drops a whopping 50,000 peseta's after its death.

Once the boss fight is over with proceed through the only door out of this joint.

Outside you will come across the lift that we passed before, if you wish you can take it across to the other side and find a green herb for your later uses, there's also a herb in the surrounding area on this side as well so keep an eye out for that. After all that is done take the ladder thats on the eastern side into the next area.

After climbing the ladder, in the next area search around the rooms to find some more shotgun shells and another grenade inside the cabinet. Afterwards proceed farther and you will come across a little camp site full of soldiers, easily enough you don't have to fight most of them head on, so just blow one of the explosive barrels near them safely and you would have gotten rid of most of them, afterwards jump down into the main area and take care of the rest of them using the shotgun or anything like that. Take all the items you can find in this area by killing and breaking the barrels which include a yellow herb and some more ammo.

Once your done here jump down into the hole thats near a tent. Down here you will spot a merchant and a save game spot, so save your game at the typewriter then dont forget to upgrade the broken butterfly's ammo capacity and if you had the one bullet in it like I asked you to then it will be refilled automatically once upgrades. Besides that smash the barrles in the area to find some more ammo and take the note near the merchant. The door there leads to another shooting range game if you wish to take it. Afterwards take the ladder out of this area when your finished.

In this area, just break the barrels for some more items and after that proceed through the area to the next one.

Now the following section of the game can be really annoying if you are playing the game for the first time and have no idea of what is gonna happen, a little while after you enter this new area Jack Krauser will appear and start to do combat with you, one sided combat that is as we cannot and will not want to kill him at this point. You cannot kill Krauser properly until you have 2 pieces of a key and the third piece is with Krauser, thats when you get to kill him.

During the raid Krauser will come at you with all sorts of attacks from most of which can be dodged by either moving around or pressing the dodge keys when he throws a grenade at you, sometimes he will lunge at you with his knife and the only method of stopping that is by shooting him a little before he actually makes it to you, the TMP works best in this situation since its a really fast weapon and Krauser is a very quick person and he can dodge some of your ammo too.

The Shotgun is a good weapon in this area as well since its got a good scatter you have a higher chance of hitting Jack with it, but dont even think about using the magnum here since we're going to need it for the final battle with Jack and it won't be the final battle with him unless I tell you that it is so keep the magnum at bay for the time being and stick to your TMP and Shotgun's.

When you enter this area for the first time proceed a little and you will have a little scene involving Krauser, and the first of your many mini fights will begin, dont bother with the magnum at this point but equip the TMP or the shotgun, you will be in a tight area and you will have to fight Krauser and damage him enough so that he throws a flash grenade and escapes the area, before you escape however check the area for a green herb as well since you won't be returning here afterwards.

Once the fighting starts, make sure that you have the TMP ready at all times since he will try to attack you a lot, but since you are in a tight spot dont be afraid of taking a herb or two if your health drops a little bit but you should try to hit him on the head more often as that will stun him momentarily giving you a chance to fire some more TMP rounds into him. Soon after he will throw a flash grenade and flee the area, the gate leading further will open. So you should proceed.

Now, in this area, start running east wards and you will suddenly be surprised by Krauser and he will most definitely try to grab you by the head, if that happens quickly mash the controls to make him stop and after that quickly press the dodge buttons as well since he'll most likely go for a knife swing once you are free from his grasp. The good thing is that in this are you don't have to keep fighting him to make him escape, you just have to run to the other end of this place yourself. So start running in the north eastern direction.

If you are attacked by any other enemies during this trek then be sure to take some time off to kill them as they can be really pain in the butt, while your proceeding you will come across a bridge and once you cross it if your quicker then Krauser jump into the small

building after the bridge, in this building you can find some real life saving items including a first aid spray, shotgun shells and some TMP ammo as well.

After you've taken these items escape this house and continue your journey to the end of that direction. Before you go up the stairs find a green herb thats around there and after that climb up them and Leon will automatically take the Piece of the Holy Beast, Panther.

Once you manage to take the first piece of the holy beast, Krauser will arrive and you will have to fight him again like we did at the start of this thing, now that was a closed area but this is an open area meaning Krauser can do plenty of new tricks to kill you, first of which is if he jumps to the upper platform that means that he is either about to throw a grenade or two down towards Leon or he is getting ready to fire with the machine gun. The grenade can be dodged by pressing the dodge keys as the game tells you and the machine gun fire can also be avoided by standing behind one of the walls thats on the central part of this area.

Afterwards, use similar tactics to end this fight and pretty soon Krauser will escape this area as well, time for us to do the same.

You will now have to do a small puzzle in order to proceed which is not hard at all, you will see a statue and you have to move it to the appropriate panel on the floor to reveal two lever's that will open your path out of here. That isnt hard at all, so once you've pushed the statue over head back to where the small building right after the bridge was and you'll find the second lever here.

Watch out for Krauser and his head grabbing move like he did before and when you reach this area press the lever and you will gain access to the lower area's. Afterwards jump down into the area that you just unlocked, and down here you will be attacked by some more of those small flying robot thingies, they aren't that hard to kill as they take only one bullet to explode but the damage they cause can be big as well as the explosion after their death so dont stand too close to any one of them when they're exploding.

Proceeding through the area you will come across Krauser and you will have a little talking scene immediately after which you will see two more robots, take them out quickly as well and lets head for the final confrontation with this @\$\$ hole.

Continue down this path and you will come to a tower of sorts, climb it and when you reach the top most area before proceeding further go left and find the magnum ammo and a green herb that will help you out during the coming fight, after that proceed back to the starting area and proceed forward until you find the Piece of the Holy Beast, Eagle. But immediately after you take that Krauser will appear and its time for out final fight.

BOSS FIGHT : JACK KRAUSER

As soon as you pick the Piece of the Holy Beast, Eagle. Krauser will come into view but you won't be fighting his normal self, instead at the start of the fight his Los Plagas will mutate and burst out of

his body, now thats what your going to have to fight. As soon as it happens Krauser will immediately try to surprise you so keep your fingers on the dodge key during the scene to quickly respond, if he manages to knock you off the platform quickly tap the A button so Leon gets back up. Phew.

This form of the boss isnt that hard to deal with depending on the kind of weaponry that you have been saving up till this point, the biggest annoyance is that Krauser can block off all attacks to his upper body by his arm so you will first have to hit him in the open exposed area of the body which is his legs and knees. IF you want to deal the most damage to him the quickly shoot his legs until he drops down to his feet after which he will expose his head and chest for attacking, take the time and pump some bullets into his head for the most damage caused.

If you happen to have a butterfly with plenty of ammo for it then you can finish this fight quicker since it only takes one bullet from the magnum to his knees to make him stagger after which you are free to pump him in the head. Besides that if you dont have a lot of spare ammo for the butterfly then you would have to switch weaponry which isn't nice. Take out the TMP here and aim for his legs and when he's down quickly take out the magnum and finish the rest. Though the shotgun sounds tempting for this battle its actually not a real good damage dealer for Krauser so try your best not to use it.

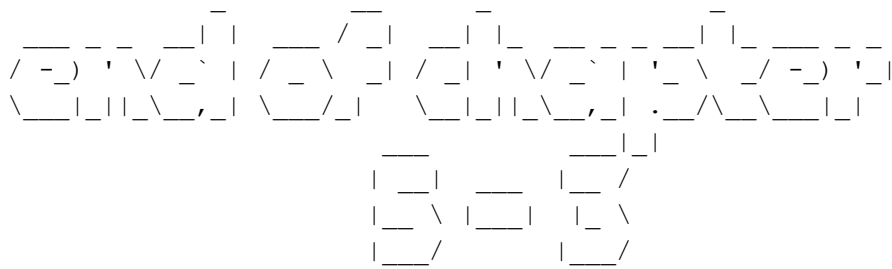
If you don't have any magnum ammo at all then you would have to do this entire fight using your TMP or shotgun if you don't have enough TMP ammo either. Krauser has many different attacks but thankfully most of them can be dodged by pressing the L and R buttons together. Krauser will flip backwards after doing an attack or after you dodge one of his attacks and when he stops he will most certainly leave his head and chest open for a few seconds for you to take aim and fire some pot shots at. So take this time to do that as well.

Now if you are forced to take action with your shotgun I would still ask you to rather use the rifle or something because the scatter of the shotgun makes the damage less so you would first have to lure Krauser to come dangerously close to you if you want to deal lethal damage to him.

One thing you'll notice in this fight is the timer thats on your head you need to quickly kill Krauser and escape this area, it shouldn't be a problem once you have mastered the broken butterfly but besides that it shouldn't take a whole lot of time either, once Krauser is dead take the Piece of the Holy Beast, Serpent and proceed.

The timer is still running even after the boss fight so with all 3 pieces of the holy beasts and head back down the ladder you took up and go through the open area here, at the end use the three pieces on their slots and before exiting take the handgun ammo from the nearby area. Proceed through the area when your done to end this chapter as well.

Two boss fights in the same chapter, this was one hell of a chapter if you ask me. but we're not that far from the ending of the game now, rejoice.



Chapter 5-4

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Right near the entrance of this chapter you will encounter a save game spot, so save your game before proceeding further.

Afterwards proceed through the area once your little conversation is finished. You will see a little scene of a helicopter pilot named Mike coming to Leon's assistance. Now what you really have to do in this area is to get from one side to the other side while you will be in heavy assault from the enemies, but luckily enough for you your friend here will be able to take out most of the turrets and stuff like that.

So from where you start this area, quickly find the shotgun shells that are around your area, after wards carefully make your way to where the turret is firing at you from and blow the barrles here to find some items like a herb and some more magnum ammo. Take these items and wait until your friend yells "Take Cover " and thats when you have to run like hell to find a safe spot to hide while your friend destroys anything thats causing you trouble. First here your friend will take care of the turret thats along the way.

Afterwards you should proceed forward, and when you come to a spot where you see a small scene of a bunch of enemies don't rush into them and don't let them see you as there is a rocket launcher one or two among them as well, anyway back a little bit after you see the scene and its helicopter dude to the rescue. He will come in and gun the hell out of the enemies that are standing here, the best thing however is that they still drop items after they die and you can take a minute or two to explore the area's to find any items that the enemies had dropped.

Either way continue your trek down this path while dodging and hiding inside tents and behind walls as your helicopter friend takes care of any enemies that you will have to encounter in the coming times, after that you will come to an area with a pad lock on a door blocking your way but that shouldn't be a problem, shoot the lock off and proceed.

Proceed through this area and where you come out the other side you might have to fight some armored opponents here, also keep an eye out for any enemies coming from your behind since it will be hard to keep track of all the enemies due to all this hectic going around. A little while later you will see the helicopter take out the tower after which you should climb up and inside you will find a switch that unlocks the door nearby. Before proceeding how ever take all the items that you can find inside the tower including herbs and ammo.

Through this door you will come across a chain gun equipped enemy as well as some other enemies on the other side who will also come into this area shortly, soon after you enter you should take cover

behind something to avoid the machine gun fire. You can use the slidy thing to surprise the machine gunner as well, anyway, drop down near the machine gunner and quickly take him out, he will drop about 5000 peseta's and an item or two as well. You will find a lever near where the guy was initially and that will unlock the gate that leads to the further area's but before you go you can search around the area for some items including a grenade and another herb or two.

Now in this new area that you come out, you will have a shit load of enemies and three different gun emplacements to take out, but like before we will leave the bigger things and a lot of the enemies on to our helicopter friend, once you get near the emplacements hide and take cover and you will see the chopper coming and destroying the turrets one by one, after that if you want some serious cash you should dive into the area and run for all the money dropped by the enemies that are killed by the chopper before it disappears, you need to switch the two levers which are down the paths which are being guarded by the initial 2 gun turrets, so once they are taken out quickly go in either direction and flip the two levers so you can proceed through the central exit.

Once all the commotion ends here all you have to do is find any spoils of war that you can find then proceed through the central door to proceed to the next area.

Once you go through the door you will see a little scene of your good friend being killed with his super awesome helicopter. Say a heart felt good bye to him and its time to press on forward, we will take vengeance for his death from Saddler. Afterwards proceed forward and go through the area's, you can break some barrels to find useful items like a first aid spray, also you can find an emerald on one of the pillars near the area you entered from.

Proceeding through the area you will come up to a scene where Ada is back to calm Leon down before his Los plagas acts up again, but she doesn't stay there for long and decided to split up. Once the scene is over you can find a Pearl Pendent in this area also you can find some handgun ammo in the local area as well.

Afterwards proceed through the door and when you reach the area with the typewriter start searching around for some items, you can quickly find some magnum ammo and a flash grenade before the regenerator comes in from the far side, you should still have the thermal scope and the rifle with some ammo to take it out with. It will have five parasites inside it like an iron maiden but its a normal regenerator so it shouldn't be that hard to kill. After you have taken care of the regen, sweep the area once more for any items that you may have missed and climb the side of the stairs on the southern side of this area to proceed further.

Afterwards proceed down the steps in the next area and once down check the surrounding area's for more herbs before you proceed on further where you have to face a crap load more opponents. Starting the fight you should run forward and round the corner to start the fighting, if you are a little low on the ammunition then head for the lower area near the small control room where there is a barrel which can explode, so lure the enemies after you and while they go down the ladder you can destroy the explosive barrel to take out a bunch of them quickly.

After you have killed a few of them a chain gun enemy will appear in the area and immediately that should be your primary target. Take him out as quick as you can using the shotgun shells from close range of magnum rounds from deadly close range. After he died take the items that he drops and afterwards take care of the rest of the enemies before proceeding anywhere farther, since a action we do in a little while will prompt more enemies to appear in this area we want to take out the one's that are already here first. Once all the enemies have been taken care of take all the items that they have dropped. Then proceed towards the small control room in the south western corner and check on the machine here.

Once you check it a card key will pop out of a different place but a commando will pick it up along the way meaning you have to kill everyone to find out which one has it. The best place to kill them is right from where you turned on the machine, since it is an enclosed area and all the enemies are aware of your presense they will rush towards you to kill you, shotgun any enemies that try to enter through the doorway, if you get an uncomfortable amount of Los Plagas enemies then be sure to throw a flash grenade which kills all the revealed Plagas immediately.

Once all the enemies are finally dead take up all the items and money that they drop and finally get the Emergency Lock Card Key from the one that took it, once your done with this entire area its time to press on forward.

Finally after all the ruckus we can escape this damned area, once your ready to escape, with the emergency card key in hand head over to the top most room in the north western corner, and I mean top most when I say that, you will find the card reader here on which you can use your card key, once you've used this you will be able to turn off both the switches in the two guard rooms and be able to escape out of this area.

So after using the card initially, head back one level down and use both the switches, this will in turn open the door that you need to go to in the central area, so go there and proceed.

Now the end of this chapter is drawing near and so are we drawing near to Ashley, so from where you begin in this area immediately turn to where the two armored enemies are and take care of them quickly, once they're down take the door you see.

In this room you will finally run into Ashley once more and after a scene or two Ashley and Leon will be together again, time for us to make our grand escape out of this area.

In this area, from where you enter if you go right and break the barrels in this corner you can get yourself some pretty high number of pesetas, besides that in this room you will run into another merchant, going through the previous area's, you should have shit load of stuff that you want to sell to the merchant and take this opportunity (since you have a lot of money too) to upgrade your powerful weaponry like the broken butterfly to its maximum stats. Also take the memo Luis wrote from this room before proceeding through the only other exit.

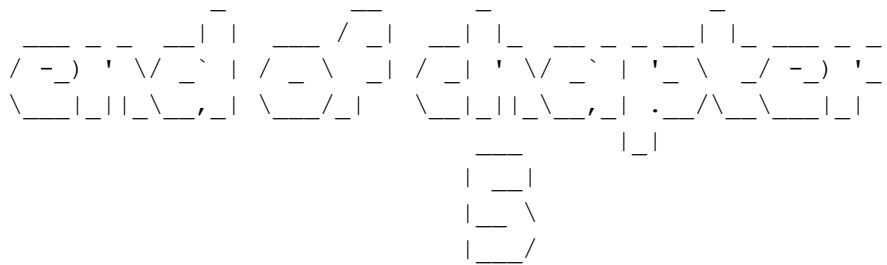
In the next area you will have to face a total of 4 more enemies so tell Ashley to stay near the entrance door while you go on

to take care of the enemies, shouldn't be a problem at this point in the game, after you've done the enemies proceed through the first door leading to the next area.

You will now come out in a familiar room but this time Saddler is not there so you can safely explore the area and you will find some useful ammo for the magnum and shotgun and another herb. Once you've taken these items head back to the previous area.

Once back here, proceed further down the hall and enter the door which leads to the operating room.

Now a somewhat kinky (cough) scene where Leon and Ashley "remove the parasites" from their bodies, you will end this chapter once the scene is over and its time for the final chapter.



CHAPTER 6-1 : THE FINAL CHAPTER

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Let the grand final chapter of the awesome game begin, one thing I would like to tell you in advance is that you will be able to keep all the weaponry that you have in this game for the next one so when you run into the final merchant don't hesitate to update your weaponry as it would most definitely help you out in the next game that you begin. Besides that from the start free enough room in your inventory in advance so that you can fit a rocket launcher in it when the game gives you one during the final boss fight.

From where you start in this area, proceed forward and take the stairs when you can since there's nothing else of importance here. Above the stairs you will find some items like a herb, some ammo and one final memo to read. After taking all this proceed through the door here. In the next area you can find some more items like another herb, some TMP ammo and a grenade or two, this is also the final merchants room and the final save room in the entire game. So save your game here immediately and trade with the merchant to make just about all the weaponry you use the most high powered and at full ammo capacity.

Once your finally done and ready to end the damn game, proceed down the final stairs and Leon will use the elevator at the end.

Up there the final series of scenes will begin, first Leon will see that Saddler's got Ada trapped in this area, but when he tries to use his powerful arm to control the Plagas inside Leon he replies with a witty remark, bad idea Leon as soon after Saddler begins to mutate into his final huge ass spider form and your boss fight with him begins.

BOSS FIGHT : LORD SADDLER

When the boss fight begins Saddler would have already mutated to his final boss form which is a huge spider with many legs and 1 big eye on him which as you all might have guessed is the weak spot for this bad boy. But before we actually start fighting we will check the surroundings for possible safety or escape areas.

The area where your fighting on has three main sections where you can fight from, first is the middle section where you are starting the fight from, you shouldn't stay here that often since its an open area and it gives Saddler enough room to easily pound you from all directions. Besides that there are two other smaller platforms as well which are connected to the central area by a set of small moving bridges which don't work well. They will move a lot and if they move while your on them then you will quickly have to press the dodge keys to make Leon jump and hang to the other side where you would then have to tap the action key like mad to make him climb up quickly.

Saddler has a wide range of attacks at his disposal but he mostly just runs up to you and slashes you with one of its limbs, that being said Saddler isn't as fast as you might think and Leon can easily outrun him if the occasion calls for it so if you see him charging at you run away, if your on one of the smaller area's then dodging Saddler would be much difficult since he's very big, in that case you would have to run circles around him or just go under him to avoid his attacks.

Often times you will also see Saddler quickly jump in the air and try to stomp you, but that can be easily avoided by moving forward or backward as quickly as you can, getting caught by this attack will result in you taking a shit load of damage. So try to avoid this at all costs. Saddler isn't just a dumb boss either he will often pick up the girders in the surrounding areas and try to throw them at you, these are very hard to dodge and end up taking a lot of health out of you, but they're not entirely impossible to dodge either so try your best but you'll probably end up taking damage.

You should have enough healing items in your inventory to go through this fight and if you start loosing health rapidly take a healing item or two to restore your status.

Now when it comes to actually fighting the monster head on you will have to be slightly more creative, you will have to first hit the monster's popping eyes through out his bodies and when you manage to hit one of them it will crash on the ground and THEN you will be able to hit the big eye to cause some serious damage to the boss, the best weapon to use here is the TMP as you only need to hit any eye with 1 bullet to make Saddler go down for the count, but after that you should take out something powerful. The best method to do this is to wait for when Saddler is charging towards you then take aim at Saddler with the TMP and wait for one of the eyes to pop out before shooting it.

Besides that the game also provides you methods with which you can make the fight easier, on each of the two platforms you can

find explosive barrels which if you shoot when Saddler is near will cause him to fall down and reveal the weak eye. Also on either platforms is a small raised area and a switch on them, get over to them and when Saddler is standing right next to this area press the switch and some girders will fall down and give you a chance to shoot Saddler's weak spot. Besides that you can also find a grenade on one of the corners which you can also use to instantly bring Saddler down to his knees. Oh joy.

When it comes to hitting the eye I would ask you to use nothing else but the broken butterfly as its a very powerful gun and you can easily shoot the eye a couple of times before it finally goes back inside and Saddler gets up. Besides that like Gigante you can also climb up on Saddler and use the knife to hit his eye in a heroic but stupid manner.

After you've cause enough damage to the central eye of Saddler you will have a small scene where Ada will drop off a rocket launcher on one of the platforms. Deje vu anyone ?!.

After that scene ends quickly make your way across to where the rocket launcher was and quickly equip it, don't just think that the game is over automatically, you have to carefully take aim with the rocket launcher and fire directly at Saddler and HIT him, you only get 1 rocket so if you happen to miss it first hit yourself on the head and then load a previous game sicne its damn near over once you miss. The rocket will hit and its game over..

not quiet yet

After you manage to kill Saddler the game still isn't over, you will have a scene where Ada being the bitch that she is takes the plagas sample from Leon and jumps into a flying helicopter whats even more weird is that the wings don't slice her up into tiny pieces. Anyway, during the scene Ada presses a button and a timer appears, its 3 minutes but half a minute will be over before the scene is finished, during which Ada will toss over a cute teddy bear key to a Jet ski towards Leon and suggest him to escape from this area.

BEFORE heading back down however take a second or two to find the money that Saddler drops, its a crap load full and it will definitely help out during the next play through the game, after that head back down to where Ashley is, after the reuniting jump down the ladder and catch the jumping Ashley as well. Afterwards proceed forward and you will find the Jet ski, use the key and its time to hit the pedal to the .. er.. water.

The Jet ski part isn't a hard one but it can get really annoying use the analog controller to control the speed of the jet ski, all you have to do is to survive the ride and swirve left or right to dodge the approaching debree, this shouldn't take a very long time and soon afterwards you should reach the ending of the game.

After watching the utterly boring ending and wishing that Leon just left Ashley in the water, see the final transmission that Leon makes and its game over... THE END !!.

- Proceed through the path, outrun and dodge the boulder as prompted.
- Proceed through the sewer area until you come to a small field with a house in the distance.
- Kill the villagers in the field, watch out for the dynamites. Once your done proceed for the house.
- Shoot the lock off, head inside, save game and take items inside the house, proceed to the back and push the book case out of the way.
- Meet Luis, and its the end of the chapter.

CHAPTER 1-2

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- Watch scene and press the action button when prompted to escape the ropes and save yourself from the villager.
- After Luis escapes, take any items in this area then go through the same door the villager came from.
- Follow the merchant, purchase the rifle and scope from him.
- Take aim for the villagers from the crack on the wall, and kill most.
- Go through the door when done sniping.
- Head up the path after killing the villagers and take the plate piece.
- Jump down, head to the roof of the shack and take the other plate piece.
- Combine the two pieces, then head for the northern door and open it.
- In the new area proceed forward and kill all enemies.
- Enter through the right door and jump through the opening at the end.
- Hide behind the mine car, kill villagers and avoid the bear traps.
- Go through the door, on the other side smash board on the left and take the mask.
- Proceed through the door, and kill the villager, head for the ladder.
- Head down to find some fish for healing
- Head up the ladder to come back outside.
- Head further through the path until you reach the big house, enter it.
- Enter the house, head for the locked door and solve the small puzzle.
- In the room, take the various items including a key in the box, exit.
- Outside, watch the scene, and thats the end of this chapter.

CHAPTER 1-3

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- Head back into the chief's room to see a special and hidden scene.
- Find more items on the lower area of the floor.
- Head back out the house and kill all enemies, take out the chainsaw guy first to make it easy.
- Proceed through the door on the other end after taking all items.
- Enter the village again, take out the newly spawned enemies.
- Enter the door with the red marking with the key you just got.
- Save your game here, then proceed to the underground passage.
- Proceed to the end of the passage, find the merchant, trade with him, take the door behind him, then head up the ladder.
- Come outside of a cemetery.
- Head for the church door to find that its locked for now.
- Solve the optional puzzle here for a special item.
- Proceed to the back of the church and go over the gap in the bridge after taking anyone out.
- Enter through the door at the end of the passage after the bridge.
- Proceed through the new area, find items on nearby shacks and take the door below the stairs at the end of the path.
- In this room find the merchant and trade with him if you wish to.
- Head back out and this time take the double doors out.

- Go through this mountain path and avoid the boulder when required.
- Enter the swamp area, go through the abandoned buildings to find items, take care of the buildings and enter the big door at the end.
- You'll reach the lake, proceed left to see the fate of one of the cops.
- Head for the shack first and save your game inside.
- Jump into the boat at the end of the docks.
- Control the boat and when attacked by the big fish, fight back.
- Read the boss strategy of Del Lago in the strategies area for info.
- Defeat the boss.
- Quickly tap A when the boss fight is over to save yourself.
- Watch the series of scenes that takes place afterwards.
- End of the chapter.

CHAPTER 2-1

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- Wake up from the nightmare, watch scenes, and take the memo here.
- Take any other items, then head outside.
- Go through the door on the north.
- Proceed forward until you come against a villager, he'll mutate.
- Fight the new enemy, proceed forward and cross the dam.
- Head down the rope ladder and take note of the control
- Shoot the chains of the boxes to make a bridge to the other side of the stream.
- Shoot all the boxes and make a complete path.
- Cross the bridge, climb the ladder to access the tower.
- Use the switch here.
- The path will now be cleared but more enemies pop out.
- Take care of the enemies as they jump the gaps.
- Go through the opening after doing all that.
- Proceed to the end of this passage, head down the passage.
- At the end take the plate on the altar.
- Go through the newly opened secret passage.
- Head through this passage and enter through the door at the end.
- Head forward and take the boat back to the main land.
- Trade with the merchant here if you wish.
- Head back through the swamp into the arene area.
- Watch the scene involving your next boss.
- Go to the boss strategies section to know how to beat this boss.
- Collect the money it drops after being defeated.
- Head back through the path towards the village.
- Jump the bridge and fight the new enemies here. The infected wolves.
- Head for the main church door and use the item to unlock it. Enter.
- Enter the church and climb the ladder on the left to the second floor.
- Take note of the locked door here. We'll be coming here.
- Jump over the chandelier from the balcony and go to the other end.
- Solve the simple puzzle here to unlock the door.
- Proceed back and enter the newly unlocked area.
- Watch the scene, now Ashley is with you for quiet a while.
- Once the scene is over, head back out and back down to the main area.
- Watch the scene involving Saddler.
- End of this chapter.

CHAPTER 2-2

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- Learn the Ashley commands from the controls menu. Learn them well.
- Take any items you find, afterward proceed out.

- Head back to the original path for the village.
- Trade with the merchant along the way if you wish.
- Proceed back across the cavern into the main village.
- Kill all enemies here and proceed to the farm side area.
- Kill all enemies here, then take the door we couldn't open before.
- Trade with the merchant here if you feel like it.
- Cross the bridge to see some scenes.
- Go on a killing spree until Luis calls you to the second floor
- Continue your killing spree on the second floor until the bell rings again.
- Its the end of this chapter.

CHAPTER 2-3

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- Check both floor of cabins for any items dropped by enemies.
- Head outside the cabin and trade with the merchant if wished.
- Save your game in the cabin behind the merchant and proceed.
- Proceed past the merchant, find the two huge gates.
- If you take the ganodo path, enter the door and kill all you see, until you get the key.
- Proceed through the internal area after getting the key and kill the ganodo squad here.
- Head for the door at the end of the path and go through.
- If you enter the gigante path then proceed a little further into it to see the arrival of Gigante.
- Fight him like you did with the previous battle.
- Shoot the boulder and stun the giant if you want to escape.
- Take the old key and use at the door at the end of the path.
- You will come out of the area where you will come out from either of the doors. Proceed.
- Trade with the merchant here if you wish.
- Check the cabin for a memo and typewriter, save here.
- Proceed further down taking note of the locked door.
- Make your way further to the gondola station.
- Board the gondola.
- Take care of the enemies during the gondola ride and make it to the other end alive.
- Take items in the adjacent control room and take stairs down.
- Go through cave path straight ahead for a valuable item.
- Take the area behind the stairs to proceed.
- Trade with the merchant here and save your game here.
- Continue down the path until a scene starts.
- Time for your boss fight with Bitores Mendez.
- Check the Boss strategies section for details on how to win.
- After defeating him, take the false eye.
- Find the exit and re unite with Ashley.
- Head back to the merchant, save your game here.
- Take the gondola back to the original spot.
- Head for the locked door that was on the way.
- Open the door with the newly found false eye.
- Head forward in the new are killing all enemies.
- Disable the truck before it arrives, proceed farther for a scene.
- Thats the end of this chapter.

CHAPTER 3-1

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- Find the merchant, trade and buy new weaponry from this guy.
- Proceed to the castle door and enter through it.
- Meet the new enemies you will be facing.
- Take care of the initial batch of enemies you encounter.
- Make your way up the spiral staircase while avoiding fire.
- Proceed farther and use the barrel to kill first catapult.
- Proceed until you come to a room with helmet wearing enemy.
- Store Ashley in here for now.
- Shoot the other explosive barrel to disarm next catapult.
- Find proper window cover and shoot the final catapult.
- Proceed by operating the crank here repeatedly until you can use the cannon.
- Use the cannon to make a path for yourself.
- Proceed through, find the merchant here and trade if you wish.
- Proceed through the only other door.
- Take the various items here, then take the platinum sword.
- Head for the second floor afterwards.
- Take care of the enemies that you run into on the second floor.
- Take the gold sword at the end and replace with platinum sword.
- Take care of the enemies, shoot the red monk from the 2F.
- Put gold sword where platinum one was.
- Your next path will be revealed, so go through.
- Watch the scene here. Proceed afterwards.
- Kill the various enemies in here, proceed through the door next.
- Kill the various enemies here as well, afterwards find the items and the Castle Gate Key then exit back.
- Kill the newly arrived enemies, head to where Luis came from.
- Use the castle gate key to proceed.
- Proceed forward until a scene starts.
- After the scene, head forward to have the wall block you.
- Take any items now, save at the typewriter, then go through the door next to it.
- Go right, head forward until you see your path is blocked by flames.
- Take the Prison Key from the painting. Take various other items here.
- Head back the opposite direction, taking various items on the way and use the Prison Key on the blue door.
- Leave Ashley here for now, head down and meet the new enemy.
- It is the garrador, read sub boss (after boss strategies) to learn how to defeat it.
- Raise the lever once its defeated and had back up.
- Go through the fire area after defeating the enemies in here.
- Kill all the monks in this are, then proceed down the stairs to the door at the bottom.
- Have Ashley stand on pressure pad, you stand on one then exit back.
- Use crank here, while fighting more monks.
- When the stairs arrive, take them and help Ashley climb to the next crank.
- Protect Ashley while she's working it and catch her when she's done.
- Head over the new platform to the next area.
- Head forward, save your game here if you wish, trade with the merchant.
- Play shooting gallery if you wish here too.
- Head to hall next to typewriter, watch scene at the end.
- End of this chapter.

CHAPTER 3-2

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- Once in control, go through the brown door.
- Proceed forward jump down into the new area and face the new enemy here.

- Proceed after killing it, kill 2 more of its kind.
- Take the ladder up and enter the door here.
- In the new area, kill all enemies, then find various items in cells.
- Open the final cell door where the pool was.
- Take the stairs up and take the door on the right.
- Dodge the swinging obstacles and proceed through the door.
- Take the ladder up, take more items and proceed via the door.
- Fight the monks here for valueable items, afterwards use the chandelier to proceed to next area.
- Trade with the merchant here if you wish then enter the door.
- Take the memo here, proceed to the next room.
- Kill all available enemies here and proceed through upper door.
- Kill the armored monks here and go through the other door.
- Kill all monks here, jump after the red monk and give persuit.
- Keep following killing all enemies in here until you have to fight the red monk equipped with a gattling gun.
- Kill him and take the Gallery key.
- Head back 2 rooms, drop to where the monk originally was, and enter the gallery room via the key.
- Solve the simple painting puzzle here and proceed through the door.
- In this area, kill all the monks, from where the rocket launcher one's appear, go right and turn the switch off.
- Afterwards, head left on the balcony and go through the door.
- In here, find a switch under some vases, then return to previous room.
- Find the Goat Ornament from the extended area.
- Head to the door next to the first switch and enter.
- Save your game in this room if desired. Then proceed through the door.
- Continue forward, run past the fountain, the right door is locked. Go through the door beyond the fountains.
- After the scene enter the main garden area.
- Find the 2 moon stone pieces in the garden and combine them.
- Find the appropriate door to use them and enter the door.
- Watch the scene and its the end of this chapter.

CHAPTER 3-3

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- Proceed farther into the area and trade with the merchant.
- Proceed to the dining area, read some clues on the painting.
- From the locked door, go right and enter the door at the end.
- Find items in here and head back to the dining hall.
- Ring the bell then shoot the bottle.
- Proceed through the unlocked path.
- Proceed to the chest, then kill all enemies that drop.
- Go through the door on the north wall.
- To exit, take the door to the north west.
- Proceed forward and start killing the monks.
- Drop down and operate the lever here. Head across the bridge drop down on the other side and take the stuff.
- Go back up, shoot the lock off, proceed back across the bridge and enter the door where the enemies came from.
- Save your game if you wish, also trade with the merchant as you please then proceed through the door.
- Thats the end of this chapter.

CHAPTER 3-4

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- In the new area, take note of where Ashley is captured, then take the tons of items you can find in this room.
- Take the stairs down and kill the enemies here.
- Protect Ashley from the arriving enemies.
- Kill the red monk as soon as he appears with the other enemies.
- Ashley manages to escape.
- Time to control Ashley now.
- Save your game and proceed to the next area.
- Avoid the enemies, crawl under the table next to left door.
- Use crank in here, do the same for 2 more.
- Proceed through the opened area.
- Proceed forward in this area, ignore the door on the wall.
- Go to the end of the area and enter the door.
- In the new area, push the bookcase, find the switch behind it but DONT use it yet.
- Crawl under the table, reach the next switch and use it.
- Take the Stone Tablet from the fire place, press next switch.
- Now press the switch from the book case and proceed to the other side of the room.
- Proceed through the door.
- Run forward and continue till you reach a pedestal and another puzzle. Solve it then place the stone tablet on it.
- Enter the new area.
- Take the Salazar Family Insignia and the Serpant Ornament.
- Proceed back to previous area, dodge the newly awakened enemies
- Make your way back a few rooms to the door we ignored before.
- In the new area, take items and memo, then use the Salazar family insignia on the pedestal. Proceed out via the new exit.
- Proceed further and meet Leon.
- End of this chapter.

CHAPTER 4-1

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- Proceed back to the courtyard area for Broken Butterfly
- Give Ashley a boost into the previously inaccessible area.
- Return to chapter starting place when you've got the gun.
- Head past the small area to the next door.
- Proceed in the area until you reach the typewriter.
- Use the platform next to it to proceed further in the area.
- Kill all the monks operating the flame throwers in the area and
- Take the Lion Ornament once all enemies are dead, take any other dropped item then proceed back to the previous area.
- Reunite with Ashley and save your game at the typewriter.
- Use the rail after you're done saving.
- Proceed forward until you come to the area where you have to use the three ornaments, once used your next path will be available.
- Proceed forward and use the next rail.
- Proceed forward a few rooms and take the right door to find the merchant here, trade with him if you wish. There's also another shooting range room here.
- Exit back to the previous hall, proceed forward and take the door leading to the king's grail.
- In the area proceed further while dodging the suits of armor. Head into the door at the end after telling Ashley to stay outside.
- Take the King's grail from the center of the room, kill the newly arrived suits of armor and head back outside.
- Get Ashley and head one hallway back.
- Take the door on the opposite side now.

- Simple puzzle here, push the 2 knight statues on two pressure pads, Ashley on one and Leon on the final, proceed.
- Fire the 4 objects to stop the trap, proceed further.
- Proceed forward, when Ashley gets trapped shoot the two monks driving the on coming machine, afterwards save Ashley.
- Take the Queen's grail here.
- Shoot the padlock off the door and go through. Once back in the knight statue room, proceed one hall back.
- Kill the newly arrived enemies here, use the two grails on their statues and proceed through the opened path.
- In the new area, proceed further, jump out the window, take the ladder up, proceed forward and jump down the ledge at the end.
- Watch the scene, fight the on coming Novistadors and afterwards use the lever at the other end, then shoot the bridge chains.
- Proceed forward, trade with the merchant, save your game if you wish, enter the next area.
- Proceed further, kill all enemies and enter the clock tower.
- In here, shoot the two objects blocking the clock gears, then head up the ladder, go to the top and shoot the third object. Operate the lever afterwards.
- Head back to the lowest level once that's done.
- Proceed across the bridge killing enemies. Enter the door at the end.
- Kill all the enemies here, including 2 garrador's, proceed further.
- Watch scene, be ready to press dodge keys when prompted.
- Take items from dead people, save your game, trade with the merchant in this area, then take the ladder up.
- Proceed to the end of the tunnel, use the door at the end.
- Run to the other end pressing the dodge keys when required.
- Use the switch here, time for boss fight.
- See boss strategies for Right hand man
- Take the elevator when its done to end this chapter.

CHAPTER 4-2

=====

- Save game at the typewriter, trade with the merchant, take the right door for shooting range otherwise go Left
- Kill the villagers and proceed to mining area.
- Activate the lever that gets the trolley to work
- Kill arriving enemies then go check the circuit breaker on the other side, use it as well.
- Head back to the first lever, kill the chainsaw guy, use the first lever again, when the trolley is down take the dynamites from it.
- Use the dynamites on the boulder, proceed across to the next area
- Proceed forward until 2 el gigante's appear.
- Use the furnace to kill one and dispose the other like normal.
- Proceed forward until you start facing the novistradors.
- Use the map to navigate to two dead end area's where actually you will find switches (area's are on east and west).
- Fight the oncoming enemies after pressing each switch.
- Proceed through the opened hallway when done with that
- Dodge the rolling stones (hehe) and proceed forward.
- Take the Royal Insignia from the pedestal.
- End of this chapter.

CHAPTER 4-3

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- Head inside Merchant shack to shop and save, proceed when done.
- Kill the villagers and head to where they were.
- From here proceed further to the bonfire and kill all enemies.
- Check one of the area's surrounding the bonfire till you find the crank needed to open the next area.
- Go through the opened pit.
- Proceed further down this new area taking note of the sign
- Proceed carefully forward dodging the traps, proceed and try to find the Staff Of Royalty if possible. Head for the locked door.
- Head for the building to the left of this door. Kill the 2 chainsaw villagers here and take the ladder up.
- Take the key above, kill the newly arriving villagers.
- Head for the door and enter it now.
- Head across and take the next area.
- Another ceiling trap, disable it like before, kill all the small plagas as well. Check the coffin for items. Proceed to next area.
- Proceed across and enter the red door.
- Proceed forward, enter the mine cart and shoot the lever to start
- Kill the approaching enemies on the cart.
- When the cart stops momentarily, shoot the chainsaw villager then proceed on with the ride.
- Dodge or shoot the planks which now come along the way.
- Be ready to press the dodge keys when the ride ends.
- Enter the door near you and take the Stone Of Sacrifice.
- Proceed forward and take the ladder up.
- Your in a familiar area now, use the Stone Of Sacrifice on the Lion door. GO through it.
- Use the elevator here to end the chapter.

CHAPTER 4-4

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- Proceed forward until you reach the statue of Salazar
- When the enemy activates a lever, proceed a little back where some pots are, take the ladder up here.
- Kill all enemies here, then head for the central platform.
- Use the left switch to get the left arm working.
- Use the lever behind the statue to change arm movements.
- Take the right hand, and go across, take the ladder down on the other side and use the lever here.
- Kill the newly arriving enemies
- Head for the third lever here and use it.
- The platform further should now appear, take it.
- Start running with A when the statue wakes up.
- Dodge left or right with the L or R keys, press L and R as the same time if called for.
- Shoot the lock off the door when you get to it
- Continue sprinting until you come to the end.
- In the new area, head up the spiral stairway until enemies start tossing barrels down.
- Shoot the barrels out of your way, proceed up the stairs.
- Kill all enemies here, push the crates off and use the elevator.
- Take it up while killing enemies along the way.
- Take the other elevator to the top of the tower.
- Proceed until you meet with the merchant, save your game here too, take the valuable ammo in the surrounding area, and then proceed further.
- Encounter Salazar here.

- Check Boss strategies for Salazar's strategy.
- Proceed further to the next area after Salazar is dead
- Take the rope down in the new area then use the lift.
- Meet the merchant again, save at the typewriter now. Proceed.
- Hitch a ride on the boat with a familiar person.
- End of this chapter.

CHAPTER 5-1

=====

- Proceed further, go down the ledge and keep proceeding.
- When you reach the buildings, jump over the gap here to run into your new enemies.
- Proceed to the central area until the chain gun enemy appears.
- Proceed forward to the locked door, check the mechanism with it to activate the laser.
- Head to the tower where the laser is going.
- Head up and turn the reflecting device once left so it hits the other reflector on another tower.
- Go to the next tower.
- Turn the reflector right once, and the door shall unlock.
- Head through the new area, sprint from the boulder like before when prompted to.
- Head forward, kill all opposition and climb the ladder.
- Jump the gap here, proceed across and through the window your close to, kill all enemies in here, proceed to where the lights are coming from.
- Use the cart to your advantage if possible. After killing all opposition, proceed to the end and use the switch to proceed.
- Find the merchant here, trade and purchase tressure map, save your game if desired. Proceed across to the next area.
- Enter the kitchen, ignore first door on left, proceed past the enemy on fire. Enter the area beyond.
- You'll hear Ashley. Kill all enemies in this area, proceed to where the case is and get the Red Stone of Faith from in it.
- Proceed across the area's for the time being, nothing eventful.
- Find the merchant in the armory, trade if you wish, you can go for a target practice game if you wish.
- Once you reach the area with the opening and closing shutter. Kill the enemies on the other side of it, kill the second batch of enemies as well then take all items they drop.
- Go through the shutter and proceed further.
- In the new area, head left and enter the door to find a typewriter
- Head back to the previous area and enter blue doors now.
- In the autopsy room, head for the door with the security panel.
- Solve the puzzle here to gain access inside.
- Take the several items here including Freezer Card Key and exit.
- The monster will awaken, you cannot kill it with your current gun so exit back to the previous hallway.
- Back in the hallway, dodge the other creature, use the new found Freezer Card Key on the white door. Enter.
- Inside, use the cyrogenic device, then use your freezer cardkey on the device to turn it into Waste Disposal Cardkey. Afterwards take the Infrared Scope from the freezer. Equip it with the rifle Now snipe the plagas inside the creature to kill them for good.
- Back outside, kill enemies and use the waste disposal keycard on the appropriate door. Enter.
- Kill the enemies in here and head for the bottom level door.
- Proceed forward and enter the next door.

- Kill the enemies here, go near Ashley's door, its locked for now so go through other northern door.
- Kill all enemies in here, go forward, head down the stairs and go through the door.
- In the next area, find the typewriter save your game and once ready, head on ahead.
- Kill the Iron Maiden here, take the Storage Room Card Key from its body, now head back to Ashley.
- Kill all enemies on your way, use the Storage Room Card Key to enter the previously locked door.
- Find Ashley. End of this chapter.

CHAPTER 5-2

=====

- Take any items, proceed back outside.
- Kill any enemies in here, then proceed to garbage disposal room.
- Kill all enemies in here, then flick the security switch, kill the newly arriving enemies, then proceed to dumping area.
- Leon and Ashley jump.
- Take note of the Iron Maiden and flip the switch.
- Flip the lever on the other side, the gate will drop between you and the Iron Maiden.
- Do the same for the second gate and take it out safely.
- Push the container in the water to form a bridge.
- Kill the second arriving Iron maiden.
- Push the next container out of the way then enter the green door.
- Kill all opposition, pass through the gate then drop to 1st floor.
- Take Ashley to the controls of the wrecking ball, protect her as she operates, keep operating until next path is clear.
- Proceed forward in the new area, flip the swith and fight the new regenerator. Afterwards go through the shutter
- Kill the regenerator here, ignore the lever for now and enter the door on the left.
- Press the red switch and head back outside.
- Have Ashley crawl under the shutter and open it from the other end.
- Go through the opened shutter and go through the red door.
- There's a merchant here, save your game and trade if you wish. Exit afterwards.
- Have Ashley stand on left lever, you operate right one, as the light is on the middle area, press A to proceed.
- Head forwad and while Ashley rides the bulldozer, take out the trash.
- If a truck is coming, take out its engine to slow it down.
- The truck will stop eventually.
- Head up to the lever, take out any enemies that attack Ashley and use the lever afterwards.
- When the ride resumes, take out any enemies like before until the ride comes to a permanent stop.
- Head through the door, save at the merchant here, trade too and take Green Stone of Judgement. Proceed through the door.
- End of this chapter.

CHAPTER 5-3

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- Go up the stairs, take the door on the left.
- Kill all enemies in here, then take the stairs down and enter the door at the bottom of the stairs.

- Go forward, go right and enter the door here, kill the enemy.
- Run to the opposite side, take the stairs up, kill any enemies and go down the other side, enter the door at the end.
- Proceed forward and use the door at the end.
- Take the lift up.
- Head forward to meet Jack Krauser
- Quickly press or tap rapidly the buttons that are indicated on screen or Leon dies during the middle of the scene (awesome).
- Once the scene is over, go down and take the door here.
- Go through the laser hallway (cough movie reference) and dodge the lasers as prompted. Use the switch at the end.
- Dodge the final laser and go through now unlocked door.
- Take the elevator in the area behind the throne.
- Head forward, proceed until you come to the merchant. Save game here since an annoying section is coming.
- Go through the double doors.
- Proceed forward in the new area until you encounter "IT"
- You'll now be in the cargo holds.
- Proceed through the three cargo holds, dodging IT as required and shooting the buttons to open the switches which access you to the next container.
- End the god damn area.
- Proceed forward until IT returns, boss fight time.
- See boss strategies for IT to learn how to kill it.
- Go through the only door after the fight is over.
- Take the ladder up, in the next area up again and through the door.
- Take the ladder down, kill all enemies here then jump through the hole.
- Trade with the merchant here if desired, afterwards save at the typewriter, another shooting range here too. Take the ladder when your ready to proceed.
- Go through the door.
- Proceed forward and Krauser is back. Proceed forward 'till you come to a locked door. Dodge and fight Krauser until he throws a flash grenade and escapes.
- Go through the now unlocked gates.
- Proceed forward, dodge Krauser and proceed further, cross over the bridge.
- Enter the building for items, dodge the robo thingies, jump from the roof after taking all items. Continue your path.
- Go up the stairs, take the Piece of the Holy Beast, Panther.
- Fight Krauser until he escapes.
- Push the statue where indicated, reveal the lever.
- Flip it, go back to where the bridge was but instead go right for the gate. Go through
- Proceed in this area until you meet with Krauser again.
- Go through the door as soon as you can.
- Take the stairs, and climb the ladder afterwards.
- Proceed further and take the Piece of the Holy Beast, Eagle
- Krauser boss fight time, check boss strategies for Krauser to see how to deal with this.
- Take the Piece of the Holy Beast, Serpent after the fight.
- Go back down the ladder, go through the opened door.
- Head forward, use the three holy beast pieces as required.
- Go through the exit.
- End of this chapter.

- Proceed further, save at the typewriter. Proceed more further.
- Meet your helicopter buddy.
- Navigate through the area fighting hordes of enemies with help from the helicopter buddy occasionally.
- Shoot the padlock off the door in the way, and up the ladder.
- Go in the tower, kill all enemies then climb to the top.
- Kill the machine gunner, use the lever and go through.
- Use the two levers to unlock the next area, let the chopper take out the turrets. Proceed through door when done.
- Yep, he's dead.
- Proceed further, go through the only single door.
- Go down, watch scene and follow the path Ada took.
- Check the dustbin, kill the arriving regenerator then take the ledge at the end.
- Go down the stairs and proceed.
- In the new area, battle the tough enemies, check the machine in the south western control room, watch the commando take the card.
- Fight all the enemies until you get the card back.
- Head up the ladder on the other side.
- Up there, move over to the next tower.
- Enter and take note of the machine which cannot be used now.
- Take the ladder further up here.
- Proceed further until you reach the card reader, use the new Emergency Lock Card Key on it.
- Back down the ladder, turn both switches on in either tower.
- Drop back down to the ground floor.
- Head through the upper left side, take the stairs then the door at the end.
- Go left, kill all enemies and go through door.
- Re unite with Ashley, afterwards go through door.
- Trade with the merchant here if desired, proceed through the next door.
- Kill all enemies in here, go through the first door once done.
- Take items in this familiar room, proceed back.
- Go further ahead and enter the surgery room.
- Watch the parasite extraction scene.
- End of this chapter.

CHAPTER 6-0

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- Go through the door and up the stairs.
- Up the stairs, go through the door.
- Trade with the final merchant as desired.
- Save at the final save spot as desired.
- Take the stairs down. Watch the scenes.
- Its the start of the final battle.
- Read the boss strategies for Lord Saddler for info on how to beat this bastard.
- Watch scenes when done and proceed back.
- Ride the jet ski.
- Dodge the obstacles and hope you make it out alive.
- Watch the well deserved but rather boring ending.

- THE END.

and shoot open the crates and boxes up here to find some items in here, take all them. Head back to the fork and this time head for the other direction, on this side continue forward and blow the crate to find some handgun ammo inside it. From here head inside the window on the right side and take the ladder up to the second floor. Up the ladder you will find a first aid spray, take it and head back down the ladder.

From the ladder, head to the small enclosed area to find some TMP machine gun ammo, take it. You will probably be attacked by some more enemies at this time, ignore them for now and head quickly right now out of the room and take the herb on the left side of the room. From this place go in the opposite direction and enter the other room, find some handgun ammo in here and take the ladder up to the above area, here you can find some rifle ammo.

From this high vintage spot you can take care of any enemies who are following you through out the room, once the area is clear head back down and head in the north eastern direction now, you will see some stairs here. Find the TMP ammo near the stairs and also search the surrounding area to find a green herb. Go through the door near the stairs now, and take the yellow herb from the room here. Head to the south corner of this area now and take the red herb here. Watch out for any enemies attacking you.

Take the ladder up here, and head left, there's some crates here, so destroy them and take whatever is inside, jump the gap to the north and you will be attacked by some enemies on the ledgy area's, if your good enough you can save some ammo here by kicking the enemies off the ledges. From the ledge area head right and you'll find some items in a small area, take the handgun amm, grenade and the yellow herb from inside this room. Head back to the path and head north.

Now here, I would first ask you to kill anyone who was behind you or who you thought we could run away from since this is a sniping area and you cant have distractions. From the path take cover behind the box and equip the rifle. First aim at the red barrel on the bridge in the distance and take it out. Then try and take out the dynamite villager as quickly as you can, afterwards take out any normal villager you see from this distance.

When your done here, take the right path heading ingo the open cave like area, and head inside. Keep going through it and you will find a red herb at the end of the path. Head back to the bridge area now and while crossing it, jump down and take the path heading north, you will have to go through a tunnel now. Whilst going through the tunnel you can find a green herb and some rifle ammo, and there will be a ladder on the left to climb. After that you can find an open vent shaft and in typical RE fashion, you should enter it.

Right from the bat here, head north ignoring all other paths, and take the stairs down on the north path. Down the stairs go through the small room on the right to find some needed TMP ammo, there's a box here too so break it and see. Now head all the way back to the place where we started this area from and take the south part. Take the green herb lying next to some barrels on the way and go left to find a cupboard with some handgun ammo inside. Take it. Keep going down this path and open the boxes where the path is turning, take whatever's inside and head to the south path leading to the autopsy room at the end.

You can spot 2 enemies from where you are and they cant, so equip the rifle and snipe their heads off. Grab the TMP ammo from the desk in front of the entrance, now head where the two enemies were standing and take the yellow herb from the break-able glass. Take the east door now. You'll see an enemy at the other end of this hall, you can take him out with the rifle from here if you wish. After taking the guy out, take the handgun ammo from the bed to the left and take the first Los Plagas sample from the dead body laying on the floor. When you try to exit you will be attacked by three armed enemies so be aware of them and take them out quickly.

Head back to the main area of this place. This time head via the dor on the west end, in here take the red herb from inside the cupboard on the other side. There's a cross bow wielding maniac here too, take him out and check the briefcase behind him to get some TMP ammo. Take the north door now leading into the freezer. In here you can find a green herb and another grenade from the break-able glass on the north end of the room. Also, there's the second Los Plagas sample to be taken here from the freezer on the north east corner. Now exit this freezer area.

Back in the previous area, head for the north western door this time and be aware of the new enemies here. Take these enemies out and go to the north western door ASAP. Once through it, go down the hallway taking the handgun ammo at the end of the hall. Take the door into the next room now, kill any enemies you find in here and grab the rifle rounds too. From here you should equip the rifle and try to take out as many enemies on the lower ends as possible. Since it all helps out for the better.

Once your done shooting, head eastwards. Keep going and you will find 2 dynamite wielding enemies, get close to them and let them see you but then quickly head back so their fuses run out before they can reach Ada, killing them. Take the red herb hiding behind a crate and exit through the door on the southern corner. Directly in front of the door is a green herb and some TMP ammo can be taken from the desk. Now you'll be locked in this room and its time for some fierce shooting so equip the TMP for quick killings.

Kill any enemies here but be sure to save ammo by using the kick command more then often, after that is done check the computer console and you can unlock the door from there, but you will be attacked by more enemies once that happens. These new enemies may be too hard to kill with the TMP so take the time when ever you can to take out the rifle and use that to kill if the TMP isnt doing the trick for you. Once that is done go through the door that we just unlocked. Woohoo.

In here, take the path forward and turn left when you can, grab the yellow herb from near the cupboard then check it to find a grenade inside it. Head forward now and go near where the cell is. Take out any enemies in the area and after the area is clear take the handgun ammo from the table and some TMP ammo near it. Take them, now go through the case in the corner of the room to get your third Los Plagas sample. Exit this area once you've got it and take the path north. Continue north and when you enter a new area, you will find some enemies in there, take them out any way you suit and take the TMP ammo from the table next to the door you entered from. Take the green herb from near the stairs

here.

Head down the stairs and you will see some items laying around in the area, like a red herb and handgun ammo. There's a door too but before you can go through it you will be attacked by some new enemies here, the quickest method to take them out is to use a grenade so they're damaged a little, then run back up the stairs and from there use the rifle to take them out safely and efficiently. One of the enemies will leave a first aid spray on death, so you should take it and this time go through the door we were about to before. (you can't go through it when there are enemies here since its mysteriously locked at that time.).

In this new area you will probably be attacked immediately, so take out the TMP for close quarter combat and take out any one you see here. Head for the doors on the lower end and you will be attacked by two dynamite enemies, try to shoot one from a distance so that when he explodes he will take out the other one too. Nifty. Enter the door that they just came out of and inside you will find some TMP ammo and another yellow herb on a table. Go through the door on the east side now, in this new room you will find a green herb and a single enemy. Go a little to the south and you can shoot at some of the enemies through a window. Head through the southern path and on your way take the TMP ammo from a crater on the left side.

Keep going and you will eventually come to a lab area, take the green herb, red herb and yellow herb from the shelf on the left side. This should be indication enough that the game isnt that far from being over now. Afterwards, see the cylinders, break it to find another Las Plagas sample, four now. After that break the glass on the right to find more rifle ammo, TMP ammo and handgun ammo. Take all of it. On the upper corner of the room you will find some more TMP ammo. Once you've taken all the items get ready for enemies attacking through windows.

You will be attacked by some more enemies, take them out as best as you can, after you have cleaned the area, go through the window they came out yourself now. Once through, see the case on the western end to find more handgun ammo. After taking it check the control panel on the right side to open the doors. After doing that head in the southern direction going through the attacking enemies. One of them will drop another first aid spray for the taking. Take it and head for the door on the south side. Go through it killing any enemies that you might encounter on your way or through the door. After that go east and you'll be out of the labs area for good. Continue down the path now, and pop open any barrels you might find on your way there. Your about to enter the boss fight so be prepared.

BOSS FIGHT : JACK KRAUSER

This can be a real hard or not that hard fight depending on how well you have managed to learn the dodging and aiming straight at a target, the good thing about the battle however is that Jack isnt that strong of a boss and you can take him out in a little time if you use the right techniques. The best method to take him out is to use the standard TMP on the legs and try to knock

him down or when he's not moving try to throw a grenade at him so that it takes a good chunk of his health quickly. Now if you are good enough and manage to knock Jack off his feet then quickly go a little back and take out the rifle, then start pumping him full of lead, try to aim above the waist area for the most amount of damage that you can deal. To avoid his attacks you should keep your dodging fingers ready also always try to step backwards for this fight and not turn your back to Jack, that way you can dodge his attacks even more easily. An easier method to get through this fight safely is to just walk backwards when fighting him, I mean no turning around and running, just pressing the down key to walk a step back at a time, you'll be able to dodge his attacks like this too.

The fight shouldn't be that hard and Jack will eventually fall down and die and leave the final Las Plagas sample behind for the taking. Take it. After that is done and you have all the samples that you need, take the elevator up and use the control panel there to call for your backup, and the game is over.

Tip for fighting the final boss

Here is a small tip on making the final boss in assignment ada a little easier, thanks to Steve Kostadinovich

When fighting krauser, all you have to do is leave the area equip the semi-auto rifle, and then go back to it. He'll start all the way across the bridge from you. Quickly open the scope, shoot him in the legs, then head as usual. I think it takes three shots to the head to off him. If you do this quick enough you will not get hit once when fighting this boss. It makes a somewhat difficult battle very simple

The Rewards : Once you finish this assignment you will be able to purchase the chicago typewriter gun for the main game on your next play. Its priced at 1 million peseta's.

END ASSIGNMENT ADA

mercre4

Those who have played Resident Evil 3 might remember the name of this mini game, in the Mercenaries mini game you took control of one of the three mercenaries from the UBCS (Umbrella Biohazard Countermeasure Services) and take them from one end of the field to the other end killing anything that tries to stop you, and getting rewarded for the number of enemies you killed along the way once you reach the end of the mission.

Well dont worry about it being any different since the basic concept of the game has remained unchanged for all accounts.

You will control one of the 5 characters (you have to unlock the rest of them besides Leon) and not a lot of ammo to go by and you will be dropped in the middle of a war zone, with your primary objective being to kill and survive.

BASIC GAME SYSTEM

Now as best as I can tell you guys, the method in which you can score points in this game is slightly similar to the scoring system in Dino Crisis 2 if you guys remember it, you will be given points after each enemy you have killed and if you are able to kill plenty of enemies in a row within the time that the score remains on top of the screen and doesnt disappear then you will get a slight increase in the total which is called as a combo or *bonus*. When you dont kill any enemy for a little while the combo meter will start to flash red and when it disappears it means that you will now have to start from scratch to score new bonus points, other then that if you want to keep it running you should kill a enemy as long as it remains.

Another thing to note is that there are several treasures and bonus time zones in each area that you must find on your own, the time zones are marked on your navigational map but you should keep on the look out for boxes which might contain some more time for you to continue your killing ways.

THE CHARACTERS

Here is a list of characters for use in the mercenaries mini game, I just wish they put Ashley in here too :(wonder what kind of weapon she'd be using and what her action attack be ?!

* Leon S Kennedy

Status : Unlocked, Leon is the only player who is unlocked by default at the start of mercenaries so you dont have a lot of choice to go by if this is your first time playing through the mercenaries game.

Equipment : Leon starts with the following gear.

- ` Black tail = a strong handgun
- ` Riot gun = a strong shotgun
- ` First aid spray = heals to full health
- ` Handgun ammo = for the black tail
- ` Shotgun shells = for the riot gun

Notes : Leon is probably the most balanced character and the one that most players would use in most of the missions, his equipment is similar to what the player would be using in the main game so you should be very familiar with his basics by now. His kicks are still as effective and should be utilized.

* Ada Wong

Status : Locked, Ada Wong can be unlocked once you have done the village level with a rating of four stars or

higher then that. Ada's worth unlocking just to
SEE her so get her.

Equipment : Ada starts with the following gear.

- ` Punisher = a very strong weapon
- ` TMP gun = a fast but weak gun
- ` Semi auto rifle = a good sniping weapon
- ` rifle scope = for use with the rifle
- ` First aid spray = heals to full health
- ` Handgun ammo = for the punisher
- ` Rifle rounds = for the semi auto rifle
- ` Grenade = its an incendiary grenade
- ` TMP ammo = for the TMP machine gun

Notes : Ada comes with a good semi automatic rifle which you can use to snipe heads off from a distance, and she also has an automatic machine gun which can come in handy for when you are under attack from a group of enemies, but at the same time her action attack is a bummer. Overall she's a good character.

* Hunk aka Mr. Death

Status : Locked, good old Mr. Death from Resident Evil 2 is back for another go here, he's probably the only mini game character to appear multiple times. Hunk can be unlocked after getting a rating of 4 stars on the island level.

equipment : Hunk starts with the following gear.

- ` TMP gun = a fast but weak gun
- ` TMP ammo = for the TMP machine gun
- ` First aid spray = heals to full health
- ` Grenades = the normal kind

Notes : Hunk doesn't have an awful lot of weaponry to go by but thats not a bad thing because Hunk comes with probably the best action attack of them all, Hunk does a neck breaking move which will result in sudden death for the enemies. Also since he has more grenades then any characters, you can use them to advantage by throwing at wildly populated area's for a shit load of points.

* Jack Krauser

Status : Locked, Krauser is available to play in the mini game as well and he's probably got one of the coolest moves. He can be unlocked by getting a rating of 4 stars on the castle map.

Equipment : Krauser starts with the following gear.

- ` BOW = weapon with good power
- ` Bow arrows = arrows for the bow
- ` First aid spray = heals to full health
- ` Grenades = the flash grenades

Notes : Krauser comes with one of the most useful weapons in the entire game, his bow has a very good attack power and since the bow is his only weapon, you'll only get ammo for it so ammo running out should be the least of your concerns playing as him.

Besides that Krauser's action attack is a very powerful kick, but that's not all, while playing as him you will notice that his arm starts going red, when that happens press the X button and it turns into a blade, then you can use the analog controls to aim and press the A button to perform instant death attack on anything that comes in the way.

* Albert Wesker

Status : Locked, possibly the coolest video gaming character to date is back in Resident Evil 4 but exclusively for the mercenaries mini game, you can unlock him by getting a rating of 4 stars in the water world level.

Equipment : Wesker starts with the following gear.

- ` Handgun = a standard side arm
- ` Silencer = to be used with hand guns
- ` Semi auto rifle = a good sniping weapon
- ` Killer 7 = a very strong gun
- ` First aid spray = heals to full health
- ` Grenades = the normal kind
- ` Grenades = the flash grenades
- ` Grenade = its an incendiary grenade

Notes : Its just an incredible experience playing as Wesker as he is probably the most loved Resident Evil character to date, besides that in this game Wesker has a very nifty tool for his handgun, a silencer, with it you can take out enemies silently and maintain your stealth, comes in really handy. Besides that he also has the uber awesome Killer 7 gun and a very useful semi auto rifle as well. He also comes with all three kinds of grenades, the ideal person for when you want to score big. Wesker.

THE PLAYING FIELDS

Since there is no real concept to the game other than going through fixed area's and shooting the crap out of everything that comes in your way, there won't have to be any detailed guides for the mercenaries, but what I can give you is list the levels and tell you in brief paragraphs what kind of resistance you can expect from that level. One more thing you should know is that each level has one extremely hard enemy unique to it, sort of like the sub bosses of that level, so be aware of them, but do try to kill them since they will also give you more than ordinary points as well.

* THE ISLAND

This is probably the easiest level in the mercenaries game and in this one you will mostly only encounter small groups of villagers at a time, for the smaller groups you should stick to your basic handgun weapons, but when the groups start to get bigger, you should change your weapons as well. Try to use action attacks when ever you are left with only one enemy in front of you. Grenades work good too. The unique enemy for this

level are the gunners so you should take them out quickly (not like you have a choice anyway lol) to get some much appreciated points. At some points in this level you will see red barrels which explode on shooting at them so use those for your advantage and you can get enough points to get a high rating on this level.

This level lets you unlock Hunk if you manage to get a four star rating.

* THE VILLAGE

This level starts at slow pace for a little while but when your further into it sometimes the place can get a little too crowded with villagers trying to kill your character. For this weapon your better off using someone with an automatic weapon like Hunk or Ada since they can thin down the crowds a lot quicker, the unique enemies to this level are three chainsaw wielding mad women. Yes chainsaw women. You should try to kill them from a distance using only grenades because just like their male counter parts they're a real nuisance. If you want time bonuses there's one that gives you 1:30 minutes in one of the houses. Like the island there's some red barrels too which you can use for high points. If your getting attacked from all sides then try to back yourself into any corner to make shooting easy and not be worried about back attacks.

This level lets you unlock Ada Wong if you manage to get a four star rating.

* THE CASTLE

For some ghastly reason this place reminds me of Luis, also makes me wonder why he wasn't a character in mercenaries. I would highly recommend using any character who comes with the semi automatic rifle for this level, namely either Ada or Wesker, since in the starting parts of this level you will be easily able to snipe enemies from a distance. Besides that the enemy numbers can easily reach mind boggling in a matter of seconds and you'll easily get trapped in them. The unique enemies for this level are the blind enemies that you meet in the prison in the main game. Dont let it hear you and try to shoot at the parasite on his back for killing him, the rifle weapon can kill it in one shot thats why anyone with rifles is highly recommended in this level. In the later stages of the level the rifle will become obsolete since the crowds will be too big for you to give time for aiming steadily. At that time automatic or powerful handguns are recommended.

This level lets you unlock Krauser if you manage to get a four star rating.

* WATER WORLD

This is no doubt the hardest level in the mercenaries game and it packs quiet a few surprises for the player, first I

would recommend none other than Wesker (which is weird since you originally unlock him in this level) or Jack Krauser for this level just because its meant for some one like them. Secondly, this level itself, and many of the things in it are unique to the entire game meaning you wouldnt have seen these unique things while playing the main game unlike the other levels. The unique monster for this level are two extra ordinary chainsaw men who are way bigger and harder to kill then any normal chainsaw people. The normal enemies in this level are no piece of cake either, they come from anywhere between dynamite equipped suicidal people to rocket launcher equipped bastards. Worst of all most of them are armored meaning no easy killings. The game compensates for this by giving you a lot of explosive barrels through out the level meaning you can use them to your advantage to make your life a little easier. Krauser's blade hand trick works best in this level as it can kill just about anything including the big chainsaw people in a single hit.

This level lets you unlock Wesker if you manage to get a four star rating.

UNLOCKING THE HANDCANNON

One thing that the mercenaries mini game does for your main game is allows you to unlock possibly the best weapon in the main game, the hand cannon is an infinite magnum like weapon with superb attack power. The only method of unlocking this bastard of a gun is by finishing all the levels with all the characters and getting a five star rating in each game, meaning you will have to play the fricking hell out of the mercenaries in order to unlock the hand cannon.

END MERCENARIES MINI GAME

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The shooting range is more sort of an in-game mini game not like the above which you have to unlock after beating the game once. The Shooting range can be accessed in more then one locations of the game, you will find all of the shooting ranges near a merchant so they shouldn't be that hard to find.

OVERVIEW

The basic idea of the Shooting Range is just what it sounds,

its a shooting range where you shoot targets that come on the screen to earn points. Make sure that you dont hit the good guy targets (in this case Ashley) and hit any other that you see to earn points. You will clear a "stage" when a certain number of points have been obtained by shooting the on coming enemies .

SCORING

You just dont have to blindly shoot everything that comes on screen, you get a set number of points for the targets, well there's really only 2 main targets that you can shoot normally besides that there's the one you DONT want to shoot and then the one who pops up if you shoot the bad guys in a row. Here is a brief chart.

Villager (male)	- 50 points torso, 100 points head.
Villager (female)	- 50 points torso, 200 points head.
Ashley (friendly)	- 1000 points deducted from score.
Salazar (bonus)	- 500 points.

Keep in mind that the Salazar target only appears once you shoot 5 enemy targets in a row. So that gives you just one more reason to why not to miss your shots.

THE WEAPONRY

Before starting a game you must choose the kind of "stuff" that you want to start the game with, there's two kinds of weaponry that you can choose from. Here's what they are..

Rapid Fire : Includes, Shotgun, TMP
Sniper style : Includes, Rifle, Handgun

Now I wont go and exactly TELL you what kind of equipment you should choose, that totally depends on what kind of equipment you personally think your better off shooting with, some guys like to take the faster weaponry, some prefer the sniper one's.

THE REWARDS

Now the scoring is a very simple statistic for this game, all you have to do is score by shooting the targets that you can score off, no shooting the Ashley target, and try to get the Salazar target to earn some more scores. What you get for that is that you earn some rare Bottle caps. Thats right, Bottle caps.

They generally come with a quote on them and thats the fun.

Besides that if you manage to get all the bottle caps for a stage then you will get a big money prize at the end. Here's what you get for the stage your at.

Row A : 15, 000 Peseta's.

Note : I have not included the treasure items in this menu because they're just so many of them, and this is just an item's listing.

BLACK BASS

Found : Anywhere where you can find water, try to look for these.
The Black Bass restore your health a little bit, like the herbs.

BLACK BASS LARGE

Found : Anywhere where you can find water, try to look for these.
Just the same as Bass, but larger and they restore full health.

BLACK TAIL

Found : Can be purchased from the merchants at 24,000 \$\$ price.
This is nothing more then a stronger version of a normal handgun.

BROWN CHICKEN EGG

Found : Initially can be found inside the village chief's house
Like the black bass, these will restore a small chunk of health.

BROKEN BUTTERFLY

Found : This gun can be purchased from the weapon selling merchants in RE4.
A magnum style gun with all the power and killing fun of it.

CAMP KEY

Found : You will find this after killing one of the chainsaw women.
This key is used to open the central door in the camp area.

CASTLE GATE KEY

Found : Inside a treasure chest after doing the sword puzzle thing.
This key will open the main castle door allowing you access inside.

CHICKEN EGG

Found : Anywhere you can find chickens, stand by for a little while.
Like the black bass, these will restore a little chunk of health.

COMBAT KNIFE

Found : Leon starts off with it, its his most favorite secondary weapon
The combat knife can be used as a last resort or for saving ammo too.

DYNAMITE

Found : On one of the trolleys in the mine area later into the game.
The dynamite has just one function, destroy anything it sets eyes on.

EMBLEM LEFT HALF

Found : This can be found in the valley sort of area with the village.
The left half of the emblem is to be combined with the right half of it.

EMBLEM RIGHT HALF

Found : This can be found in the valley sort of area with the village.
The right half of the emblem is to be combined with the left half of it.

EMERGENCY LOCK CARD KEY

Found : You'll find this on a dead villager after the island assault.
This card key is used on one of the panels in the area.

FALSE EYE

Found : Found after winning the Bitores Mendez boss fight, with pesetas.
The false eye is actually a key item used to open the door to the exit.

FIRST AID SPRAY

Found : You can find these babies on more then one location during RE4.
These awesome things can restore your health completely, save for bosses.

FLASH GRENADES

Found : You can find these babies on more then one location during RE4.
Use the flash of the grenade to temporary blind any opponnets effected.

FREEZER CARD KEY

Found : Inside the hand of a dead body in the autopsy room with memo.
Use this card key not long afterwards to open a set of double doors.

GALLERY KEY

Found : You can find this after defeating the red guy in the castle.
Use this key to open the doors leading into the gallery room.

GOAT ORNAMENT

Found : It can be found inside the castle gallery area with 2 enemies.
Use the goat ornament with the other ornaments in the grand hall.

GOLD CHICKEN EGG

Found : Found around some chickens or after shooting barrel snakes.
These awesome things can restore your health completely, save for bosses.

GOLDEN SWORD

Found : Found on the panels in the upper parts of the barracks.
Interchange the positions of the golden sword and the platinum sword.

GREEN HERB

Found : You can find these green herbs on various locations in RE4.
They will restore a small but totally manageable portion of health.

HAND GRENADE

Found : You can find these hand grenades on various locations in RE4.
Standard explosive grenades, explode after a few seconds of throwing.

HANDGUN

Found : Leon starts off with it, its his most used primary weapon.
Standard 9mm handgun, can be used as long as your a good shot with it.

HANDGUN AMMO

Found : You can find these handgun ammo on various locations in RE4.
Standard 9mm rounds used with most handguns, just load and start 'poppin.

HEXAGONAL EMBLEM

Found : This is what you get for combining the two emblem pieces together.
The emblem can be used to open the gate at the top of the path

INCENDIARY GRENADE

Found : You can find these type of grenades on various locations in RE4.
These are high powered grenades which come with an added flame effect.

INFRA RED SCOPE

Found : Inside a freezer later on in the island area of the game.
This can be used as an attachment for the rifle for some true sniping.

INSIGNIA KEY

Found : You find this inside a treasure chest in Bitoris Mendez's house.
Use this key to open the doors leading into a building not long after.

JET SKI KEY

Found : Only after defeating the final boss of the game, as a gift.
The name of the key tells what its function is so I won't elaborate.

KEY TO THE MINES

Found : On the upper part of a pedastal in the chapter 4-3.
Used to open a locked door not so far from where you find it.

KILLER 7

Found : This gun can be purchased from the weapon selling merchants in RE4.
This is probably the most expensive standard gun in the game, but worthy.

KING's GRAIL

Found : Inside the armory of the castle, at the far end of it really.
Use it alongside with the queen's grail a little later into the game.

LION's ORNAMENT

Found : Found inside a treasure chest not long after starting 4-1.
Use the goat ornament with the other ornaments in the grand hall.

MAGNUM AMMO

Found : You can find these magnum ammo on various locations in RE4.
Standard rounds used with most magnums, just load and start 'poppin.

MOON STONE LEFT HALF

Found : This can be found after examining the fountain in chapter 3-2.
Combine it with the other half of the moon stone to get a full one.

MOON STONE RIGHT HALF

Found : This can be found after examining the fountain in chapter 3-2.
Combine it with the other half of the moon stone to get a full one.

MOON STONE

Found : This is what you get after combining the two moon stones.
Use it to open the door which leads to the ending of chapter 3-2.

OLD KEY

Found : Found inside a cabin when taking the right path in "Two routes".
This key is used to open the door leading from the back side of the cabin.

HOLY BEAST EAGLE PIECE

Found : Right before you have the Krauser fight, on the walkway.
Use it with the other holy beast pieces to reveal a door shortly.

HOLY BEAST PANTHER PIECE

Found : Found after going through the spiral stairs, before Krauser fight.
Use it with the other holy beast pieces to reveal a door shortly.

HOLY BEAST SERPENT PIECE

Found : Found after defeating Krauser in the boss fight with him.
Use it with the other holy beast pieces to reveal a door shortly.

PLATINUM SWORD

Found : Found on the panels in the lower parts of the barracks.
Interchange the positions of the golden sword and the platinum sword.

PRISON KEY

Found : Can be found after examining the paintings besides statues
This key is used to gain access to the underground prison area.

PUNISHER

Found : The Punisher can be found after shooting all the medallions.
One of the most powerful small arm in the entire game, sweet.

QUEEN'S GRAIL

Found : Inside a treasure chest along side the elegant chessboard.
Use it alongside with the king's grail a little later into the game.

RED 9

Found : The RED9 can be purchased from the weapon selling merchants in RE4.
This is the same as the weapon that Luis carries through out the game

RED HERBS

Found : You can find these red herbs on various locations in RE4.
Not useable on their own but mix with the green herbs to boost effect.

RIFLE

Found : This gun can be purchased from the weapon selling merchants in RE4.
The rifle is your starting sniper weapon, paired with a scope its awesome.

RIOT GUN

Found : This gun can be purchased from the weapon selling merchants in RE4.
The Riot gun is just a stronger and better version of your shotgun.

RIFLE AMMO

Found : You can find these rifle ammunition on various locations in RE4.
The ammo can be used with any rifle weapon you find in the game.

ROCKET LAUNCHER

Found : This gun can be purchased from the weapon selling merchants in RE4.
The weapon which ends it all, isnt really that expensive.

ROUND INSIGNIA

Found : You will find this after the waterfall area of the village.
This insignia can be used to open the doors of the church .

SALAZAR FAMILY INSIGNIA

Found : You can find this only when playing as Ashley, fireplace.
This insignia can be used in the armor passageway to continue

SCOPES

Found : You can buy the scopes from any weapon selling merchant in RE4.
There are different kinds of scopes you can purchase for your weapons.

SEMI AUTOMATIC RIFLE

Found : This gun can be purchased from the weapon selling merchants in RE4.
An improved version of the normal rifle, no reloading after each shot.

SERPENT ORNAMENT

Found : Can only be obtained after obtaining the Salazar family insignia.
Use the serpent ornament with the other ornaments in the grand hall.

SHOTGUN

Found : Not long after starting the game, found on the decoration rack.
Probably the most useful weapon in the entire game, dont forget it !.

SHOTGUN SHELLS

Found : You can find these shotgun shells on various locations in RE4.
For use with any kind of shotgun that you may find during the game.

STRIKER

Found : This gun can be purchased from the weapon selling merchants in RE4.
The Striker is another variation of your shotgun, another good one

STOCKS

Found : You can buy the stocks from any weapon selling merchant in RE4.
There are different kinds of stocks you can purchase for your weapons.

STONE OF SACRIFICE

Found : You can find this not long after doing the mine cart thingy.
Used to open a door not long after you find the thing in the first place.

STONE TABLET

Found : Playing as Ashley, check the item on top of the fire place.
Use it after doing the puzzle after finding the spinel to open the door.

STORAGE ROOM CARDKEY

Found : Found after defeating the Iron maiden enemy in the research lab.
Use it to open the cell door where Ashley was trapped, and thats it.

TMP MACHINE GUN

Found : The TMP can be purchased from the weapon selling merchants in RE4.
A pistol machine gun which uses custom made 9mm rounds at very fast pace.

TMP AMMO

Found : You can find these TMP ammo on various locations in RE4.
Custom made 9mm ammo for the TMP use only, very fast but not that strong.

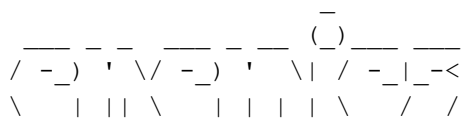
YELLOW HERB

Found : You can find these yellow herbs on various locations in RE4.
Ineffective on its own but mix it with green herbs to raise max health.

END SECTION

11.

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Here are the enemies that you encounter during the course of the game, with information about them I have also put down the best methods to take them out. The boss descriptions and strategies are in a totally separate section for spoilers sake .

VILLAGERS

=====

The former inhabitants of the peaceful village who were just like any normal man, until they were infected by the Las Plagas plague. Now they are crazed maniacs who don't know anything else but to cause mayhem and try to kill Leon. The plague has turned these poor stale villagers into almost mindless slaves who feel no pain and no remorse. They are far stronger than any normal human because they can take more pain than any normal person. They can take a few bullets before they finally die. Sometimes even straight shots to the head isn't enough to get rid of them quickly.

But that's not the bad part, the villagers are smart enough to use weapons when they are attacking, these weapons can range anywhere from pitch forks, to something like a dynamite. If they're unarmed then all they want to do is strangle Leon and kill him. Later parts of the game change the villagers completely, if you are able to blow their heads off, huge tentacles will come out of their throats and start attacking you. Then you must focus your fire power on them.

The best method when taking on the villagers is to fire them on the head once with a handgun so they fall down to their knees, then run up to them and kick them so they fall down on the floor, where they are practically helpless for a little period of time, until they are up you can easily slash them to death with Leon's handy combat knife.

CHAINSAW VILLAGERS

=====

These are just like the normal villagers, but they're just about double dangerous and can kill you in half the time a normal one will. The biggest difference is the huge chainsaw that they are carrying around with them. The chainsaw can drain Leon's health like a waterfall. You should kill them as soon as you spot them.

The best thing you need to do when you're facing them is to use a shotgun and blast their knees off and keep shooting when they're on the ground, firing at them with the regular handgun is just about useless since those bullets do nothing. Fighting with the knife is also useless since you DON'T want to get in close combat with these buggers. They can kill you in seconds, just fight them from a distance. Fortunately there aren't many of them in the game and that's a good thing.

MONKS

=====

Just like all Resident Evil games where the normal zombies were replaced by stronger enemies later, that's the case here, these Monks will replace villagers later on in the game, and they're about as hard as they can get. Like the villagers they use some weapons from scythes to cross bows. The best method to take on them is the same as the villagers, shoot them on the head and then kick, and then slash them when they're on the ground. But

very rarely some one might be wearing a metal face cover plate in which case you should immediately take out the shotgun and use it to kill them immediately.

Just like the villagers, the monks have Las Plagas inside them as well and they come out of the throat when you shoot their heads off, but with the monks sometimes even when you havent even shot the monk, the Las Plagas will sprout out and attack your character, their Las Plagas are very dangerous compared to the villagers and can kill instantly. If you face them then try to keep a good distance when firing. No close quarter combat.

COMMANDO

=====

Much later into the game you will come across some commando's as well, but they have already been turned by the Las Plagas and your left to deal with the threat. The worst thing about them is that they're very heavily armored, from bullet proof vests to helmets meaning you cant do head shots on them too. The best thing to do when facing them is to use the shotgun and try to aim for their face area, hitting them anywhere else will mostly result in you wasting your ammo.

They also carry tons of weapons which range from guns and crossbows to mlee weapons, keep a distance and try to blind side them when fighting.

COLMILLO's

=====

These are wolf "like" creatures who are your standard replacement for the cerebrus dogs from the previous RE games. Most of the time when you face them they will be in packs and will annoy you to hell. The best bid when fighting them is to use the shotgun and try to cut down the pack from a distance, shotguns are the best weapon even in close quarters. Kill them quickly.

NOVISTADOR

=====

These are partially invisible insect like things that you face later in the game, they can fly a little bit and kick and slash Leon to drain his health very quickly, the best thing to use when fighting them is a shotgun and you should try to shoot them straight out of the air. Don't let them get close to you.

ARMADURA

=====

Like the name says, arma means suits of armors, and dura means that these bastards are dureable as hell. Later parts of the

games will have you go through big hallways which are lined with suits of armors, some of which have hidden Las Plagas inside them. The Las Plagas inside them have mutated enough that they can control the suit of armor and use it to kill.

The only thing you can do when fighting them is to try and knock their helmet parts out since the rest of the body is pretty much impervious to anything, when the helmet is out you will see the plagas inside it and thats your target from there on. Kill the plagas inside with accurate shots and its game over for them.

GARRADOR

=====

Do you guys remember the clawed thing from half life, this is not the same but the basic concept of this thing is exactly as same as that. These are totally blind and cannot see Leon. The only way they attack you is by hearing Leon's footsteps or the noise of his gun, so you should know that running around them or shooting near them will only result in pain for Leon.

The best thing to do against them is to walk so that they don't spot you as quickly, and when ever you are facing its back, shoot the mass on its back since that is the only vulnerable spot in the entire body, be aware that once you shoot it, it will know where you are and will definetly attack. Dodge and live.

REGENERATOR

=====

Now this is what im talking about, the real challenging enemy. These monsters are extremely hard to kill but besides that they also have the uber-annoying ability to regenerate their lost limbs, right down to their heads. Thats really annoying. They can also turn invisible at times which makes it that harder to find them and do any sort of damage. Fighting them is the hardest thing you can imagine.

The only method to kill them is by using something infrared. When you have find the infra red scope attachment for the rifle, aim at their body with the scope and you should be able to see the squirming Las Plagas inside their body. Thats your primary target, try to take out the Las Plagas with the rifle, once the Las Plagas is dead, use standard weaponry to take out the rest of the creature. Fun fun fun.

IRON MAIDEN

=====

What do you get when you take a regenerator and make it a little more harder, and add spikes to it. You get the iron maiden. Every bit as dangerous as the regenerator counter parts, but a little more violent. The methods of taking them

out are exactly the same as above.

The bad things about them are the spikes, because if you happen to get within close range of them, they will pick your character up and impale him/her with the spikes causing a drainage of huge amounts of health, so always keep a good distance from them.

END SECTION.

12.

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This is a first in a Resident Evil games, you will have to buy most of the guns from the mysterious merchants that you can find in a few spots in the game, the weapons here are listed in no particular order. I've also put the price of a weapon with its name.

Note : \$\$ signs means local currency, dont just confuse it with American dollars.

Note 2 : Once you've upgraded all your weapons upgrades, you will have the option to buy an exclusive upgrade for that gun which can be just about anything cool. Read on.

COMBAT KNIFE
=====

Price : You start with it.

One of the most useful but under rated weapons in the entire game you can use this baby to fight off from villagers to the much harder Monks, if you are able to beat the chainsaw villagers as well them im yours to command. The combat knife is most effective and best used when your enemy is stunned or on the ground, aim for the head area to deal the most amounts of damage. Overall its a very good weapon, and since you can use it side by side without having to change your weapons from the inventory menu, that makes for even more fast paced action and frantic slashing. Just look at how well Jack and Leon handle their knives in that single awesome cut scene where they "knife it out".

SMALL SIDE ARMS
=====

HANDGUN

=====

Price : You start with it. or 8000 \$\$

Probably the weapon you'll be mostly using in the first quarter or so of the game, the handgun has tons of ammo flying around the village and should be used more often than anything else, for the standard villagers and even for the monks, handguns are the best thing to use. But make sure that you hit the enemies in sweet spots so they either fall down or get on their knees, giving you the opportunity to fire away till they are dead or use the knife or to just even kick your enemies to the ground. I would advice you to keep using the handgun as your primary weapon until you get some more powerful kinds of handguns later into the game.

STATS

Inventory Spaces Required: 3x2

Firepower	Firing Speed
Rank: 1 1.0	Rank: 1 0.47
Rank: 2 1.2	Rank: 2 0.40
Rank: 3 1.4	Rank: 3 0.33
Rank: 4 1.6	
Rank: 5 1.8	
Rank: 6 2.0	

Reload Speed	Capacity
Rank: 1 1.73	Rank: 1 10
Rank: 2 1.47	Rank: 2 13
Rank: 3 0.87	Rank: 3 16
	Rank: 4 19
	Rank: 5 22
	Rank: 6 25

Exclusive : Critical shot x4. (More head shots)
57000 peseta's.

RED 9

=====

Price : 14,000 \$\$

This is just about the same thing as Leon's standard handgun is but its slightly more stronger, the one thing you should know is that this is the same gun as Luis carries through out the game, use the extra power to your advantage and use head shots on any enemies you come face to face with these enemies. If your a good shot then you can even take out the villager's knee caps with this cool gun.

STATS

Inventory Spaces Required: 4x2

Firepower	Firing Speed
Rank: 1 1.4	Rank: 1 0.53
Rank: 2 1.7	Rank: 2 0.47
Rank: 3 2.0	Rank: 3 0.40
Rank: 4 2.4	
Rank: 5 2.8	
Rank: 6 3.5	

Reload Speed	Capacity
Rank: 1 2.37	Rank: 1 8
Rank: 2 2.20	Rank: 2 10
Rank: 3 1.67	Rank: 3 12
	Rank: 4 15
	Rank: 5 18

Exclusive : Power reaches 5.0
80000 peseta's.

PUNISHER
=====

Price : Not bought, its won. or around 20,000 \$\$

First time play through gamers would probably miss out on this gun, you can get this for free once you've shot down all of the fifteen medallions you see in the game, you first read about them at the farm area before meeting Luis. Anyway, this gun pack a sh** load of power, and is very useful against human enemies. The best thing is that it can shoot through two people at a time if they are standing too close to each other. Sweet.

STATS

Inventory Spaces Required: 3x2

Firepower	Firing Speed
Rank: 1 0.9	Rank: 1 0.47
Rank: 2 1.1	Rank: 2 0.40
Rank: 3 1.3	Rank: 3 0.33
Rank: 4 1.5	
Rank: 5 1.7	
Rank: 6 1.9	

Reload Speed	Capacity
Rank: 1 1.70	Rank: 1 10
Rank: 2 1.47	Rank: 2 13
Rank: 3 0.83	Rank: 3 16
	Rank: 4 20
	Rank: 5 24
	Rank: 6 28

Exclusive : Penetration power x5 (go through more)
40000 peseta's.

BLACK TAIL

=====

Price : 24,000 \$\$

This is not really a useful weapon, down to the basics this is just a slightly stronger version of the handgun Leon has. I would avoid this most of the times, since the red 9 is so much more cooler then this gun. Avoid. Buy a red 9 instead.

STATS

Inventory Spaces Required: 3x2

Firepower	Firing Speed
Rank: 1 1.6	Rank: 1 0.47
Rank: 2 1.8	Rank: 2 0.40
Rank: 3 2.0	Rank: 3 0.27
Rank: 4 2.3	
Rank: 5 2.7	
Rank: 6 3.0	

Reload Speed	Capacity
Rank: 1 1.70	Rank: 1 15
Rank: 2 1.47	Rank: 2 18
Rank: 3 0.83	Rank: 3 21
	Rank: 4 25
	Rank: 5 30
	Rank: 6 35

Exclusive : Power reaches 3.4
80000 peseta's.

THE MATILDA

=====

Price : Unlocked only after finishing game.

The Matilda is one of the weapons that you unlock only after finishing the game once, now when you use the next game save data to start the new game you will be able to purchase one from any local merchant that you find, the matilda is in easy words a rapid firing handgun, it fires rounds three in a row similar to Leon's RE2 handgun upgrade, but you can manually make it fire one at a time by quickly tapping the fire button.

STATS

Inventory Spaces Required: 3x2

Firepower	Firing Speed
Rank: 1 1.0	Rank: 1 0.47
Rank: 2 1.2	
Rank: 3 1.4	
Rank: 4 1.6	
Rank: 5 1.8	

Rank: 6 2.0

Reload Speed

Rank: 1 1.73

Rank: 2 1.47

Rank: 3 0.87

Capacity

Rank: 1 15

Rank: 2 18

Rank: 3 21

Rank: 4 24

Rank: 5 27

Rank: 6 30

Exclusive : Capacity reaches 100
35000 peseta's.

THE USEFUL SHOTGUNS

=====

SHOTGUN

=====

Price : Found in beginning of game, or 20,000 \$\$

Now you dont expect there to be a Resident Evil game and NOT have a shotgun in it, do you !? Capcom have done one thing old school and thats a shotgun. Just like the previous games this is probably the most useful weapons in the game and can be used on just about any enemy in the game as well. You can use the shotgun to blow the villagers heads off and paint the town in Red, you can also use it to blow their limbs off to make slashing a little more easier. Dont forget that this is probably the only weapon which can stop the chainsaw villagers in their tracks, use ONLY this when fighting them.

You can initially find the shotgun at the start of the game, in that house that Leon barricades himself into, go to its second floor and find the shotgun on a rack. Don't worry for traps, this isnt RE1 for gods sake lol.

STATS

Inventory Spaces Required: 8x2

Firepower

Rank: 1 4.0

Rank: 2 4.5

Rank: 3 5.0

Rank: 4 6.0

Rank: 5 7.0

Rank: 6 8.0

Firing Speed

Rank: 1 1.53

Reload Speed

Rank: 1 3.03

Rank: 2 2.43

Rank: 3 1.50

Capacity

Rank: 1 6

Rank: 2 8

Rank: 3 10

Rank: 4 12

Rank: 5 15

Rank: 6 18

Exclusive : Distant shot power increases.

RIOT GUN

=====

Price : 32,000 \$\$

Just about everything in this gun is the same as a shotgun but it has a faster rate of fire, a stronger shot power and the ability to upgrade it into an even better weapon later on in the game, one of the best weapons when you just want to stomp a mud hole in your opponents or just want to have some fun. The weapon which can stop just about anything in their tracks and make them think twice.

STATS

Inventory Spaces Required: 8x2

Firepower	Firing Speed
Rank: 1 5.0	Rank: 1 1.53
Rank: 2 5.5	
Rank: 3 6.0	
Rank: 4 6.5	
Rank: 5 7.0	
Rank: 6 8.0	

Reload Speed	Capacity
Rank: 1 3.30	Rank: 1 7
Rank: 2 2.43	Rank: 2 9
Rank: 3 1.50	Rank: 3 11
	Rank: 4 13
	Rank: 5 15
	Rank: 6 17

Exclusive : General gun power increases to 10.

STRIKER

=====

Price : 43,000 \$\$

Another improved version of the shotgun, this one though as not powerful as a riot gun is, but it still has its own set of perks like a much larger ammo clip and a even faster shot speed ratio. Which means that you can clear rooms in very short periods of time when you've got this equipped as your weapon. A very good gun but i still prefer the riot gun.

STATS

Inventory Spaces Required: 5x2

Firepower	Firing Speed
-----------	--------------

Rank: 1 6.0
Rank: 2 7.0
Rank: 3 8.0
Rank: 4 9.0
Rank: 5 10.0
Rank: 6 12.0

Rank: 1 0.73

Reload Speed
Rank: 1 3.00
Rank: 2 2.4
Rank: 3 1.5

Capacity
Rank: 1 12
Rank: 2 14
Rank: 3 16
Rank: 4 20
Rank: 5 24
Rank: 6 28

Exclusive : Capacity increases to 100.

THE POWERFUL MAGNUMS
=====

BROKEN BUTTERFLY
=====

Price : 38,000 \$\$

One of the most powerful guns in real life, this is the substitute for the normal resident evil game's magnums. Every bit as powerful and with the ability to blow heads off with single shots, a recommended purchase for the later parts of the game.

STATS

Inventory Spaces Required: 4x2

Firepower
Rank: 1 13.0
Rank: 2 15.0
Rank: 3 17.0
Rank: 4 20.0
Rank: 5 24.0
Rank: 6 28.0

Firing Speed
Rank: 1 0.70
no further
upgrades.

Reload Speed
Rank: 1 3.67
Rank: 2 3.00
Rank: 3 2.33

Capacity
Rank: 1 6
Rank: 2 8
Rank: 3 10
Rank: 4 12

Exclusive : Power reaches 50.0
150000 peseta's

=====

Price : 77,700 \$\$

Yes, I know what your thinking, Killer 7 is the name of a Capcom game, cheap advertising at its best, but thats not all, this is probably THE best gun in the entire game, its probably the most expensive gun in the entire game as well but what the hell. Will kill most normal enemies in a single shot, simply put this gun does the most damage in gun categories.

STATS

Inventory Spaces Required: 4x2

Firepower	Firing Speed
Rank: 1 25.0	Rank: 1 0.70
Rank: 2 30.0	
Rank: 3 35.0	

Reload Speed	Capacity
Rank: 1 1.83	Rank: 1 7
Rank: 2 1.53	Rank: 2 10
Rank: 3 0.93	Rank: 3 14

Exclusive : None.

THE SNEAKY RIFLES

=====

SPRINGFIELD SNIPER RIFLE

=====

Price : 12,000

The first sniper rifle you can purchase in the game after you meet the first merchant, this is one of the most used guns from the world was 2. Anyone who has played the Medal of Honor games would know how this gun works, slow firing rate and must be reloaded after each shot, but since its meant to be used as a sniper rifle thats perfectly fine.

The weapon really shines if you get the scope attachment for it as well, snipe off villager's heads from a distance and clear the paths your going to go to before you actually do. Makes life a whole lot easier.

STATS

Inventory Spaces Required: 9x2

Firepower	Firing Speed
Rank: 1 4.0	Rank: 1 0.67

Rank: 2 5.0
Rank: 3 6.0
Rank: 4 8.0
Rank: 5 10.0
Rank: 6 12.0

Reload Speed	Capacity
Rank: 1 4.00	Rank: 1 5
Rank: 2 3.23	Rank: 2 7
Rank: 3 2.33	Rank: 3 9
	Rank: 4 12
	Rank: 5 15
	Rank: 6 18

Exclusive : Power reaches 18.0
80000 peseta's

SEMI-AUTO SNIPER RIFLE

=====

Price : 35,000 \$\$

Just about exactly the same thing as the springfield sniper rifle, but the good thing is that you dont have to reload between each shot, meaning now you can snipe heads without waiting for a second or two to reload. Buy.

STATS

Inventory Spaces Required: 7x2

Firepower	Firing Speed
Rank: 1 7.0	Rank: 1 1.43
Rank: 2 8.0	
Rank: 3 9.0	
Rank: 4 11.0	
Rank: 5 13.0	
Rank: 6 15.0	

Reload Speed	Capacity
Rank: 1 2.33	Rank: 1 10
Rank: 2 1.90	Rank: 2 12
Rank: 3 1.33	Rank: 3 14
	Rank: 4 17
	Rank: 5 20
	Rank: 6 24

Exclusive : Firing speed increases
80000 peseta's

THE MISC. WEAPONS

=====

TMP MACHINE GUN

=====

Price : 15,000 \$\$

Those who have played Code Veronica will be well aware of the concept of using a Sub machine gun, well that concept can be applied here as well, since this is practically the same sub machine gun, meant to be used on a group of enemies who are charging towards you at the same time, though the fire power is very minor, you will find this weapon is a good stopping tool and will stop most villagers or human enemies in their tracks. Here's a little tip for you, buy the stock upgrade for this and you will notice that the aiming improves drastically, making fast paced shooting easy.

STATS

Inventory Spaces Required: 3x2

Firepower

Rank: 1 0.4

Rank: 2 0.5

Rank: 3 0.6

Rank: 4 0.8

Rank: 5 1.0

Rank: 6 1.2

Firing Speed

Rank: 1 0.10

Reload Speed

Rank: 1 2.37

Rank: 2 1.93

Rank: 3 1.17

Capacity

Rank: 1 30

Rank: 2 50

Rank: 3 100

Rank: 4 150

Rank: 5 200

Rank: 6 250

Exclusive : Power reaches 1.8

100000 peseta's

THE MINE LAUNCHER

=====

The mine thrower is some what of a double edged sword when it comes to a weapon, though its a useful weapon it has its own set of flaws too, the first bad thing is that after you fire a mine you have to wait a couple of seconds before it explodes, and if the enemy gets close to you in that time you will be damaged as well, but that also helps that you can take out a group of enemies thanks to the explosive blast radius. The worst thing however is the total lack of ammo for this gun during the main game, you'll hardly find it. Note that the fire power stat for the mine thrower is actually the blast radius from an explosion, the actual power does NOT increase itself.

STATS

Inventory Spaces Required: 5x2

Firepower	Firing Speed
Rank: 1 2.0	Rank: 1 1.33
Rank: 2 4.0	
Rank: 3 6.0	

Reload Speed	Capacity
Rank: 1 3.43	Rank: 1 5
Rank: 2 2.57	Rank: 2 7
	Rank: 3 10

Exclusive : Power reaches 6.0 and becomes homing
30000 peseta's

ROCKET LAUNCHER
=====

Price : 30,000

Yes, just like the shotgun it couldn't possible be a resi game if you dont have a game ending weapon such as the one rocket launcher in this game, the obvious thing is to save it for the boss battles, but often times when your ambushed by large number of villagers or monks later on in the game dont hesitate to clear the crowds with this weapon, a must purchase and a powerful one at that.

STATS

Inventory Spaces Required: 8x2

Firepower	Firing Speed
Rank: 1 FULL	Rank: 1 FULL

Reload Speed	Capacity
Rank: 1 FULL	Rank: 1 FULL

Exclusive : None.

CHICAGO TYPEWRITER
=====

The only unlockable thing you get after finishing the ada assignment mini game is the chicago typewriter, its more like the tommy gun from the classic american movies, the good thing is that it comes with infinite ammo, the bad thing is that you must pay 1,000,000 peseta's in order to purchase the god damn thing, but once purchased it will make the rest of the game a piece of cake for you.

STATS

Inventory Spaces Required: ?x?

Firepower	Firing Speed
Rank: 1 10.0	Rank: 1 0.10

Reload Speed
Rank: 1 1.63

Capacity
Rank: 1 unlimited.

Exclusive : NOne.

THE HANDCANNON =====

The Hand cannon is sort of like a more powerful version of a magnum, this baby can only be unlocked after beating the entire mercenaries mini game with five stars for all characters in all of the given stages. The ammo for it can not be found normally either, you'll eventually get some from enemies, but if you have tons of money to spend then just upgrade this baby to full 'cause once its fully upgraded you'll get the infinite ammo kit as the exclusive for this gun.

STATS

Inventory Spaces Required: ?x?

Firepower	Firing Speed
Rank: 1 30.0	Rank: 1 ??
Rank: 2 35.0	Rank: 1 ??
Rank: 3 40.0	Rank: 1 ??
Rank: 4 45.0	Rank: 1 ??
Rank: 4 50.0	Rank: 1 ??
Rank: 4 60.0	Rank: 1 ??

Reload Speed	Capacity
Rank: 1 ??	Rank: 1 3
	Rank: 2 4
	Rank: 3 5
	Rank: 4 6
	Rank: 5 7
	Rank: 6 10

Exclusive : Power reaches 99.9 (WOAH) and you get infinite ammo for the gun.

GRENADES =====

For those not familiar, there were grenades in the RE 1.5 version of Resident Evil 2, so its just fair that Leon should get to toss some grenades in this game, after Resident Evil 0 did the concept so well, capcom have added throwing grenades in this game as well, you can find three kinds of grenades in this game, explosive hand grenades which are quiet standard. Flash grenades, which flash, err and kill, and the last and most powerful kind, incendiary grenades, with added burn side effect. Beware of the incendiary grenades though as the damage they do is scattered.

HARPOON

=====

Harpoons are another "First timer" in Resident Evil history but here they're in the game for a very good reason, later on in the game Leon will have to cross a lake and the lake's occupants dont want Leon to do so, and then Leon must use these harpoons to fend off the monsters, really cool one's.

END SECTION.

13.

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re4013

Here are all the files in the game listed in the order that you come across them, read them for some revelaing story events if you haven't finished the game yet.

PLAYING MANUAL 1

=====

1. Shooting = Hold down the R button then use the control stick to aim the laser sight.
2. Combat Knife = Press and hold the L button to ready your knife and press the A button to swing the weapon.
3. Action Button = You'll be able to perform various actions by pressing the appropriate button that appears on the screen.

INFO ON ASHLEY

=====

Name = Ashley Graham
 Age = 20
 Daughter of the President of United States.

She was kidnapped by an unidentified group while on her way home from her university. The kidnappers motive's are still unknown. Although there's reliable information that the perpetrator is an insider. Only a handful of people know about this kidnapping. Its been kept under the wraps mostly due to the fact that we cant determine who the traitor is.

The guy's in intelligence say that they have reliable information that

Ashley's been sighted somewhere in Europe. But until we find out who the insider is, I don't want to believe. It could be a ploy. We have very few leads as to the whereabouts of Ashley. But members of the secret service and anyone related to Ashley are being questioned by an investigative team.

Even active agents are being investigated for some information. It's just a matter before the kidnapper is exposed.

PLAYING MANUAL 2

=====

1. Reloading = Press the B button while holding down the firearm to reload your weapon.
2. Kicks = Approaching enemies that are either stunned or on their knees will allow Leon to perform kicks as prompted by the action button.
3. Changing Inventory Screens = Use the L R buttons to switch back and forth between the weapon/recovery and the keys/treasure screens.

ALERT ORDER

=====

Recently there has been information that a United States government agent is here investigating the village. Do not let this American agent get in contact with the prisoner. For those of you not yet informed, the prisoner is being held in an old house beyond the farm. We will transfer the prisoner to a more secure location in the valley when we are ready. The prisoner is to stay here until further notice. Meanwhile do not let the American agent near the prisoner.

We do not know how the American government found out about our village. But we are investigating. I sense a third party other than the United States government involved here. My fellow men stay alert.

- Chief, Bitores Mendez.

ABOUT THE BLUE MEDALLIONS

=====

15 Blue Medallions.

7 in the farm.. 8 in the cemetery.

For those of you who destroy more than 10 medallions, you will be awarded. (The rest is illegible).

CHIEF'S NOTE

=====

As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive ?! I do not fully understand what the lord's inten-

tions are. I would however think he'd keep them separate. Not confine them together as has been ordered. I do not believe Luis will trust a stranger but by chance they did cooperate the situation could get a bit more complicated.

If for some reason, an unknown third party is involved, I don't think they'd let a chance like this slip by. But maybe it's all Lord Saddler's ploy. Leaving us vulnerable so this third party will surface, if they even exist that is...

It is an unlikely possibility, but if a prowler is already amongst us then our plans could be ruined. I guess the lord thinks it's worth the risk, if we're able to stop whatever conspiracy is at work. At any rate it's the Lord's call, we will trust his judgement as always.

CLOSURE OF THE CHURCH

=====

Regarding the two fugitives, the apprehension of Luis is our top priority. The American agent a distant second. What Luis stole from us is far more important than the girl. Unless we get it back the girl will become useless to us. We must get it back to execute our plan to the end. If it gets in the wrong hands the world would become a totally different place than what Lord Saddler has envisioned.

At all costs we mustn't let that happen. Never the less, we're not letting go of the girl, to ensure that the agent does not get to her. I have locked the church door where the girl is being held. Anyone who needs access to the church must first get approval from Lord Saddler. There is a key beyond the lake but it should be safe now that the Del Lago has been awakened by our lord. No one will get across the lake alive.

Plus, our same blood courses through the agent's veins. It'll be just a matter of time before he joins us. Once he does, there will be nobody else left that will come looking for the girl.

ANONYMOUS LETTER

=====

There is an important item hidden in the falls, if you are able to get it you might be able to get Ashley out of the church. But I'll warn you, the route to the church isn't a walk in the park by any means. They've developed what's called an "El gigante" so God bless.

About what's been going on in your body, if I could help you, I would. But unfortunately it's beyond my power.

PLAYING MANUAL 3

=====

1. Commands = Leon can give commands to Ashley to either Wait or Follow by pressing the X button.
2. Ashley and action buttons = Depending on the situation Leon and

Ashley can cooperate to get past various obstacles.

3. Ashley's health = You can use recovery items not only on Leon but on Ashley as well.
4. Ashley and game over = Leon has failed his mission if Ashley is either killed or carried away by enemies.

SERA AND THE THIRD PARTY

=====

Whereabouts of Sera are still unknown. Most likely he's using an old secret passage taught to him by his grand father who used to hunt in this region long ago. Im pretty certain that he's hiding our property somewhere in the forest.

If his grand father was stil alive, i would have used him to find Sera. But HOW did he find out about the egg injected into his body? And the fact that he was able to remove it before it hatched is concernig. Another factor taht concerns me is that Sera escaped with our property just before the American agent arrived. I don't believe that was just a coincidence.

There has to be another player involved in this. In order to settle this whole situation, we have to capture Sera and wait for the effects of the drug to wear off before we inject him with another egg. Once this is done, whoever is behind all of this will surface. Nobody shall interfere with our plas. Those who do shall suffer seera consequences.

TWO ROUTES

=====

Just a while ago, I was informed by Lord Saddler that our men had shot down a United States military helicopter. There shouldn't be any more outside interference for a while now. Unless the United States government determines who the traitor is, they can only initiate very small covert operations. We must use this time to our advantage and recapture the girl.

The two Americans can only get out of our terrotiry by using one of two routes. This is where we'll stop them. We shall make use of our forces to the greatest degree.

We will deploy a large number of Ganados in one of the routes to ensure that they do not slip by us. for the other route we shall leave the task to El gigante. Which ever route they take, the agent will never leave here alive. Not with the girl atleast.

VILLAGE's LAST DEFENCE

=====

I clearly underestimated the American agent's capabilaty. He's still alive. i thought that we could wait until the egg hatched, but at this rate he could destroy the entire village before it does. We must take care of this nuisance.

We shall change our priorities, for the time being we will cease our hunt for Luis and ambush the two Americans. There is a building used to enlighten betrayers just beyond the point where you get off the lift. Its a perfect place for ambushing them. If all else fails, they still would need to face me in order o get past the last gate that leads out of the village. For only before my sight will the gate open.

CAPTURE LUIS SERA

=====

I have confirmation that Sera has entered the castle. Why would he return during his escape leaves me to question his motives. But we must seize this moment to capture him. We will get the other two Americans after we apprehent Sera. It appears he took some vaccines when he stole our "Sample". The vaccines we can do without but we must retriev the sample for it is our life blood.

I feel there is somebody else or soem other group involved in this whole affair. if the sample were to get into the hands of that other entity, the world which we seek to create will not come. We must apprehent Sera as quickly as possible.

LUIS's MEMO

=====

There are some parasites that have the ability to control their hosts. It's basic knowledge among biologists but not much is known as to how the parasites do it. Studying these parasites specifically might reveal some clues to as to how the powers of the Las Plagas work. And perhaps provide more insight on the victimes of the Las Plagas, the Los Ganados. Here is a list of some of the parasites that have the ability to manipulate the behavioral patterns of their host.

Dicrocoelium = Once the larvae of this parasite migrates to the ant's esophagus, it alters the behavior of the ant. When the temperature drops in the evening, the infected any climbs to the top of a plant and clamps onto a leaf using its mandible. It stays there immobile until the next morning, placing the ant where it's most vulnerable to be eaten by a browsing herbivore such as sheep. One could conclude that the parasite is manipulating the host's behavior to its way into the body of its definitive host.

Galactosomum = The larvae of this parasite makes its home inside the brain of a fish such as the yellowtail and the parrot bass. Once infected, the fish make their way up to the water's surface where they'll swim until eaten by seabirds. Once again, the peculiar behavior can only be explained by the parasite's desire to get into the bodies of the seabirds.

Leucochloridium = This parasite's sporcysts develop in the snail's tentacles. The sporocysts are vivid in color and pulsate continually somewhat like a worm. Surprisingly the infected snail makes its

way to the top of a plant where it is most visible to the eyes of birds, therefore more likely to be eaten. Once eaten by a bird, the parasite will complete its metamorphosis into an adult.

CASTELLAN MEMO

=====

For many years the Salazar family has served as the castellans of this castle. However, not everything is bright, for my ancestry has a dark past. Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellan of the castle took away their rights and powers. As a follower of this religion and as the 8th Castellan, I felt that it was my duty as well as my responsibility to atone for that sin. I knew the best way to atone for that sin was to give power back to those who we once took it away from, the Los Illunimados.

As expected it took a little time, but we were able to rejuvenate the once sealed Las Plagas. With this success I was one step closer to the revival of the Los Illuminados. The reason why I released the Las Plagas from deep under the castle and gave them to Lord Saddler was not only to repay for the sins of my ancestors but I felt certain that the Lord would make better use of this power to help save the world. To save those that have sinned with the power of the Las Plagas and to cleanse their souls creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they will find their reason to live. And after the Lord has succeeded in creating the world in which he has envisioned, then the sins of my Salazar family will be atoned for.

FEMALE INTRUDER

=====

There seems to be a female intruder among us. We believe she's connected with Sera. We also believe that she was the one who removed the egg injected into Sera before it hatched. She may have had him retrieve the "sample" before the American agent's arrival. It's obvious that her objective is the "sample". We must get to her before she is able to reestablish contact with Sera.

There's also reason to believe that she's working for somebody. We need her alive for interrogation. The female should be able to answer all our questions. After we have captured her, Sera will no longer be of any concern. As long as we retrieve the "sample", you may dispose of him as you see fit.

BUTLER's MEMO

=====

Knowing that Sr. Ramon Salazar has no family, Lord Saddler must have used his strong faith in the Los Illuminados to his advantage to talk Sr. Salazar into undoing the seal of the Las Plagas once done by his ancestor. Sr. Salazar would never do such a thing unless he

was in some way being used unknowingly. I should have sensed the Lord's dirty scheme sooner. I feel I'm partly responsible for all of this. I have no idea as to what the Lord is planning but Sr. Salazar was just being used.

It is too late now however, Sr. Salazar has already taken the Plaga into his body. There is no turning back once the Plaga has turned into an adult in the body. The Plaga parasite will not die unless the host dies. There's no cure. Perhaps, Sr. Salazar may have been vaguely aware of the Lord's plan all along. But it's so hard to tell. Nevertheless, there's nothing I can do about it now. I have served the Salazar family for generations. I am prepared to continue my services until the very end.

SAMPLE RETRIEVED

=====

As you may have heard, Luis Sera has been disposed of by Lord Saddler. The "sample" is back where it belongs. I had hoped that the whole matter could be resolved without troubling the Lord. However, as long as the "sample" is safe we can all rejoice, for our time is nearly at hand. Now that the "sample" is back in our safe hands, it'll be a bit more difficult for that troublesome woman to get it. In light of all this, it's unfortunate that Sera had to go. Like us, he would have had a bright future if only he had shown more faith in our beliefs.

As for the other two Americans, the Lord has left the matter in our hands. We must not disappoint the Lord. We shall capture Ashley and take her to the Lord and dispose of the American agent.

RITUAL PREPARATIONS

=====

Thanks to the efforts of the "Novistadors," we have been able to recapture Ashley. We shall prepare for the sacred ritual as quickly as possible and make Ashley an official member of the Los Illuminados. While we prepare for the ritual, those of you who feel inclined can attend to our American friend. We should be able to hold off our friend for at least a little while by jamming the gears in the clock tower with something.

I think if we jam the gears in 3 places, it should give us enough time to prepare everything for the ritual. Now go and entertain our American tourist.

LUIS'S MEMO 2

=====

The first castellan buried the Las Plagas deep underground below the castle to hide their very existence. But when Salazar released the Las Plagas, no one thought he could bring them back to life. Because when Salazar found them they were all just fossilized remains. Everyone knew that the parasitic organisms could not

survive without their hosts. That they couldn't sustain life on their own. But when Salazar and his men excavated the remains, it almost appeared as if the Las Plagas were just waiting to be discovered so that they could resurrect. Several years later, unexplainable convulsions started occurring among the villagers who helped with the excavation of the Las Plagas. Then one day, all of a sudden, these villagers turned into violent savages.

They later found out it was caused by the Las Plagas. Although they appeared fossilized, they were able to survive the long years by lying in a dormant state at the cellular level remaining in a spore-like form. Apparently during the excavation, the villagers inhaled the spores and within their bodies the parasites became active again. This is how the Las Plagas were resurrected. Even as I'm writing, the excavation of the Las Plagas continues. God only knows how many of these Plagas have been resurrected. Not to mention the countless number of Ganados that have been created. Their inhumane activity must be put to an end. If they are not stopped, people around the world could turn into victims of this crazy cult organization.

LETTER FROM ADA

=====

Once a Plaga egg hatches, it's nearly impossible to remove it from the body. But if it's before it hatches, then it can be neutralized by medication. If it does hatch you might be able to get it out by surgery before it turns to an adult. But it won't be easy. There's a high chance you won't survive the operation. As far as I know the girl was injected with the egg before you. Her time is ticking. You should prepare yourself for the worst case scenario.

LUIS's MEMO 3

=====

The hideous creatures such as the El Gigante and the Novistadors are merely by-products of the diabolical and inhumane experiments conducted on the specimens that were once human. But there's one type of creature that clearly distinguishes itself from the rest. These creatures are called Regenerators. Regeneratoes have a superior metabolism that allows them to regenerate their lost body parts at incredible speeds. I've never seen anything like it...

It is this characteristic that makes them almost invincible to conventional weapons. But like any living creature, there's a way to kill it. Apparently there are Plagas that live in its body somewhat like leeches.

To stop its regeneration process, these leech-like Plagas must be located and then destroyed. But they can't be seen with the naked eye. They can only be located through thermal imaging. As far as I know, most of the Regenerators most a number of these leech like Plagas. To kill the Regenerators, each one of these leech like Plagas must be killed.

OUR PLAN

=====

Because of that agent we lost Chief Mendez and Ramon. Never the less, everything will proceed according to plan. I must admit however, the loss of my loyal men is a bit disheartening. But I will deal with it. Replacing that loss will not come easy. I must choose wisely; for the Plaga reflects the conscience of their hosts.

If chosen poorly, they could betray me. I need men who will swear their allegiance to me. I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

LUIS's MEMO 4

=====

I'll report my findings about the Plagas here. The Plagas have 3 distinct characteristics.

1. As mentioned previously, the Plagas have the ability to manipulate the behavioral patterns of their hosts.
2. The Plagas are social organisms. By this I mean that instead of living individually, they live in perfect social harmony. It is believed that they have a collective intelligence. This type of behavior can be seen among insects such as bees and ants. However this kind of social behavior is rarely seen among parasitic organisms. Perhaps it was a learned behavior by the Plagas. I'm finding out if this has any relationship with their first characteristic.
3. The Plagas have exceptional adaptation skills. They are able to live off many kinds of organisms by creating a symbiotic environment quickly. This ability, when combined with their social behaviors, allows them to interact intelligently between hosts regardless of the host organism.

I am ashamed to admit that my pure fascination with the Plagas, in hindsight, has blinded me to the true research objectives of the Los Illuminados. Even with the knowledge that Saddler was going to abuse the results of these experiments, I could not pull myself away from my research. As a result, I am just as responsible for this whole mess as he is. I see now that I was wrong, but can I stop their evil plans alone...?

KRAUSER's NOTES

=====

It turns out that old man Saddler wasn't buying me from the start. Even though I succeeded in kidnapping Ashley, I sort of sensed this when Saddler didn't completely let me in the loop. Under the circumstances, I had no other alternative but to call for her assistance. Perhaps she knew this was the way it was going to turn out all along...

My guess is that her ultimate goal might be different from Wesker's and mine. This is just the perfect opportunity to find out. And after I get rid of Leon and retrieve the sample, I'll put her in a bodybag along with Leon and send them both to Wesker.

LUIS's MEMO 5

=====

From the initial stages of the research, we have been searching for a safe and practical removal of the Plaga. Ironically, it turns out that the real objective of this research was not to find a way to remove the Plagas from the infected persons but to find a way so that the Plaga could not be removed from the body easily. In the end, we were able to find out that the Plagas could be removed only by exposing them to a special radiation.

The only drawback with this method is that it is a very painful procedure. Since the Plaga attaches itself to the nerves, there is a possibility that it may impair the consciousness of the host. Another fact that must be mentioned is that once the Plaga grows into an adult, the removal procedure could kill the host. But perhaps death isn't so bad when you think about the alternative.

OUR MISSION

=====

The real power of the United States lies in three areas. The Justice Department, the Administrative bodies, and the Military. In order to take control of these areas, we must influence the minds of the people who advise the President. After this is done, the rest of the departments will quickly fall under our sway. If by chance the United States were to figure out our plan, the damage caused should be minimal. We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly.

As already stated, if our first plan doesn't go as smoothly as expected, we'll proceed with our secondary plan. By sending in our "special" forces we will infiltrate the country from within. Fear and chaos will spread through the nation like a virus. It'll only be a matter of time before the country loses its stability. At that time, when they're most vulnerable, we will strike. Rejoice my brethren; the world shall soon be cleansed.

TARGET PRACTICE

=====

-Game Rules-

- 1) Receive prizes by scoring above 3000 Points.
- 2) Bonus Points will be awarded for headshots
- 3) a High-Scoring salazar target will appear with 5 consecutive hits.
- 4) Shooting an Ashley target will deduct points

-Prizes-

- 1) Normally one bottle cap will be awarded as a prize.
- 2) Special bottle caps will be awarded by either shooting as all the wooden targets except Ashley or scoring above 4,000 points.
- 3) There are 24 bottlecaps in all. Each time you enter a new target range, 6 new bottle caps will become available.

-Special Bonuses-

- 1) each time you complete a row on the collector's base, you'll earn bonus points.
- 2) There are a total of 4 Rows. You have 4 bonus chaces!

-Note- Bottle cap collections can be viewed in the key/treasures screen.

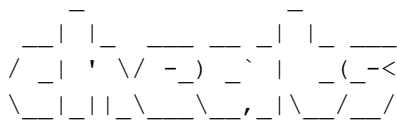
PAPER AIRPLANE
 =====

Perhaps you have it figured out already, but you might be able to get out of here by using the waste disposal vent.

END SECTION.

14.

!!!!!!!!!!!!!!!!(''., ,.'') ,.'') ,.'') !!!!!!!!!!!!!!!!!!!!!



!!!!!!!!!!!!!!!!(''., ,.'') ,.'') ,.'') !!!!!!!!!!!!!!!!!!!!!

re4014

SECRETS
 #####

ASSIGNMENT ADA

One of the two mini games that you can unlock after beating the game once normally, assignment ada is a mini game which features none other then Ada wong and her quest to find the samples that her mission requires her to find, complete with a sort of boss fight at the end of the mission. This one's a really fun game.

THE MERCENARIES

The second mini game unlocked after beating the game once is the mercenaries mini game, taking its name from the very fun

mini game from Resident Evil 3, you can unlock even more characters for this game by getting high ranks in various levels of the mercenaries.

EXTRA CHARACTERS FOR MERCENARIES

You can unlock even more characters to play around with in the mercenaries mode by getting 4 star ranks in the various maps of the mercenaries game, the characters and the maps you need to unlock them from are listed below.

Ada wong = Unlocked with a 4 star on the Pueblo map.
Albert Wesker = Unlocked with a 4 star on the Waterworld map.
Hunk = Unlocked with a 4 star on the Island Commando Base map.
Krauser = Unlocked with a 4 star on the Castle map.

CHICAGO TYPEWRITER

You can unlock this really cool tommy gun style machine gun after you have completed the assignment ada game once, you will be able to purchase this gun from there on for a price of about 1 million pesseta's.

PROFESSIONAL MODE

If you thought that the normal game was a little too easy to finish then you might enjoy repeating it on a harder difficulty level, professional mode can be unlocked after beating the main game once in normal mode.

ALTERNATE COSTUMES

Like the REmake had Jill's outfit from Re3 to unlock, this game has Leon's Resident evil 2 cop suit to unlock, and special pop clothing for Ashley, these alternate clothes can be unlocked after finishing the game once.

UNLOCKING MORE WEAPONS

Once you beat the main game, load up the round 2 save file and you will be able to purchase 2 new weapons from any merchants you find, first is an infinite rocket launcher and the other is a Mathilda handgun, but beware as the weapons are very very expensive.

UNLOCKING EVEN MORE WEAPONS

There's even more weapons that you can unlock, not only from the main game, but also from the mercenaries mini game as well. First is the Handcannon weapon, you can unlock this once you've gotten five star rankings on all the maps available in that game mode, not only that but you can upgrade the handcannon too, if you manage to get all the upgrades then you'll also get unlimited

ammo for it as well.

Also, there is the punisher pistol, which you can unlock after doing the shooting of the medallions side quest. You can upgrade it too by shooting the blue medallions before talking to a merchant.

ALTERNATE TITLE SCREEN

Besides all the guns and mini games you can also open up an alternate title screen for the game after finishing the main game once, its good, its all good.

ASHLEY CALLING LEON A PERVERT

Okey its not really a secret but something so cool that I just know i won't live without putting it in the secrets area, during the course of the game when Ashley is with you and your in a place with high terrain as well, go up to the higher platform and order Ashley to stay there, climb down to the surface and use the C-stick to look up Ashley's skirt, she will cover her skirt and ask Leon what he's looking at, and then calls him a Perverted. Sweet lol.

ADVANCED TIPS

#####

These are a little more advanced tips, no where near the same as those beginners tips i've put at the beginning of the walkthrough, these are only for those who have played through the game and are comfortable with it.

- * Try this if you want to save some time or just want to surprise your opponents, when ever your near a door, instead of pressing the A button just once, tap it two times quickly when the game prompts you and Leon will Kick the door open causing anything standing immediatly behind it to be sent sprawling, and also surprising any opponents on the other side of the door.
- * See those crows hanging around the tree's in some of the open area's, well they're not just there to scare the hell out of the player, take aim at them and shoot them dead and you'll get some money from them. Cheap trick, but effective. Another similar trick is to shoot down bird nests if you spot any, and they'll be carrying some jewels or valueable items to sell most of the times.
- * A hard, but easy once you get used to it, method of taking out the monks without wasting too much ammo is to do the whole knee shot thing with the handgun, and press the action button when near them, instead of the kicks, Leon will do a cool maneuver on them which has more damage.
- * An easier trick of defeating the suit or armor opponents is

to first fire off their helmet with any powerful weapon, and when they're head is visible just toss a flash grenade for instant death, this trick works best if there are plenty of suits in the area, first blow off all their heads and then use a flash grenade to take out all of them.

- * The best method to take out a NOVISTADOR is to try and hit it when its air born since it will die in a single shot at that time, shotgun works best since its got scatter shots.
- * A small tip for the evil fellows out there, you CAN kill the merchant fellows but thats highly un advised lol.
- * Another tip involving the merchant is that when ever your about to upgrade your weapon, you should know that the merchant is kind enough to refill your ammo afterwards, so its best to waste your weapon on enemies and upgrade it when its empty to get free ammo.
- * Another trick for the wicked minded is that if you encounter any sort of animal in the game, dont let it remain alive and kill it to find either an item or some money, now thats what i call easy money.
- * This isnt a trick but more sort of an easter egg, once you've started the game do not press any button at the main menu for a little time and then the game will play a trailer which was never publically launched, let the trailer finish but still dont touch anything and the game will play the TGS 2004 trailer , dont touch anything afterwards and the same two trailers will be repeated over and over again.
- * With the rocket launcher in hand most of the bosses can be killed with a single shot, but what people dont know is that the weak points of most of the bosses are their backs, hit them on their backs for almost confirmed one hit shots.
- * Another trick to make the game easy is that once you have enough money to buy a Killer 7 gun you won't have to do the whole scope method to kill the regenerators, the killer is strong enough to do it on its own, keep shooting it in the sheet until a hole appears then shoot it in the head to make it explode suddenly.

ACTION REPLAY CODES (FULL VERSION)
#####

Codes for the full version are now available.

Taken from Cheathappens.com

M)
VMVR-G7J9-19KQQ
AE84-YAU2-FD2RE

Infinite Health
GE6Z-T7QQ-BEPV9
R4MU-C1T7-WUF9K

=====

Here is a list of some questions that are mostly associated with Resident Evil 4. Most of these are the kind I will most often get in Emails so people please look through this part before you email me in order to find the question and see if its already answered here.

Believe it or not most of the Ashley questions i have posted here are what people ask me lol, dont think that im a crack.

Q - Who the hell are you and what are you doing here ?

A - Well, im ChandooG, and..er.. hello.

Q - How often are you going to update this walkthrough of yours ?

A - As often as i keep finding new things about the game.

Q - Can you send me a new version every time you update at my email address <insert address> ?

A - Abso frickin lutely no, you can always check the websites where this FAQ is located to find the newest versions.

Q - I found some naked pictures of Ashley, what do i do ?

A - Send them to me immediately, er.. you heard me now.

Q - I can't beat <Insert boss name> help me with it

A - Look through the separate boss strategy section first.

Q - I know a better method to get through a certain area or I know an easier strategy to beat a certain boss.

A - If you happen to know anything like that then by all means please email me and I shall give you the proper credit if i use that in my walkthrough.

Q - Whats the deal with the yellow herbs ? Are they supposed to be some sort of an abscurer reference to Resident Evil Gaiden to tell us that it wasn't a cannon game ?

A - The deal with the yellow herbs is that they raise your max health bar if you mix with the green and use it, but im not sure if its supposed to be a reference to anything.

Q - Is Ashley Sherry ?

A - For Gods sake people, no, Ashley is no way Sherry, for all we know Sherry is still under Wesker's confinement.

Q - How the hell did Ada survive in RE2 ?! She died on screen !!.

A - I think this question is better answered in Wesker's Report.

Q - And how does Ada jump into the chopper through the wings ?

A - I have no fricking idea, your better off asking her that.

Q - Is wesker even IN the game ?

A - Sadly, no, as much as I would have loved him to be in it Wesker is only present in one of the mini games you unlock after finishing the game.

Q - So is Umbrella really dead ?

A - Yes and no in a way, you'll hear about it from Krauser.

Q - Where did the Los Plagas come from?

A - Los Plagas is an ancient plague that was first discovered by the ancestors of Ramon Salazar.

Q - What happens if i accidentally shoot Ashley ?

A - err, she dies and the game is over. Simple as that.

Q - What size are Ashley's breasts?

A - Well, its a personal secret that i dont wish to share XD.

Q - How do i gain access to Chief's room ?

A - You have to rotate the green thing until it matches the insignia design thats on the door, its really simple .

Q - Why do these dodge buttons appear during some of the scenes in the game ? what do i do.

A - If you come into a scene where you are asked to dodge then dodge using the keys like you would normally do otherwise you can end up dead automatically during the scene.

Q - Hey, isnt that red laser hallway a reference to the ...

A - Dont even talk about it.

Q - I accidentally missed the rocket launcher when i was in the last boss battle, what should i do now ?

A - Reload a previous save game, there's nothing else you can do if you miss the rocket launcher.

Q - How the hell does Leon do all the cool things he does in the game, he was so wimpy in RE 2 ?

A - If you didnt pay attention to the story, then Leon has been training with the government agencies and thus he's learnt many new things during that time, including these skills.

Q - Whats the deal with this shooting range thing ? What are these bottle caps ?

A - The shooting range is just there for fun and the bottle caps are more like rare items, your ammo is infinite in the shooting range so that shouldnt be a bother for you besides that you can also earn money if your good in the shooting range.

Q - So is RE4 really a gamecube exclusive game ?

A - Not anymore, Capcom made a public announcement on their website some time ago in which they said that there is a PS2 version under works but it will take some time for it to be made and we won't be able to get it before the christmas time in 2005.

Q - Can i host your FAQ on my website ?

A - Sure, as long as you give the proper credit to the author which is me, and you keep the FAQ in its un edited and original state, i have no problems then.

Q - I cant find the <insert item name here> ?

A - Thats the main purpose why the item list menu was made in the first place, not only is it there to list the items but you can also use that same menu to find any items that you can't find since i've put in locations as well.

Q - How do i open that door in chapter 2-1 which will let me get to Ashley to begin with ?

A - First you have to find the control box then you have to rotate the colored levers on it in this order.
Rotate the red one twice
Rotate the green one three times
Rotate the blue one once.

Q - How do i solve the six death painting puzzle ?

A - To solve that flip the paintings in this order
2 -- 1 -- 4 -- 3 -- OK

Q - What order to i press the key pad numbers in when im playing as Ashley ?

A - The correct order is (from left to right).
6 -- 3 -- 2 -- 5 -- 4 -- 7 -- 8 -- 9 -- 6 -- 5 -- 2 -- 1 --
(after 1) -- 4 -- 7 -- 8 -- 5 -- 6 -- 9.

Q - How do I open that locked door in the autopsy room ?

A - You need to move the colored arrows in the following order
Blue -- Green -- Green -- Red -- Red -- Red

Q - You know, the game is not as hard as people say it is.

A - Good for you my friend.

Q - How the freak do i navigate through the garden ?

A - Look through the main walkthrough area, i have added a cool map for it courtsey of Outbreak's (fellow FAQ author) permit.

RESIDENT EVIL 4 : THE VOICES

=====

Ever wondered who the brilliant people behind the faces are who do the voice acting ?! Well wonder no further and look at these names for the info.

If your wondering, the voice actor who did Leon in Resident Evil 2 was Paul Haddad

Credited cast:

Paul Mercier	Leon S. Kennedy
Carolyn Lawrence	Ashley Graham
Rino Romano	Luis Serra
Salli Saffioti	Ingrid Hunnigan
Sally Cahill	Ada Wong
Rene Mujica	Ramon Salazar
Jesse Corti	Bitores Mendez
Jim Ward	Jack Krauser
Michael Gough	Osmund Saddler
Richard Waugh	Albert Wesker
Carlos Carrasco	Villager/Zealot
Alex Mendoza	Villagers & Zealots
Carol Bach y Rita	Villager/Zealot
Ward E. Sexton	Title Call

RESIDENT EVIL 4 : THE REFERENCES

=====

Here's a list of some movie references that you might think about when your playing through Resident Evil 4. Most of these come from the brilliant minds on the GameFAQ's RE4 message boards, so hats off for them :D

- * The first one that just about everyone will notice is the laser hallway after the Krauser scene, thats obviously a very big nod to the Resident Evil movie, but unlike the people in the movie Leon successfully manages to make it out alive.
- * The chainsaw guy seems to be a mixture of Leatherface from the Texas Chainsaw Massacre and Jason Voorhees from Friday the 13th part 2 (the sack on the head). The chainsaw is a dead give-away.
- * When ever Ada's on screen you can sure bet your ass off that there will likely be a Matrix style slow mo action sequence though it doesnt happen that much in RE4, she does have some.
- * The whole tentacles and the parasite thing are somewhat similar to cult classic movie The Thing (And its video game). For those who have seen the movie, they'll know the concept.
- * The El gigante looks strikingly similar to the big troll from the Lord of the Rings movies. Most noticeably the first one.
- * One thing that's a cause for tons of debate, the codec. IS IT a MGS rip off, thats for you guys to decide.
- * Red9, is one of the guns that you can purchase in the game was also the name of the x-wing or whatever type of fighter that it was, from the Star Wars movie
- * The escape through the final explosion and just the angel that the explosion and the jet ski coming out to the water are like the ending moments in Deep Rising (except for the Ashley falling down in the water thing).
- * The method in which Luis gets killed is strikingly similar to the method in which the Alien queen impales Bishop in Alien 2.
- * Boulders, running away from then, Indiana jones anyone ?

RESIDENT EVIL 4 : THE PS2 CHRONICLES

=====

Well, for NOW the PS2 version is way far away so all the Gamecube readers dont have to worry about anything just yet, but still in a recent article we found out some of the porting differences that will occur in the PS2 port of the game, so for your reading here is the small article copied.

From
www.GameFront.de

* MOVIE REFERENCE : THE MATILDA

From Duncan Brown <dunxco@gmail.com>

The Mathilda handgun. Matilda was the name of the girl that Leon (Jean Reno) rescued in the film Leon.

* AMMO SAVING TIP

From X0563511 <x0563511@gmail.com>

In addition to slashing/shooting locks off of locked doors, you can kick the door a couple times (kick like you would any other door) and the lock will snap off the door (and the door flies open).

* TIP WHEN FIGHTING MENDEZ

From PLaYa7698@aol.com

I don't know why any of the walkthroughs I've read haven't mentioned this really helpful tip on fighting Mendez. There is an explosive barrel near the base of the northern ladder. If you pump a few shot gun rounds into Mendel's first form and then head up the northern ladder and wait for him to approach you can shoot the barrel with the pistol and blow his bottom half off. Just thought this might help some people out.

* SALAZAR BOSS FIGHT EASY TACTICS

From Matt Caster <mcaster26@hotmail.com>

When I made it to this boss fight all I needed was the punisher, the riot gun and the semi-auto rifle with the scope. (only weapons I have used so far) So no need to buy a rocket launcher, broken butterfly ect. (unless you want to make the fight a little shorter, but not nessary) First make sure to have a good amount of punisher ammo. (I'd say around 50-60 rounds, easily acquired on the way to the fight) The riot gun is a bit better, but you may run out of ammo, so the punisher will suffice. Also, make sure to have a good bit of rifle ammo (around 30 to be safe). As soon as the fight starts head around the upper platform (the one you start the battle on) all the way to the right, almost up against the wall (just make sure to stay to the right of the latter to avoid the main head's attacks). This will put you real close to the right tentacle (when facing salazar). No problem however. Just use your measly punisher and shoot it a few times and it will retract into the wall. (From this area the main head cannot hit you and the left one is all the way on the other side, so don't even bother with it.) Now it is important to get that tentacle out of there so you have a good look at the right eye of the main head. Shoot the eye a few times and the shell with the actual salazar will open up. Now (assuming you are good with the rifle and scope) get off as many rounds as possible. Then the shell will close. Repeat. That's it. The tentacle may come back and try to hit you, but it is easily dodged and does not really do too much damage anyway. So just shoot it again and it will retract back into the wall.

* ANOTHER NOD AT MGS

From : Royal <rs3@lunartrinity.com>

When Saddler takes out the helicopter in 5-4, he calls Leon on the communicator and talks about having to "swat a bothersome fly." Those words were also spoken by Liquid before jumping into the Hind in the beginning of MGS, if memory serves... thought that was kinda cute.

* KILL SALAZAR IN 2 STEPS

From : anton chaisson <sharp_as_a_circle@hotmail.com>

if you want to win w/ no health loss just get the rocket launcher and a shoty (shot gun).

as soon as it starts, shoot the eye w/ the shoty and repeat until it trys to bite. as soon as it rears back, take out the rocket launcher and fire into mouth... there, he's dead

* ANOTHER AMMO SAVING TIP

From : <Slp870621345knt@aol.com>

When ever there is a gap that you have to jump over..just lure enemies to the gap and jump to the opposite side of the gap...whenever they begin to jump over the gap shoot them anywhere an they will fall in the gap ... it only takes one shot to kill any of the regular enemies like this thus saving ammo.

* KILL SALAZAR IN 2 STEPS (AGAIN)

From : William Giffin <billyg1225@yahoo.com

hi my name is william and i have a slightly different approch at ramon salazar.instead of a broken butterfly try an upgraded tmp.then when he is exsposed use a rocket launcher.one hit should take him out.i think it was ahell of alot easier to do.

* TIPS FOR MERCENARIES

From : Andy Bagwell <lilbird2001@hotmail.com>

I noticed you mentioned that the dual-wielding chainsaw maniacs in the final mercenaries level were extremely difficult to beat, so I just thought I'd let you know how I beat them with minimal effort and almost no ammo used. There is a point in the level where you can climb an extremely tall ladder. This will place you at the highest point in the level. Simply get the chainsaw guys to follow you up the ladder, and once they get to the top, blast them with anything. This will cause them to fall all the way back down to the bottom, causing a LOT of damage to them. When using Ada's rifle, I shot them once in the head, and the resulting fall killed them. It would take three or four at the most though. Hope it helps,

* LUIS FIGHTS BACK

From : BRIAN GRIBLER <gribster64@msn.com>

I found this very strange cinema scene while going through Chapter 2-2 or 2-3, when you're fighting off the Ganados with Luis Sera in the Barricade Cabin section. If you shoot Luis enough times, whether by purpose or accident, he turns his gun on you, says "Adios, Leon" and shoots you twice, killing Leon. Just a little thing I found, if you feel like posting it in your walkthrough Thank you.

* ANOTHER TIP FOR THE MERCENARIES

From : Jensen Lansaw <drstrangelove843@yahoo.com>

Anyway, on the Mercenaries mode, I noticed something strange, I was at the castle stage and I was surrounded by monks. I was Leon and with my shotgun I blew off alot of their heads so alot of Las Plagas parasites came out. I was out of shells so I ran off and tossed a flash grenade, apparently a flash grenade is instant death for Las Plagas enemies. It always seems to kill them and it's alot easier than trying to kill them with a gun. Anyway, keep up the good work and I hope this tip was helpful to you.

* EASY TIP FOR KILLING KRAUSER

Robb Putek <squirrul@hotmail.com>

An easier of killing Jack Krauser is to pull out your knife and stab him. you can kill him within 5-10 slashes and hes usually stunned after you stab him so you can stab him again and repeat until hes dead. It's a good way of saving a lot of ammo and unless you bad at dodging it wont cost any health items either. I thought he would be weak against the knife after that annoying slash and dodge sequence on the first encounter.

* TIP FOR FIGHTING ARMADURA's

From : Jasper Dvorzsak <ocoli@hotmail.com>

You know that room where you take the jewel and the walls turn and 2 waves of knights come out? well head shots don;t work on all of them like you said. each knight has a different weak spot. i popped out a las plagas by shotting one knight in the waist. and another knight in the shoulder.

* KILLING MADE EASY

From : Matt Stoddard <stodds13@yahoo.com>

i always play the game first, then like to see ways game guides might have done something and i just beat el gigante, and wanted to see some of the other ways

you might of done it, and i just wanted to say, it is WAYYY easier to just use the rocket, purchase one rocket, as soon as he comes out, blast him in the chest and the fight is over before it even starts...

* SAVING MORE AMMO

From : Matt Stoddard <stodds13@yahoo.com>

To save some extra ammo you can use your knife to trip the bear traps. If you slowly approach them & then when close enough pull out the knife & look down at the trap & Slash Away. That's how I saved on ammo

* SALAZAR ?! PSHhh

From : koji kimura <kojayy@yahoo.com>

You can kill Salazar with one shot from the rocket launcher when he's out of his shell.

* HIDDEN BOAT SHOP AND TREASURES

From : fuzzy wuzzy <fuzzy_wuzzy2002@hotmail.com>

first you forgot to mention that after fighting the Del Lago you can get back in the boat to go to the slightly 'hidden' shop at the north end of the lake. it has ammo and the green gem to finish the mask. second in chapter four when ashley is taken by those 'novistadors', after you fight them you can shoot that 'hive' (that big throbbing thing in the center) to get a LOT of treasure. thats it. the timeline was pretty cool.

* SALAZAR, MONKS, SOLDIERS

From : Jasper Dvorzsak <ocoli@hotmail.com>

well, i beat the game and found out that you can suplex the soldiers on the island AND the monks. i also found the easiest way of beating sadler is to throw grenades up his ass and killer7 him to death. yeah this is my favorite game of all time, and it IS overated, and for the record, YES i would like to see a RE/MGS hybrid game, BUT, this Las Plagas shit has to go, it's kinda gay and they didn;t really explain it well. we should fight umbrella soldiers!! hows that for an idea

* KILLING MENDEZ MADE EASY

From : Kim Woodford <klikestowalk@msn.com>

For the first part of the battle just throw 2 incendiary grenades and he changes to his second form thus saving ammo. Then take him out with the tmp or pistol or even the shotgun if your low on ammo or didnt get the tmp.

* EXCLUSIVE UPGRADES

From : Myself

You dumbass you forgot to mention and write about the exclusive upgrades each gun gets when you've done all the other upgrades.

END SECTION.

17.

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re4017

NOTE :.. Some people may complain that my TimeLine section

looks alot the Excellent TimeLine FAQ which Rob McGreggor has. But I assure everyone that this is completely ORIGINAL STUFF. I DID NOT RIP OFF A SINGLE WORD.

Source : partly capcom's official resident evil site

* OFFICIAL RESIDENT EVIL TIMELINE

1950's

Doctor James Marcus, Lord Edward Ashford and Ozwell E Spencer discover the mother virus.

1953

Birth of Kenneth J. Sullivan S.T.A.R.S. Bravo Team Scout. Deceased July 23, 1998 inside Spencer Mansion. Devoured by Zombie.

1957

Birth of Enrico Marini. Captain of the S.T.A.R.S. Bravo Team. Wounded during Spencer Mansion penetration. Killed July 23, 1998 by a single gunshot wound. Murderer unknown; possibly Barry Burton under the command of Albert Wesker.

1960's

Birth of Albert Wesker, captain of STARS Alpha team

Early 1960's

Alexander Ashford graduated with a Ph.D in biogenetics and joins his father in research for the mother virus.

1960

Birth of Barry Burton. Ex S.W.A.T. team member; currently part of S.T.A.R.S. Alpha Team. Working under threats to his family by Albert Wesker. Competent helicopter pilot.

1961

Michael Warren, an engineer, moves to Raccoon city and begins work the city's cable car system. He eventually becomes mayor.

1963

New York City architect George Trevor is hired by Spencer to build a huge mansion in the Arklay forest.

Birth of Brad Vickers. Part of S.T.A.R.S. Alpha Team. Known as "chickenheart" he pilots the helicopter (and abandons the team) during a botched team disembark at the Spencer Mansion.

1967

November 10, 1967

Progenitor Virus administered to Jessica and Lisa Trevor, wife and daughter of famed architect, George Trevor. Kidnapped and held in the Spencer Mansion, Jessica eventually dies, Lisa lives.

Trevor's Diary: George Trevor's aunt becomes ill and is sent to a nearby hospital. Jessica and Lisa Trevor intend to visit her.

November 13, 1967

Trevor's Private Papers: Architect George Trevor arrives at the Spencer Mansion, which he designed over a five-year period for Lord Ozwell E. Spencer. Spencer tells Trevor that Trevor's family has recently departed to visit a sick aunt. Both gentlemen feast in the dining room before viewing the mansion's art collection. Trevor mentions the house's "numerous secrets."

Lisa Trevor's Letters: Part torture subject, part bio-experiment, Jessica Trevor writes a final, emotional note to her daughter, pleading for an escape plan and fearing the worst is upon them.

November 14, 1967

Trevor's Private Papers: Trevor views Lord Spencer's collection of European paintings and parchments. Spencer tells Trevor he is contemplating turning the residence into a seaside resort. He also wishes to start an "international industrial medicine company." The company's name would be "Umbrella."

Lisa Trevor's Letters" Lisa Trevor feels dizzy from the shot she was given four days ago. She wants to escape the mansion, but her mother hasn't returned.

November 15, 1967

Lisa Trevor's Letters: Lisa finds her mother and they eat together. Lisa is happy until she realizes her mother is a "fake" and "different inside." She locates her mother's face, peels it off her skull, and attaches it to herself.

November 18, 1967

Lisa Trevor's Letters: Lisa mentions a coffin under the house where

her mother rests. Little else of the letter is comprehensible.

Trevor's Private Papers: Trevor notes in his diary that his wife and children have not returned from their Aunt Emma's. There are no telephones, so he can't check their whereabouts. Trevor heads to a second floor terrace. Large crows perch here; Trevor feels strange, as if he is being watched. He spies a lower courtyard with a ladder leading down into a hole this wasn't in his design.

November 20, 1967

Trevor's Private Papers: Trevor notices that the shotgun gave Lord Spencer has been swapped for a broken one. Trevor is alarmed at his family's disappearance, and his employer wants him back at work.

November 21, 1967

Trevor's Private Papers: Trevor is ushered into an enclosed reception chamber, where a man in a white lab coat tells Trevor that his family is dead. Trevor feels pain in the back of his neck; he falls to the floor.

November 24, 1967

Trevor's Private Papers: Trevor is imprisoned in the room' the man in the white coat brings him "revolting" food. Only he and Spencer know the mansion's terrible secrets. He mentions preternatural entities roaming the manor grounds. Trevor wonders if Spencer is testing the mansion's "secret mechanisms" on him. A strange ant-like creature lands on Trevor tramples a number of them. Trevor's Diary also notes these occurrences.

November 26, 1967

Trevor's Diary: George Trevor loses his favorite lighter the one Jessica gave him.

November 27, 1967

Trevor's Private Papers: George Trevor escapes from his room, but the mansion is securely locked. He mentions Crests, an eye needed for a statue, and a Golden Emblem. He hasn't time for these games.

November 29, 1967

Trevor's Private Papers: Trevor begins to lose his mind. He stumbles upon a room with a giant plant growing through it. He describes it as "absurdly gigantic." Trevor escapes the mansion and moves through a laboratory, in to a cave system. He mentions high-heeled shoes. He hopes his wife escaped by this route. Trevor's diary entries become increasingly disjointed. He hasn't had food or water for days. He feels trapped.

Trevor's Diary: Trevor continues to ramble on about being trapped, writing about large glass tubes and wet, eerie caves.

November 31, 1967

Trevor's Private Papers: Trevor is in the dark. He scrambles through a secret tunnel that ends in a damp chamber. Something monstrous looms in the shadows. With his final match, he illuminates the room. Near him is a headstone carved with his name carved into it. Trevor scrawls a final goodbye to his wife.

Sometime in 1967

It is assumed that Lord Ozwell Spencer and Alexander Ashford completed the experiment known as the T-virus.

Sometime in 1967

The Special Tactics and Recovery Squad (or S.T.A.R.S.) is formed in New York City as a special branch of the police force. Its specially trained troops deal with cult-affiliated terrorism.

1969

Birth of Forest Speyer, S.T.A.R.S. Bravo Team sniper and vehicle specialist. Deceased July 23, 1998 on a balcony inside Spencer Mansion. Devoured by an unknown entity.

1970

Estimated "birth" of Alfred Ashford and Alexia Ashford, twins in a long line of Ashfords. Their father Alexander (along with Lord Spencer) created the T-virus. The twins then experimented on Alexander, turning him into a "Nosferatu". After the invention of the T-Veronica Virus, Alexia enters a cryogenic state chamber to mutate and strengthen her powers.

1971

Birth of Joseph Frost, S.T.A.R.S. Bravo Team vehicles specialist, who joined Alpha Team under orders from Albert Wesker. Deceased July 23, 1998 on Spencer Mansion grounds. Devoured by zombified hounds.

1972

The Raccoon City chapter of S.T.A.R.S. is established.

1973

Birth of Chris Redfield S.T.A.R.S. Alpha Team member. Dishonorably discharged from the Air Force, Chris is recruited from S.T.A.R.S. by Barry Burton.

1975

Birth of Richard Aiken, S.T.A.R.S. Bravo Team communications specialist. Bitten to death July 23, 1998 on Spencer Mansion grounds.

14th Feb 1975

Birth of STARS alpha team member Jill Valentine.
Current status. Active.

1978

Wesker's Report II: Albert Wesker arrives at the Arklay Laboratories ignoring the Umbrella president and remaining aloof to the other staff. He commences research on the Ebola Virus, and attempts to create a Bio Organic Weapon (B.O.W. Entities). Wesker first encounters the "woman," a creature who has been constantly experimented on with multiple viral strains since her first injection on November 10, 1967.

1980

Birth of Rebecca Chambers, S.T.A.R.S. Bravo team medic and part-time pianist. One day before Alpha Team's arrival in Raccoon Forest, she investigates a mysterious train. Albert Wesker shoots her in the chest, but she survives and escapes the mansion. Her status is currently active.

1981

Birth of Steve Burnside. An immature but good-hearted child, he is held on the remote Rockfort Island with his father as a prisoner of Umbrella, Inc.

July 27, 1981

Wesker's Report II: Ten-year old Alexia Ashford is given permission to head up Umbrellas' remote Antarctic research station. Her family's reputation is legendary (her father, Alexander Ashford first discovered the T-virus), although Alexander's son, Alfred, is useless. Wesker vows to commence research on the laboratory's older workers, but Dr. William Birkin is envious of Alexia and isn't mentally capable of helping Wesker. An imprecise killing machine, name the Zombie, is created. However its infection ration isn't perfect. The "woman" still lives ,1 and Wesker is surprised at how resilient she has become.

1983

January 30, 1983

Alfred's Diary: Alfred Ashford, inside the secret Umbrella Antarctic base keeps a diary where he mentions a hidden passageway, accessible only by using three family brooches. He cannot retrieve his father's brooch.

February 17, 1983

Alfred's Diary: Alfred manages to secure the brooches and enter the sealed room. He makes a shocking discovery-his DNA was spliced from a family ancestor and surrogate mother; both Alfred and Alexia are experiments. Angry and jealous that his father chose Alexia (she exhibits genius intelligence, but Alfred does not), Alfred is determined to avenge his blundered birth.

March 3, 1983

Alfred's Diary: Alfred and Alexia begin to experiment using the T-Veronica Virus on a "human body" they find- most likely their father. Alfred worries that the family butler will find out about this macabre experiment.

April 22, 1983

Alfred's Diary: Alexander Ashford is turned into a freakishly mutated being that comes to be known as "Nosferatu," and he's locked away in a secret basement room. Alexia, meanwhile, continues to experiment on herself, and she informs Alfred that she needs to be frozen for 15 years before the T-Veronica Virus can completely consume her. Alfred, now alone, mentally degenerates completely.

December 31, 1983

Wesker's Report II: Wesker hears that Alexia died after injecting herself with the T-Veronica Virus. He can't rely on Alfred to help with research. Wesker begins to wonder why Ozwell Spencer locate the laboratory here, especially as Wesker believes other species (both animal and vegetable) could be affected by the virus. He realizes that placing a base in the Antarctic wasn't so crazy after all. The "failure" at the laboratory (the woman infected back in 1967) has been forgotten. Wesker's true intentions- that he's been planted in the Umbrella organization by another company are still secret.

1986

Birth of Sherry Birkin, daughter of Umbrella scientists, Doctor William Birkin and Annette Birkin. Sherry wears a small neck pendant that carries the G-virus. Albert Wesker's forces may be

holding her against her will.

1987

Residents of Raccoon City elect Michael Warren (the engineer who pioneered the town's cable car system) mayor of Raccoon City. Warren holds this position until the town is destroyed; he dies in the nuclear explosion.

1988

Wesker's Report II: Wesker can't believe Birkin is bringing life into the world when he works in such a place, especially as work has begun on the Tyrant, a genetically superior soldier. However, very few "test subjects" could survive with the T-Virus inside them; most turn into Zombies. Only 10 people in the United States have the correct DNA. Hear the Umbrella France has recently started the Nemesis Project, Wesker requests appropriate samples, realizing that a tremendous soldier can now be created. The Nemesis parasite has a short life expectancy outside of the host body, so Wesker resolves to plant the Nemesis parasite into the "woman." The results are surprising she devours the parasite and lives. Wesker switches his research completely and begins to work on the "failure".

1992

After five years as mayor of Raccoon City, Michael Warren begins to rely heavily on Umbrella's "charitable" donations. The money helps to build a hospital, a public utility works, a municipal building, and helps "keep the public peace."

1993

The newly appointed Raccoon City chief of police, Brian Irons, begins to take bribes from Umbrella, Inc. to ignore the disappearance of locals, Umbrella's "experimental" areas of the city, and other atrocities. Chief Irons becomes more erratic.

1995

July 31, 1995

Wesker's Report II: Wesker returns to the Arklay Laboratories after a four-year absence. Birkin heads the G-Virus experiment that Wesker began. The G-Virus continuously mutates its host, creating a creature that resurrects itself from the dead. Spencer spends less and less time at the Raccoon facility. A new lead researcher named John arrives, and the experiment on the "woman" begin to turn violent she rips the faces off careless researchers and wears them on her hunched back. She is destroyed, but Wesker wonders what Spencer has in store for Umbrella.

1996

While Mayor Warren and Police Chief Irons stonewall any protests, Umbrella, Inc. is permitted to construct the Arklay Laboratories near the old Spencer Mansion, away from the main business district, but still within Raccoon City Limits.

1997

Barry Burton leaves his job as S.W.A.T. team sergeant to become a full-time member of S.T.A.R.S. Burton recruits Chris Redfield, and both move to Raccoon City to revamp the S.T.A.R.S. team there. Ada Wong, a spy infiltrating the Umbrella organization to gain more information on their viral experiments, manages to become intimate with an Umbrella researcher named John. The Raccoon City Police

Department moves into the disused Raccoon City Art Gallery. Artwork remains in the building during the move, but many more expensive paintings and statues arrive shortly afterward. They belong to Chief Irons.

1998

April 25, 1998

Manager's Diary: A technician is hired to manage Arklay Laboratories and "disposal" facility. The lab is near the mansion, disguised as a factory.

May 10, 1998

Keeper's Diary: The keeper looks after a new specimen, which may be a Chimera. The beast dismembers and disembowels its meat (a wild pig) before eating. Secretary's Diary: Chief Irons acquires another disgusting painting; a naked human, being hanged.

May 11, 1998

Keeper's Diary: A T-Virus leak shuts down the Arklay Laboratories basement area. The keep dons a haz-mat (hazardous materials) suit.

May 12, 1998

Keeper's Diary: the Keeper feels "musty" and "itchy" after 24 hours in the haz-mat suit.

May 13, 1998

Keeper's Diary: The Keeper goes to the laboratory clinic when his itchy back becomes swollen. He removes his haz-mat suit, and they bandage his back.

Prisoner's Diary: On Rockfort Island, a prisoner complains that his cell "stinks of death." He shares a bunk bed with an "interesting" fellow named Bob.

May 14, 1998

Keeper's Diary: A blister appears on the Keeper's foot; he hobbles to the dog pen. Some of the hounds have escaped. Manager's Diary: Arklay Laboratories tests a special, but unstable, gas that decomposes living cells.

May 15, 1998

Keeper's Diary: An armed guard prevents the Keeper from leaving or making phone calls.

May 16, 1998

Keeper's Diary: A scientist is shot trying to escape from the secured Laboratory. That night, a piece of rotting flesh falls off the Keeper's arm.

Prisoner's Diary: Bob says that he was the assistant to Alfred Ashford, but was imprisoned over "a tiny little mistake."

May 17, 1998

The T-Virus accidentally saturates a laboratory plant in Arklay Laboratories, creating Plant 42. An angry researcher floods the mansion's lower rooms, freeing sharks infected with the T-Virus.

May 19, 1998

Keeper's Diary: The T-Virus metamorphosis is almost complete. The Keeper attacks and eats the guard.

May 20, 1998

A female hiker is found on the bank of the Marble River. The body shows signs of animal lacerations.

Manager's Diary" Despite possessing a keycard, the Manager is accidentally locked inside a "treatment room" in the Arklay Laboratories.

Prisoner's Diary: Military personnel move Bob to a building from people never return.

May 21, 1998

Plant 42 Report: Umbrella researcher Henry Sarton writes about a mutating plant that attacks by crushing its victims in its vines or by bloodletting with its tendrils. This monster has preyed on several scientists.

May 27, 1998

The Raccoon Times writes a report on the discovery of the dead hiker. The police think a grizzly bear attacked her.

June 7, 1998

Manager's Diary: Staff members are becoming unruly and will not correctly dispose of experimentations.

June 8, 1998

Researcher's Note: John, a researcher, tells his sweetheart how to correctly exit the Arklay Laboratories. Pass codes are mentioned.

June 16, 1998

The Raccoon Weekly runs a story about strange "dog-like" creatures roaming the Arklay Mountains near the Spencer Mansion. The paper urges people to try to photograph or capture a specimen.

July 9, 1998

The Raccoon Times: "Mystery in the Arklay Mountains" reports that local authorities closed the roads into the wilderness area; they summoned S.T.A.R.S. to help investigate. Grotesque monsters are still in the area, and more families have vanished.

July 16, 1998

Manager's Diary: Bodies in the facility are still being dumped into exterior containers and not burned per instructions. The plant disposal system cannot cope with "demand." The workers feel a little strange, they're taking medicine, but it isn't working.

July 22, 1998

White Umbrella: A clandestine organization give strict orders about an "X-Day." S.T.A.R.S. members are to be lured into a laboratory to battle the mutating experiments.

Suicide Note: A researcher, writing to his wife, details a viral outbreak in the Arklay Laboratories. He destroys his colleague with an ornate pistol and then hangs himself.

July 23, 1998

Raccoon City television runs a story about 10 families missing in the Arklay Mountains. Human remains have been found in the area. A military police vehicle is discovered inside the Arklay Mountains. Rebecca Chambers reports that corpses of Military Police, plus an unidentified body, are uncovered near the vehicle.

Alpha and Bravo S.T.A.R.S. teams are ordered to look for any survivors. The teams assemble on the evening of July 23rd. Bravo Team makes an

initial sweep of the lower-lying forested areas.

The BRAVO team's chopper is damaged during the flight and it crashes. Rebecca finds an abandoned train and gets it running with the aid of Billy Coen, a fugitive. She and Billy make it to the umbrella labs and learn about Marcus, they fight their way out of the facility while it's blown up by its automatic self-destruct system. Rebecca vows not to tell anyone about Billy and files that Billy died in the incident.

July 24th, 1998

After contact is lost with the BRAVO team, Albert Wesker organizes the Alpha squad and they head out 1 day later to search for their missing partners, they find their downed chopper. The team is attacked by undead monsters and they escape into a nearby mansion. Going through the puzzles of the mansion, Chris and Jill discover that the mansion is Umbrella Inc.'s property, they find a secret lab in the underground area where it's revealed that Wesker was a traitor all the time and he set the STARS up.

But unfortunately, Wesker is killed by his own creation, the tyrant, and Chris, Jill, Barry, Rebecca, and Brad are able to survive the horrific mansion incident and head back to Raccoon City.

July 25th, 1998

The bruised and battered team arrives back at the Raccoon City police department where they are welcomed back by their comrades, but they go and confront the chief of police, Brian Irons, at once and they have a long argument about that, after that the STARS speak of the events that happened in the mansion on public but they all think they're just bluffing and don't take them seriously, the STARS are hopeless.

August 7th, 1998

Jill Valentine can't still get over her experience at the Spencer mansion, she writes in her diary that her physical wounds may have been healed but her emotional wounds may never heal.

August 13th, 1998

Chris Redfield causes a little commotion in the Police station and punches one of his co-workers.

August 15th, 1998

Chris invites Jill over to his apartment where he shows her some confidential pictures of a new umbrella virus in testing the G virus. Jill can't believe what she sees.

August 24th, 1998

Chris and Barry leave for the umbrella base in Europe, Chris leaves the last note in his diary for his sister, Jill elects to stay behind in case of any emergencies and she quits the

RPD.

September 28th, 1998

Not long after the mansion incident, Raccoon city gets infected by the T virus and the residents of the city turn into mindless zombies. Jill Valentine is the only available STARS agent in that area, but she quit the force some time ago.

Jill manages to escape the initial area's and gets in contact with some mercenaries sent by umbrella, but she is being stalked by a BOW monster called Nemesis who eventually infects Jill with a virus during their fight at the clock tower building and she faints.

September 29th, 1998

Leon S Kennedy and Claire Redfield enter Raccoon city from opposite directions at the same time, running into zombies they run into each other in the back of a diner and decide to help each other out. While on their way to the police precinct they are attacked and separated, they both make their way to the Police station from opposite sides and meet up inside, unable to find her brother, Claire decides with Leon to get out of the city after finding some survivors.

Claire finds a little girl named Sherry Birkin and escapes with her to the sewers, Leon runs into a mysterious woman Ada Wong who helps him into the sewers. Fighting mutated monsters both the groups make it to the huge labs under Raccoon city, here Leon discovers that Ada is a double agent and is searching for the G virus sample, but ada is shot by Annette Birkin, the wife of william Birkin, creator of the G virus and she falls down a huge chasm. Meanwhile Claire and Sherry find an emergency train and get it working while Leon fights the mutated William himself.

After defeating him Leon makes it to the train just as the base start to explode behind him and they make it out of the town.

September 30th, 1998

claire and leon along with sherry escape the town but they run into an argument and claire leaves to find her brother, leon is picked up by some strange men who give him an unknown offer, they also take sherry away from him.

October 1st, 1998

Jill finally awakes from the virus nemesis planted in her and continues her escape after Carlos finds the antivirus for her, going through an abandoned park and a disguised lab, Jill and Carlos make it to a control room where they catch the transmission of someone searching for Jill. After her last encounter with Nemesis, Jill and Carlos finally make it out of the city with none other then Barry Burton and his escape chopper.

?? November, 1998

On another Island by the name of Sheena Island, a man wakes up after a

chopper crash to discover he has no memory of his past life, he must regain information about himself while trying to discover the reason why all the citizens have turned into undead monsters. He makes it to the main city head quarters of Umbrella Inc where he learns about his heritage and the person who caused all this mess in the first place.

Going through the city with two survivor children, he manages to make it to an abandoned lab where he fights a tyrant to death and escapes the island in a chopper before it explodes completely. Using the missiles on the chopper he disposes of the tyrant for good and heads for safe location with the children by his side.

December 17th, 1998

3 months after the raccoon city incident Claire Redfield finally gets a lead on his brother which leads him to the umbrella facility of Paris. Claire manages to infiltrate the base but inside she is spotted and some guards chase her down the halls. Suddenly a chopper comes right in front of her, she dodges it only to find herself face to face with a dozen troopers, getting rid of them with a sneaky move Claire runs out of ammo and a guard captures her and she is taken to a prison.

December 27th, 1998

After waking up inside a prison, Claire manages to make it out of the island prison with help from a teenage boy named Steve Burnside who is also a prisoner, before escaping she manages to send a email to her brother Chris to come and help her, but before any replies from him arrive Claire and Steve manage to escape the island on a abandoned sea plane after fighting a terrifying monster which was let loose by the owner of the island, Alfred Ashford.

The plane changes course automatically during flight and reaches Antarctica with Claire and Steve, they both go through the base where the plane landed and find Alfred Ashford there too, after disposing of another terrifying monster called the Nosferatu, Steve manages to shoot Alfred who falls down a huge chasm. Thinking they're home free Steve and Claire try to escape in a snow mobile. But Alfred manages to reach his frozen sister Alexia who awakens and destroys the snow mobile with her mind controlled tentacles.

Meanwhile Chris Redfield arrives on the island prison but finds that Claire is no longer there, but he runs into Albert Wesker who is now super human, finding a Jet plane Chris makes his way to Antarctica. There he runs into Wesker a few more times, but ends up finding Claire. They both then search for Steve but its already too late for him, Chris and Claire finally make it out of the base on the plane after fighting the monster form of Alexia. But Claire is captured by Wesker and he forces Chris to fight him in return of her safety, Chris agrees and Wesker releases Claire, a huge fight ensues between them and Chris ends up escaping with his life and Claire.

During the flight

Claire Redfield has a dream about herself and Steve fighting through the monsters of Rockfort island which became Survivor 2.

Sometime in 2002

Bruce McGivern, an american agent makes his way to an umbrella owned ship called the spencer rain. There he runs into a chinese agent by the name of Fong Ling and together they manage to blow up the ship and stop the virus contaminating the passengers.

They then make it to an abandoned umbrella base on an island where they fight and defeat the person responsible for the ship incident. After defeating the guy, they both manage to survive and are saved by approaching choppers.

END TIMELINE

* WESKER's REPORT 1

My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path - William Birkin.

In time I shifted my position to S.T.A.R.S., a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of it's people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right moment to execute them.

Then at last, opportunity knocked.

July 1998

The freak murder incidents had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the in development T-Virus was the cause of the murder. Initially, Umbrella instructed me secretively to keep S.T.A.R.S. out of the case, but with the heightened emotions of the citizens S.T.A.R.S. had no choice but to move in.

That was when my next order was given. Dispatch S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so

that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the 2 S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to search and rescue the lost Bravo Team. The members of the Alpha Team also proved their worth and as expected many died.

There were 5 Survivors from the initial 11 S.T.A.R.S. members. From the Alpha Team were Chris Redfield, Jill Valentine, and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini. It was time to begin executing my plans. In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were just the perfect bait. I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry.

Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him. My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turned unexpectedly.

I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him. After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrants room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation. According to Birkin the virus had profound effects. It would put my body in a state of temporary "death." It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me.

As my consciousness faded away I was certain that the whole scheme would end in success. Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all costs I had to make S.T.A.R.S. pay.

September 1998

Two months had passed since the mansion incident. To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games... with anyone. Eventually, Birkin would be assassinated, and the G-Virus would be in the hands of Umbrella.

But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-Virus... he became his own creation, and decimated them. Soon after, the T-Virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

September 28th

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

September 29th

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-Virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in the mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. Kennedy, there'd been an affection growing inside her.

My instincts sensed danger, something had to be done, quickly. My instincts did not disappoint me. Even though Ada almost had her hands on the G-Virus, which Leon had acquired from Sherry, that affection of hers drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-Virus that Leon threw away. But Hunk, the only survivor of Umbrella's salvage team, was there before us.

September 30th

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

October 1st

In the morning the government bombed Raccoon City in an attempt to stop for the viral outbreak. This was, of course, their feigned reason. Later, Claire left for Europe to find her lost brother Chris, and Leon joined forces with a underground anti-Umbrella organization. Sherry is safe in our hands. I would never underestimate Birkin.

There's something about this little girl...

EMD REPORT

When I first visited that place, I was 18 and it was summer. Twenty years ago. I still remember the smell when the helicopter landed and the rotar caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. Birkin, who was 2 years younger than I, seemed only interested in the research files he had as usual.....

1978 July 31(Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Spencer. Spencer at that time was using the Arklay labs for the research on the t-virus.

As soon as we got off the helicopter, the president of the lab stood in front of the elevator. I don't remember the guy's name. It didn't matter what was said officially, from that day on that lab was ours. We were assigned to be chief researchers at the facility. This of course, was Spencer's will. We were the chosen ones. The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area as well as Birkin's, and with no bad intentions we ignored everyone as usual.

Usually, when someone sees our actions, they would react quickly. But the president didn't react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me. While the three of us were on the elevator, Birkin kept his eyes on the research files. The files contained information about a new firo-virus found 2 years ago in Africa called Ebora. Even now there are thousands of people researching the Ebora. But the people are always divided in half -- one group dedicated to saving people from the virus, and the other to kill people with it.

It is known if a person is infected with the Ebora, that the chance of dying is 90%. It has the quality to destroy the physical structure within 10 days and even now, a cure hasn't been found. If used as a bio-weapon it would display incredible destruction. But because making a bio-weapon is against the law we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of that nature it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are reseaching for a cure and be making a bio-weapon.

But Birkin was not interested in either cause. He just wanted to research the Ebora itself. There was little known about the virus at the time. They did not know that the virus would die within a few days by itself, and would die instantly when hit by sunlight. They were also unaware of the speed that it would kill its host.

It kills the host so quickly that there is virtually no time for the virus to infect another person. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But that brings me to the following thought...

What if a person that was infected with the Ebola virus could stand up and walk around? That infected person would have a disrupted chain of thought, and what if they could infect others that weren't infected? What if the DNA of the Ebola and the RNA had a direct impact on the DNA of a human? Due to those factors, would the person be harder to kill? The person would be dead from a human's point of view, but would still act as a bio-weapon spreading the virus.

It is fortunate that the Ebola had features like this. We would be the only ones to possess this knowledge.

Umbrella, with Spencer as the head was a organization created to do research on viruses with these qualities. As a cover they tell the world that they are a company researching cures for these viruses. But the truth was that they are a bio-weapon development organization. The finding of the original virus which restructures the human DNA was the start of everything. Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the T-virus plan.

The original virus was an RNA virus and would cause abnormalities that would enhance a person. Birkin planned on combining the two viruses to make an enhanced virus. The sample of the Ebola had already been brought to this reserach facility. We had gone through many elevators and had finally reached the destination. Upon entering, even Birkin was impressed by the sight. This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked to the outside. Information obtained from records showed that she had been here since this lab was created. She was 25 years old at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-virus. The research began on November 10, 1967.

For 11 years, she had gone through the tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing/ swearing or praising I do not know. We had come to a place we could never leave. We didn't know whether we were to take the research to it's completion or if we would end up like her. For us we, only had one choice. The woman who lied on the pipebed had moved something within both of our minds. Is this also a part of Spencer's plan?

On this day, a ten-year old girl was deployed to Umbrella's Arctic facility as a Head Researcher. Her name was Alexia Ashford. At that time, I was twenty-one and Birkin was nineteen. Ruefully, the rumor of "Alexia in the Arctic" occupied our topics at the Arkley Facility. The Ashford House was a legend among long-time employees.

Whenever our research didn't go well, the unskilled old researchers would say, "If only Professor Edward were still alive..." Certainly, Edward Ashford was one of the founders of the "starting virus" and might be the greatest scientist ever since he established the T-virus plan. However, Edward died soon after Umbrella was founded. It has been thirteen years since his death. After all that time, I wondered what we expected from Ashford House.

To tell the truth, the Arctic Facility that his son established, had not developed anything for thirteen years since Edward's death. His granddaughter Alexia's brain might not be good enough.

However, after that day, our useless older scientists began to say instead "if only Alexia were here..." I believed these old men didn't have any future because they judged people solely on the name of their family or their blood. That's why they could not work without any direction and could not ever get promoted when they were old enough to have one leg in the coffin. However, I remained sensible.

If I was too hot about this issue as a manager, the Arkley Facility's T-virus development would run late. Under these circumstances, if we didn't judge the situation calmly, we would not succeed. At that time, I thought that if I used these old men well, the results of our research would show progress. I also thought the scientists were suitable for the very dangerous experiments because they were so old. After all, if I didn't use my workers efficiently, I wouldn't be such a higher manager.

However, Birkin was now a problem. His reaction to the Alexia rumors were miserable.

Although Birkin would never admit it, he was proud of becoming the youngest manager at sixteen. However, a ten-year-old girl had just broken his pride completely. It was the first time Birkin had ever been defeated. He couldn't admit that a young girl from a famous family had defeated him. Indeed, he was just a child. Although Birkin had an immature mind we needed him to get over it, because our research had been in the second phase for three years.

At this point of the T-virus development, the production of the "Human biological weapon" the so called "Zombie" was stable. There was not 100% virus infection to DNA. There are so many kinds of chemical differences among people. If a group of people received the infection from a "Zombie", ten percent of them would not get infected. We can't change this result even though we continuously studied the DNA. If 90% of people got the infection, this would be enough to be a weapon. However, Spencer's opinion was different. Our boss wanted an independent weapon that killed 100% of the people. However, for what?

Originally, the advantage of biochemical weapons was that they were cheap to develop. However, our research into the "Human biological weapon" was getting expensive. If Spencer wanted to get money the ordinary way, he would not have chosen such a method. If he used this as an ordinary weapon system, he would get enough money. However, if he continued to study it as an independent weapon, it would be too expensive.

Why does he continue this research even though it costs so much? I would understand if he aimed at a monopoly of all military industry to change the general idea of war. So I still don't know Spencer's

real intention.

Apart from Spencer's real intention, what Birkin considered an ideal "Human biological weapon" was what he attached as a weapons importance to the battle field of that time. He tried to create that weapon by not only changing the T-virus DNA but also incorporating other creature's DNA information. He devised a Human biological weapon for battle that destroys people who are armored or recieved a vaccination for the virus. This experiment was called the "Hunter" in later times. However, that experiment had to stop for a while to protect our main experiment.

Birkin felt it meaningless to compete against Alexia. He began to act like losing was standard behavior. He stayed at the facility twenty-four hours a day and continuously experimented on casual ideas with no plan. I tried to use other researchers to extract as many biological samples as possible before the experiment bodies died. However, I could not catch up with the speed of Birkin's experiments. The facility head supplied new experiment bodies and acted like nothing was wrong. However, those bodies were dying continuously. That place was like hell. However, the "woman experiment's" body was the only one who survived that hell.

She was already twenty-eight. That is, she has been in this facility for fourteen years. She might not have any thinking ability as a human since getting the "Starting virus". If she had her mind, her only hope would be death. However, she survived. I wondered why she was the only one who survived for such a long time because the data of her experiment was not any different from the other bodies we experimented on. Until we solved this mystery, we needed more time

It has been the 6th winter since I worked at this Arklay facility.

During the last two years, we had made no real progress with our research and time passed by. But this had come to an end. We had recieved word that Alexia had died. The reason was the virus that Alexia herself created, the (T-Veronica virus). It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumours that Alexia had injected the T-veronica virus in herself but this I could not believe. She probably couldn't handle her father's death one year ago and made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and would crumble down.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed back to what he was before. Now there was no one who could surpass him, and all the researchers had to acknowledge him. But it was still a taboo to talk about Alexia infront of him. Even when I tried to get a sample of the T-veronica virus, he had strongly objected.

I had to put aside finding out about the research that Alexia had done for now. I had come to realize Birkin had not changed at all, when everything around him had changed. But I had a much bigger problem on my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times but because this facility was in the near center of the forest, we would never encounter any other humans. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading. But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

A virus isn't always limited to affecting only one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. In each of these species, not all who come in contact with the virus are affected. Seagulls and chickens are, but all other birds are not. Also, the same virus may have different effects on different species. The problem lies in how the T-virus can affect many different life forms.

During the time when Birkin made himself useless, I had done my own research on the T-virus. I had discovered that the T-virus can affect most life forms out there. Not only mammals but plants, bugs, and fish can also be affected. Everytime I walked in the woods, I always thought to myself, why did Spencer choose this place?

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But insects could spread the virus at an incredible rate. If this were to happen, how far would the T-virus spread? If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was a smart move for the Ashfords to locate their facility in Antarctica. But here it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably wouldn't be interested. I need more information. I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I needed to get to a position where I could obtain more information.

For that I would throw away all my current positions. But I cannot do this quickly. I could not let Spencer notice my plans for if so, everything would be over.

I had continued to do research with Birkin so that no one would detect my intentions. During that time, that 'woman test subject' was forgotten. A "failure" that just lived on. Until that day, 5 years later.....

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted research at the same facility fall in love and have children. But a normal person would not be able to continue research at this place. Everyone who is still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used a soldier, a bio-weapon for combat. This bio-weapon was to be called the "Tyrant". But this project had a huge problem from

the start. Finding a test subject for this Tyrant was easier said than done. There were very few who were qualified enough to become the Tyrant.

This was due to the nature of the T-virus. Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence was needed to create a Tyrant. Birkin had created a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100000000 mutated into a Tyrant, the rest became zombies.

If our research continued, we could create a different kind of T-virus that was compatible with far more people. But for this to happen we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible. Other research facilities had encountered the same problem. We ran into a wall even before our research began.

But we had received word that the Europe facility had devised a plan to conquer this problem in phase 3. This was the Nemesis project. I had urged Birkin to get a sample of the project to further our own research. Although Birkin had strongly opposed, I convinced him otherwise. Until we found a compatible host our research would not proceed forward, and Birkin had to accept this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was in a small box labeled "Nemesis Project". To gain this sample from the France facility required quite there effort, and credit for this accomplishment went to Spencer for backing us up. Birkin took no interest in the package till the end but had at least admitted to tests. The sample was new and was for test purposes.

A biological life form created by manipulating DNA. That was the what the Nemesis was. The intelligence was the only thing enhanced and this lifeform alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability. The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed it would overcome the problem of the intelligence and we could create a bio-weapon. But the problem was when the parasite takes over the host.

In the research files, the only information recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype. If we could prolong the time the host would survive, we would gain the credit to the "Nemesis project". That was my plan. The host would be that women test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis. That was the beginning. Something was happening inside that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every bit of research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show. Only Birkin had begun to notice the change. Indeed, something had begun to change inside her.

But that was something totally different from the T-virus project. Something new and would bring a new idea to us.

The project which changed our destiny, the "G-virus project"

it had been 17 years since I first came to this place. Every time I come here, I remember the smell of the wind from that day. The buildings and the surroundings all looked the same as before. On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-virus project was authorized, I requested to be transferred to the secret (intelligence) service. This was easily authorized. Most people saw it as a natural change, going from the research profession to another field. In reality, the research conducted on the G-virus was far above my level. Even if I wasn't out to discover what Spencer was truly thinking, I could feel my limits as a researcher had reached their peak.

Even as the wind blew, Birkin didn't take his eyes off of his research files. He came to Arklay quite often, even though he was not employed here anymore. Not too long ago, an underground lab under Racoon City was built. This was the place that Birkin's G-virus project would take shape. To be honest, I didnt think that Spencer would authorize "G". I thought this because "G" was considered far from being a weapon, and had too many unknowns about it.

"G" was slightly different from "T-virus" because the host would spontaneously react to the virus at a repetitive rate. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is isolated to the virus itself and not the host's DNA. Even if the virus could cause some form of change, it would be rare for the host's DNA to become mutated. Enter an outside force such as radiation, and it would be a different story. But in the case of "G" it was different. Even without an outside force the "G" would keep mutating the host until death.

Something very similar in nature did exist within the T-virus though. When a bio-weapon is put in a specific area, the virus inside the host would cause some form of mutation. This has already been confirmed. But for this an outside force was always needed. But the "G" has no need for such an element. No one can predict the pattern of the mutations. And even if we could think of a way to stop the mutation, the virus would just improvise.

7 years ago Birkin discovered this in that woman. At first look the woman appeared to have no physical changes. But inside of her various mutations had occurred, each consuming every kind of virus we injected her with, and had continued to live on. Over a period of 21 years, it had mutated so much that it would even consume the Nemesis. The G-virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end in complete disaster

.....could this be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret intelligence service I could not find out anything about Spencer's train of thought during these 4 years. Spencer hasn't been to Arklay labs in a while now. Almost as if he is expecting something to happen there. Spencer was slowly drifting away from me, just as an oasis in a desert. But my chance will come soon enough. That's if I can live until then.

The elevator took Birkin and I to the highest level in the lab. To that place where we first saw that woman. There, we met the new research leader, John. He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research, and had repeatedly questioned the superiors.

This news reached my ears in the secret (intelligence) service. If information had been leaked out, he would be the first to go? This was the general opinion amongst the masses.

We both ignored John and started the clean-up of that woman. We had to kill her. When she had consumed Nemesis she started to regain some intelligence and exhibited some peculiar behaviors. The behavior would worsen. She would rip off another woman's face and would wear it herself. According to the records she showed the same behaviors when she was first injected with the original virus. Recently three researchers had been killed as a result of her behavior, and this is what prompted her immediate termination. Because the "G project" was progressing so well, we had no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president. After all was said and done, no one knew who she was or why she was here. But this was also true of any of the other test subjects. If she had not been here the G-project would not have existed. Both Birkin and I would have been in completely different situations. I had this on my mind as I left the Arklay labs.

How far was Spencer planning on taking this?
(the "incident" would happen 3 years later)

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Here are the boss strategies listed separately for you to browse through, the main purpose of this section is to provide detailed boss fight methods for those who are going with the non spoiler walkthrough so that they don't have to look in the spoiler area to know about a particular boss.

FIRST BOSS : DEL LAGO

First lets see what kinds of attack Lago can do to damage Leon, first off he would try to drag the entire boat along with itself into one of the big floating pieces of wood in the middle of the lake (who the hell put them there anyway) and if that happens Leon will immediately lose half of his life, and not only that but you will also fall down into the water and you will be forced to swim quickly back into the boat, the bad thing is that if your not pressing the action key fast enough then Del Lago will eventually come out and eat Leon whole. Thus ending the fight instantly, and we dont want that. To prevent Lago from ramming you into the wood, you should quickly steer your boat out of its path when its near. But be warned as you'll have to drop the harpoon since Leon cant swim and fight at the same time.

Now lets talk about the fighting technique, Leon can only fight this battle with a harpoon in his hand, but the good thing is that you get infinite number of harpoons to fight the boss with. When you want to attack it, raise the harpoon by pressing the R button, you'll see Leon aim the harpoon and a small crosshair will appear on screen with it, now aim the crosshair directly at Lago and fire with the A button if you made a hit then you will see blood coming out of the contact point. The bad thing is that the harpoons can take a little time to "reload" so you dont want to miss that often.

SECOND FIGHT : EL GIGANTE

El gigante, is a huge fricking mass of meat to say the least and it looks remarkably like the big troll from the Lord of the Rings movies if you have seen any of them, but unfortunately Gandalf won't be coming here to help you beat him so Leon will have to do the fight on his own. One thing I would like to ask you before the fight even begins is to make sure you have the stock for the TMP if it is available at this point in time and that your TMP and shotgun are both fully loaded and ready for some mayhem.

Now lets get down to the actual killing method for the boss, the only thing you can do to kill it is keep shooting it with any weapon that you have until it bends over in pain and reveals the Los Plagas on its back, before that, the best method of weakening the boss is the quick weaponry since there will be hell to pay if your caught while firing with a shotgun or rifle, the TMP works best here, since you can shoot a few rounds at the giant's head and run back as quickly as you can. Thats the trick you should use.

Eventually you would have shot the giant enough and now the Plagas is revealed on its back, the most efficient method of taking it out is to climb gigante's back when he's bent over (The game will tell you the buttons) and slash away with the knife when you have the chance or use a powerful weapon like the shotgun to deal damage to

the Plagas. You can use stuff like flash grenades to make your life a little easier during this battle as well.

You'll have to repeat this process a couple of times before the boss fight is finally over and you will be rewarded with 15,000 in cash. Woo Hooo...

THIRD BOSS : BITORES MENDEZ

Now the first form of the boss isnt that hard to dodge either since most of its attacks are very slow and require you to be next to it but since its a slow moving boss you will have no trouble running away from it. You can circle around it and pop a few into his ass while he's turning to get you, or if your on the second floor of the place then he'll extend his arm and try to smack you down from there, a little dangerous but you can run fast enough to dodge his attacks up there too. Its easier to defeat the first form if you go up the southern ladder and wait for it to come near you then run to the northern end then shoot a couple of bullets into it before it reaches your area, and repeat the process all over again. Like I said before, the first form isnt that hard and you dont need to use any thing else but your handgun for this one.

Okey now its the second part of this fight thats a little more harder then the first one (duh). After you deal enough damage to the boss it will rip half of its torso apart and you will have to fight the upper half of Mendez hopping around on his arms. Right, sounds easy but im afraid its harder then the first form since he hops around faster this time you won't have as much time as before to fire a couple of shots into him, for this end of the fight if you happen to have plenty of TMP ammo or shotgun shells either will work fine, the TMP will deal quick but small damage and the shotgun is slow but good amount of damage.

As soon as he starts hopping around, its much easier to finish this boss fight from the first floor this time around, unlike before the boss has no long range attacks so it has to be very close to you in order to attack you, so the perfect strategy for this fight is to run in opposite directions of the house, like run to the north end of the house and quick turn around, fire a couple of shots into the boss and when he hops uncomfortably close to you, run to the other end of the house, quick turn and shoot some more. Repeat this process and eventually Mendez will die out, and he leaves a key item behind and about 30 k peseta's.

BOSS FIGHT : RIGHT HAND MAN

After the boss makes its initial appearance, he will attack you with differnt kinds of attacks that include slashes or it will even some times try a charging attack which you can dodge by pressing the proper dodge buttons that appear on the screen, once you've dodged a few of its attack quickly head over to the nitrogen contains in this room and tip it over, this will cover the right hand man with nitrogen and it

will slow him down for a little while giving you a chance to run like hell and find some cover, eventually the shutter will be removed and you will be able to proceed back to the previous hall where there are some more nitrogen canisters waiting to be dropped.

The other method of this fight involves in us shooting the living daylight out of the boss and getting an item for it, most of the fight procedure is the same but once you knock over the first nitrogen canister and the boss is frozen, take out the rocket launcher or the next most powerful weapon you have (which should be the broken butterfly) and start smacking the boss while he's frozen, you can also hurt it normally but the bullets do more damage when its frozen, if you happen to have the rocket launcher then it would be extremely easy for you to kill it, otherwise tip over the nitrogen canisters one at a time and start pumping the boss with any kind of powerful weapon available. Eventually the boss should die and it will drop a Crown Jewel after dying. This method is really hard without the rocket launcher and can take up a lot of ammo if you dont have powerful guns, if your a first timer then its suggested that you try to run away from this boss.

FOURTH BOSS : RAMON SALAZAR

If you recall correctly I asked you not to use the broken butterfly at all and upgrade it every chance that you get, well if you manage to get it to full power and have all the ammo that we have found from the start then you should be good to go for this fight and it wouldnt take a lot of bullets to get this one over with. Still, it can be hard.

First lets take a look at the attacks this bastard can do, as you will notice this boss comprises of three main tentacles, the central one of them being the one in the center, although the center one doesnt hit you that often, it has the most damaging attacks of all three, first it can slam the platform that your standing on to deal a heavy amount of damage, secondly it will try to swallow you in whole which is needless to say an instant death attack so its best that you get the hell out of the area when you see it attempting to eat Leon.

Now lets come to the actual attacking part of this fight, the only real damage can be done after you've opened salazar's shell and are able to see the true form, to do that you will have to fire at the large eyeball thats on the central tentacle, you can use a single butterfly round and the eye will drop down for a while and salazar's shell will open revealing salazar for you to shoot at. But since you haven't got that much magnum rounds at this time and the tentacle with the eye ball moves a lot you should take out the TMP when your dealing with the eye since you should have plenty of ammo for that gun at this point in the game. As soon as the eye drops change your weaponry and take out the butterfly. Take aim at salazar and hit him as much as you can before the eye finally comes back up and you have to repeat the process.

FIFTH BOSS : IT

Now you should remember why i asked you to save all those magnum rounds, but sadly enough you dont want to use all the rounds in this fight alone as you'll need more in another coming boss fight the best thing to start off this fight however is to use one clip of your magnum ammo on the boss but leave the final bullet, we're gonna keep this final bullet until we upgrade the magnum at which time the merchant refills the guns themselves.

IF you didnt have the magnum in this fight to begin with you will have a little trouble though since the initial magnum clip would have weakened the boss down already a whole lot, but there are other alternatives for you to deal quick damage to the boss, if you manage to spot the boss next to one of the explosive barrels then shoot it and the boss will sustain some quick damage, or you can lure the boss towards the lever operated gates and trap it in and shoot it from the safety of the gates while it tries to blow the gates open or before it burrows under the ground and makes it to where you are. In simple words, you have to hit it like hell.

You can also use your occasional flash grenade to distract the boss for a little time also giving you enough time to pump the boss full of shotgun shells or TMP rounds, after you've dealt the boss enough damage it will fall down as if it is dead but unless you get a proper scene for its death you can be sure its not dead yet, so be aware when that happens as it will get back up in a little while, pretty soon after that if you keep up to your strategy the boss fight will be over and this hard ass boss will finally die.

It drops a whopping 50,000 peseta's after its death.

SIXTH BOSS : JACK KRAUSER

As soon as you pick the Piece of the Holy Beast, Eagle. Krauser will come into view but you won't be fighting his normal self, instead at the start of the fight his Los Plagas will mutate and burst out of his body, now thats what your going to have to fight. As soon as it happens Krauser will immediately try to surprise you so keep your fingers on the dodge key during the scene to quickly respond, if he manages to knock you off the platform quickly tap the A button so Leon gets back up. Phew.

If you happen to have a butterfly with plenty of ammo for it then you can finish this fight quicker since it only takes one bullet from the magnum to his knees to make him stagger after which you are free to pump him in the head. Besides that if you dont have a lot of spare ammo for the butterfly then you would have to switch weaponry which isnt nice. Take out the TMP here and aim for his legs and when he's down quickly take out the magnum and finish the rest. Though the shotgun sounds tempting for this battle its actually not a real good damage dealer for Krauser so try your best not to use it.

If you dont have any magnum ammo at all then you would have to do this entire fight using your TMP or shotgun if you dont have enough

!***!***!***!***!***!***!***!***!***!***!***!***!***!***!
re4019

Rather than sit down and write a complete review for the damn game I'll just state a few Pro's and Con's for the game in my view. Since this damn guide is getting too big already.

Pro's.

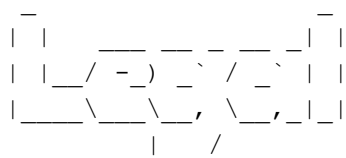
- The Graphics are a absolute Pro, best ever i've seen in a survival horror game.
- The voice acting is superb compared to other RE games.
- The game length is also much bigger then other RE's.
- The game is set in Full 3D thats a plus in itself.
- The atmosphere's and playing arena's are well animated and very big, more exploring equals more fun.
- The bosses are very nice, some require real thought.
- The cut scenes obviously deserve a round of applause.
- The Krauser Leon fight scene in itself is worth applauding.
- Ashley's boob size is too XD.

Con's.

- Too different from a RE game, some people might not like that
- Ashley.. you get what im talking about.
- Too much pressure on tapping the action key especially in some later area's like Krauser fight and laser room.
- Every second enemy looks alike lol.
- No wesker :(.
- Ada's should have appeared more often.

END SECTION.

20.
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!***!***!***!***!***!***!***!***!***!***!***!***!***!***!
re4020

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- * If you have any strategy or any simpler method against the bosses then dont hesitate in mailing them to me, you shall be credited if i put them in this walkthrough

God any question about the game ?

use this address : Returnofthemaniac(AT)hotmail.com
or adnanj(AT)gmail.com

* CREDITS AND THANKS

- * God of course for making the whole world like it is today and a special thanks for making me lol ;-)
- * My hands, i can say without a doubt that i may be one of the fastest typers alive, since i wrote this enter thing out in about less then 2 days. I RULE !
- * GameFaqs.com , for allowing people such as me to show off their writing skills, or even learn that common men can also make walkthrough's for games, i mean three years ago i didnt know what a FAQ was.
- * All the people who use this walkthrough for making their game easy, not for their profitable gains, a special thanks to the websites who use it by asking my permission first , and keeping it in its original unedited .txt format.
- * Credit to Steve Kostadinovich for giving me the tip on how to make the krauser fight easier in assignment ada.
- * HUGE amount of credits go out to Outbreak for letting me use the garden map in my FAQ, he's a very awesome guy :D

BYE.

CHANDOO G SIGNING OFF.

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