



"Warning: This FAQ contains scenes of explicit violence and gore."

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1. Intro

This game is the greatest thing to happen to Resident Evil since...well, it began. It has received ratings higher than such games as Halo 2, Halo, and has tied the 2004 Game of the Year, GTA: San Andreas. All without a too well-known predecessor or a run-of-the-mill FPS engine.

Resident Evil 4 was released on January 11th, 2005.

Resident Evil 4 boasts a new control and aiming system, amazingly smarter enemies, a more original installment of the Resident Evil story, as well as the appearance of a certain character Leon has previously had an encounter with...

The true meaning of Survival Horror has been revealed.

=====  
2. Version Info  
=====

## 2. Version Info

=====  
Coming Soon  
=====

Coming Soon

=====  
Extensive Weapons Tune-Up Analysis  
Special Items Guide and Analysis  
Assignment Ada Walkthrough and Maps  
The Mercenaries Walkthrough and Maps  
=====

=====  
Version 1.1  
=====

Whoops! I left out the link to one of the most important maps. I fixed that and included lots of details for The Mercenaries.

=====  
Version 1.0  
=====

Finished the walkthrough! Woo!

Added Extras section.

Updated Weapons section.

Added Wesker's Reports 1 & 2 because they are relevant to the game, even if not directly.

Added the Files transcript.

=====  
Version 0.9  
=====

SHAME ON ALL OF YOU!  
YOU LET ME PUT 2004 COPYRIGHT DATE ON ALL OF MY IMAGES AND DIDN'T TELL ME!!!  
WHY WOULD YOU DO THAT?!! NOW I HAVE TO GO THROUGH AND CHANGE THEM ALL!!!

Thanks a bunch, guys.

I've finished the walkthrough up to, including some of Chapter 5-2. Hopefully it'll be complete as soon as possible.

Celebex [sirus\_20@hotmail.com] has let me know that you actually must fight the first Blind Slasher. Thanks, it's in the walkthrough. He has also told me about what happens if you don't get the red robed Zealot in the gallery, and

it is also noted in the walkthrough.

Barry Burton [thirdtrianglepiece@hotmail.com] has translated a little bit of dialogue and it's in the translations section (10).

=====  
Version 0.85  
=====

Working through Chapter 4-1, but because of an earlier error, I'm posting early.

Crap! Screwed up the garden map URL, but I fixed it. No worries.

Yes, the mansion incident happened in '98, not '96. It was a typo, I swear! Thanks to voodinni [voodinni@gmail.com] for finding that one.

=====  
Version 0.8  
=====

Finished the walkthrough up to Chapter 3-4. Will be working a lot tomorrow because SOMEBODY decided to post a full walkthrough before me.

Fixed Thursday21987's username...I thought it was Tuesday. Also thanks to Thursday, I've corrected typos in the synopses, removed a misplaced note, and included a note about FLASH GRENADES and Plagas in the walkthrough.

=====  
Version 0.75  
=====

Got a little bit done on the walkthrough...will be working on it tomorrow.

=====  
Version 0.7  
=====

I just finished the walkthrough up to Chapter 3. Phew. Pant...gasp...wheeze...

I've fixed controls and the part in the walkthrough where I said to ignore the warning signs. Thanks to Thursday21987 [Thursday21987@yahoo.com].

Got a buncha new translations from munky2 [munkypoo@gmail.com]. They're in the translation section.

I also was told by Narc642 [ajlo@optonline.net] that even though you can't KILL Luis, if you tick him off enough, he'll kill ya. It's noted in the walkthrough.

=====  
Version 0.6  
=====

I made a graphic map of the village, like I have for nearly all other areas.

I also posted it up to be hosted on GameFAQs.

Finished all of Chapter 1, and through Chapter 2-2. I also fixed a translation

problem (MUCH THANKS TO Emperor0fDune [Sonic\_the\_hedgehog@earthlink.net]), and fixed the release date `_again_`.

I have made my own maps for help with explanation. Check them out in the walkthrough and let me know how you like them.

I changed the Prologue and enemies section, but haven't included bosses yet. I also revised the "Characters" section.

After about a bazillion e-mails, I have fixed the following:

Added the RED HERB in the path to the village.

Took out "serves no purpose other than to alert of other traps" clause about the wolf.

GREEN HERB + YELLOW HERB does NOT equal full health! It's about half as powerful as a GREEN HERB alone.

Resident Evil 4's "release" and "ship" dates differentiated.

Sorry I couldn't include credit for usernames, but I received at least 5 emails on each of those subjects, so it wouldn't be fair to list any one person.

=====

Version 0.1

=====

I have the walkthrough through the first visit to the Village. I'm working on it at this exact moment, so keep checking back.

=====

Version 1.1 (Demo)

=====

Aha! Thanks to Robert Padua [robertpadua@hotmail.com], I now have Spanish translations of many of what the villagers are saying. Check it out in the walkthrough and in the "Enemy Dialogue Translations" sections.

Thanks!

I also added the pushable shelf in Cabin #3, which I found myself over last weekend. It is used to block a window that the Villagers bust in through.

=====

Version 1.0 (Demo)

=====

I finished:

Intro

Version Info

The Basics of RE

RE Characters

Prologue

Walkthrough

Enemies/Bosses

Items

Weapons

Links

Credits, Contact Info, and Everything Else

Hopefully soon, I will have translated more of the Villagers' dialogue and will have that posted.

If you have something else, see my e-mail at the bottom.

=====  
3. The Basics of RE  
=====

=====  
Controls  
=====

This is a description of all the buttons on the Gamecube controller, and their functions while playing the game.

A - Action Button. It is used in a Legend of Zelda: Ocarina of Time-esque way as an action button. The command appears on screen, so you push the button to execute the command (Kick, Open, Climb Up, etc.)

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

X - When Ashley is present, changes status (Wait,Follow,Hide).

Z - Displays the map.

R - Ready Equipped Weapon.  
When held and B is pressed, reloads.

L - Ready Combat Knife.

Control Stick - Used to move the character in a given direction and to aim when the R button is held.

Control Pad - used to move the character in a given direction and to aim when the R button is held.

C Stick - Look Up/Down. Also zooms in/out when binoculars are being used.

Start - Displays the Options menu.

=====  
Game Difficulty  
=====

Luckily for you, the game picks a difficulty for you! Which exactly is it? Who knows?! However, I can assure you it probably is not Easy...

=====  
Health-Replenishing Items  
=====

-----  
Health in Resident Evil 4 is shown by Leon's circular health meter in the lower right corner. Green is obviously a safe health range, while Red is dangerously low.

FIRST AID SPRAY

Restores health to "Fine" status.

CHICKEN EGG

Raises health a smidget.

GREEN HERB

Raises health a small, but respectable amount.

BLACK BASS

Raises health a small, but respectable amount.

BROWN CHICKEN EGG

Raises health a small, but respectable amount.

2x GREEN HERB MIXTURE

Raises health twice as much as one Green Herb.

3x GREEN HERB MIXTURE

Raises health three times as much as one Green Herb.

RED HERB

Nothing.

YELLOW HERB

Nothing.

GREEN HERB + RED HERB

Raises health to full.

BLACK BASS (L)

Raises health to full, but takes up 16 item slots!

GREEN HERB + YELLOW HERB

Restores only a smidget of health and raises max health.

GOLD CHICKEN EGG

Restores health completely and takes up only one item slot.

GREEN HERB + RED HERB + YELLOW HERB

Restores health completely and raises max health (AWESOME!).

=====

4. Characters

=====

=====

Leon S. Kennedy

=====

The hero of Raccoon City, this rookie cop fought his way out of Raccoon City along the side of Claire Redfield in 1998. He has vowed to destroy Umbrella at all costs to avenge the innocent people of Raccoon City. For this particular mission, the President of the U.S. has asked Leon to find his daughter, who was last seen near a strange village in Europe. Is Umbrella involved?

=====

Ashley Graham

=====

The President's daughter. With nearly hole-less AI, she is ALMOST not a complete annoyance ot have around. She's 20 years old and was abducted while returning home from her university. Leon has been ordered to find her and get

her out of there at all costs.

=====  
Luis Sera  
=====

What? Aragorn made it into Resident Evil 4? Nah, he just looks like him. This guy was paid by the higher-up bad guys to research Los Plagos, the parasite that makes the Villagers act the way they do. However, he soon discovered that what he was doing was wrong, and has been a renegade from the bad guys here ever since.

=====  
Hunnigan  
=====

This is Leon's communications specialist. She sends him intelligence and other good ideas, as long as the radio frequency is open...

=====  
Village Chief (Bitores Mendez)  
=====

This is the tall, creepy-lookin' dude in the trailer. According to Capcom's badly-informed website, this man is the priest of the village who teaches "an obscure religion to his macabre disciples." He may be the leader of the village, but you may find that he's pretty low on the importance scale as far as characters go.

=====  
Ada Wong  
=====

This is the woman that Leon fell in love with in his adventure in Raccoon City in 1998. Leon thought she died due to some serious injuries, but Wesker's records indicate otherwise. She has come to the village to retrieve a sample of a particular agent, but she just may help Leon out along the way.

=====  
Ramon Salazar  
=====

The smallest person in the RE series to date, this "man" works under Lord Saddler in a castle located near the village. He's trying to capture Ashley at all times, and finds Leon useless, which isn't good for our hero...

=====  
Jack Krauser  
=====

This man is a mean, lean, knife-wielding machine. He appears to have some kind of military training, but most definitely is not working for the military. Did he have something to do with Ashley's kidnapping?

=====  
Lord Osmund Saddler  
=====

The name uttered by many Villagers as they die. Who is Lord Saddler, and what does he want with the President's daughter?



=====

Albert Wesker

=====

Although it is not confirmed that Wesker will even make an appearance in this game, it is completely possible. He nearly died in the mansion disaster in 1998, but survived by "cheating death" with a virus he obtained from a colleague. He hates Jill Valentine, Barry Burton, and Chris and Claire Redfield much more than he cares about Leon, but he is working for an unknown organization and because the story of Resident Evil 4 is still foggy, we cannot confirm his influence in the game.

~~~~~

### 5. Prologue

~~~~~

The official teaser paragraph from the back of the demo case:

#### A History of Horror

Prepare yourself for a scream-filled trip down memory lane as you witness the terrifying legacy of the Resident Evil series and then take your first steps into the future of survival horror. Watch the thrilling history of Resident Evil in six grisly movies, including a trailer for the forthcoming Nintendo Gamecube release. Best of all, take control of Leon as you try to survive a shocking playable demo of Resident Evil 4 that'll be sure to take your breath...and maybe life...away.

The official teaser paragraph from the back of the game case:

U.S. agent Leon Kennedy has been tasked to look into the abduction of the President's daughter and his investigation has led him to a mysterious location in Europe. As Leon encounters unimaginable horrors, he must find out what is behind the terror.

~~~~~

### 6.1 Chapter 1-1: Enter the world of survival horror...

~~~~~

#### \_Prologue Cutscene\_

#### \_Opening Cutscenes\_

=====

#### Bridge and Entrance to Village

=====

Parking tickets...hmm.

Walk forward up the trail. As you pass, some Crows will fly away. Although they pose no threat, you can kill them in one shot for 200 PESETAS (PTAS).

NOTE: Save up those PESETAS! Later, you can use them to buy some fun items...

Run up to the big cottage here.

#### \_Cutscene\_

Oooo. Creeepy.

Instead of going inside this cabin, go to the left of it around the side. You'll find a wooden crate on a cart. Shoot it open to reveal a random item, which could be a GREEN HERB, HANDGUN AMMO, or a HAND GRENADE. Take whatever it is with you. In this game, you'll have trouble filling up all your item slots.

Now run back around to the front door. You can hop over the railing on the porch on the side, which is one of the features that no other Resident Evil games have. Pretty cool, eh?

Enter the house, then run through until you find the man that you can hear coughing.

\_Cutscene\_

Holy crap!

NOTE FROM Robert Padua [robertpadua@hotmail.com]:

For those of you who aren't particularly fluent in Spanish, here's what this guy just said:

¿Qué carajo estás haciendo aquí? Lárgate cabrón.

Which means:

What the f\*ck are you doing here? Get the hell out of here mother f\*cker.

This guy doesn't look like a zombie...hmm...

WHO CARES?! Freaking blow his brains out! Aim at his head and shoot until he falls. If you don't see a cutscene, however, he's not dead yet.

NOTE: This is the first Villager, so he's particularly weak. Be careful against the others.

NOTE: Kicking is a feature that is, well, for the most part new to the Resident Evil series! If Leon shoots somebody who's close to him and they hunch over for a moment, press A when prompted to land a roundhouse kick across the enemy to send him to the ground. This works on multiple enemies, too.

NOTE: Also, if you find a Villager running at you and shoot him in the foot, he falls flat on his face!

Anyway, after you kill the guy, you see a

\_Cutscene\_

Uh oh. Well, at least they didn't get a parking ticket, right? Heh.

Press A to pick up any items the Villager may have dropped and head out the front door to check on the officers.

What? Somebody blocked the door? Crap. Well, I guess we better take a look around here for another exit then.

You can check the guy's body to discover that he's not a zombie, and you can check what he was cookin', but you can't quite tell what it is... Look at the back of the staircase to find a nasty collection of human skulls, then head up the stairs and around the bend to find HANDGUN AMMO on the table.

Hmm, that's a bit odd...no rooms upstairs.

Looks like the window up here is the only way out...yep...you guessed it. Head

over to the window and press A to send Leon flying out the window!

There are 3 Villagers out here and they all seem a little bit cranky. Take a few steps away from them all, then turn around and do what is necessary to assure that they WON'T be coming back. When the music stops, it's over. Check their bodies for PESETAS, HANDGUN AMMO, a GREEN HERB, or even an INCENDIARY GRENADE.

Before we continue, let's check on those officers that brought us here. Head back to the bridge area. Once you're there, run to the end of the tire tracks and press A to Look Down.

#### \_Cutscene\_

And the bridge is out, too. Looks like we have no choice but to head to this village. Run back to the cottage area and go to the right of it. You should see multiple guidepost signs that read "Pueblo," the Spanish word for town or in this case village.

Check out the little cabin on the path to the right of the big cottage you just came from. Inside, you'll find some HANDGUN AMMO, GREEN HERB, a HAND GRENADE, and perhaps even some PESETAS.

NOTE: To use Leon's knife, hold L instead of R to aim and press A just like you would fire a weapon.

NOTE: There is a typewriter here, feel free to make use.

Leave the cottage and head up the path. You should see 2 Crows and a sign with human skulls on it.

NOTE FROM THURSDAY21987 [thursday21987@yahoo.com]:

These signs usually mean a trap is placed for you ahead. In this case, bear traps.

OH MY GOSH! A POOR WOLFIE-POO GOT CAUGHT IN A BEAR TRAP! NOOO!

Press A to let the poor guy out of the trap. He'll limp off into the woods.

NOTE: The wolf heals pretty quickly, and don't worry, he'll be back to see you later. There are three other bear traps, but unless you go off the path, you'll only find one, and it's mentioned below.

NOTE: Do you see that fence straight ahead? If you stay on this side of it and head to the very right end of it, you'll find a RED HERB on the ground. Take it.

Continue down the path until you come along some trees with red lights. Then STOP. Those red lights are dynamite on the trees with black, hard-to-see trip wires.

Here's how this area is laid out.

```
|  O-----O   X   O-----O  |
```

The |'s are the edges of the playable area.

The O's are the trees with dynamite strapped to them.

The -'s are the tripwires for the dynamite.

The X is a bear trap.

It's not too difficult to navigate yourself around the bear trap, so that's



```

S | / / / / / / ==/ |/////ZZZZZZZZZZZZZZ|
| / / / / / / 3 ==///// | | / =/ZZZZZZZZZZZZZZ|
| / 1 / / 2 ///// / / | | / T /ZZZ/////////|
| / / / / / / / / / / | | / /ZZZ Z//|
| ///// ///// | | Z//|
+-----+ +-----+ +-----+ Z//|
A FF Z//|
+-----+ | | C| FF ///////////////|
| | | C| / /|
/ / | |ZZZ///// /////////////// / Chapel /|
/ / | |ZZZ/ 4 /ZZZ ////////////// /|
/ / | |ZZZ////////// //ZZZ ZZZZZZZZ/ /Z|
/ /| ZZZ//////// /ZZG ////////////// /|
/// || Y ZZZ//////// /ZZZ / /|
| |ZZZ ////////////// / 5 /|
/ | |ZZZ ////////////// /|
/ | +-----E-----+
S1/ |
/// |
| |
+-E-+

```

A graphic version is available here at:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/village.gif>

- A - Entrance
- C - Cow
- E - Exit (Locked)
- F - Fire Pit
- G - Green Herb
- R - Red Herb
- T - Tower
- Y - Yellow Herb in a Wooden Crate
- Z - Miscellaneous Blockage
- 1 - Cabin #1 (Inaccessible)
- 2 - Cabin #2
- 3 - Cabin #3
- 4 - Cabin #4
- 5 - Cabin #5
- S1- Shed #1
- S2- Shed #2
- S3- Shed #3 (Empty)
- S4- Shed #4

This is a difficult area, obviously. In order to complete it, all you have to do is basically kill 14 Villagers. However, with your current nearly weaponless state, it will be difficult. This will walk you through picking up items and killing Villagers.

=====  
Step 1: Outside Items & Tower  
=====

Alright. You're at Point A on the map. You've already run forward and perhaps used the action button to look at the officer burning in the fire.

Run forward and take the first right you come to. While they haven't quite reached you yet, we're going to explore Shed #1 for an item or two. So run up into it, there aren't any Villagers inside. In here, you'll find a RANDOM ITEM and a FLASH GRENADE. It doesn't hurt enemies much, but allows for

an easy escape from a crowded area.

Now head out of the shed and back toward the fire. There's a fence on your right. As soon as it ends, cut sharply around it so that you're between the cow's stable and the fence. You should be running toward a wooden crate. Bust it open for a YELLOW HERB.

NOTE: We don't have a RED HERB yet, so try to save the YELLOW HERB and a GREEN HERB for later.

After busting open the crate, however, there is one Villager with a pitchfork back here that doesn't seem too happy. Ignore him and run around the back of the Cabin here (it's #4 on the map).

After rounding the corner, grab the GREEN HERB out of the miscellaneous junk on the side of the building and continue to the large tower with a ladder inside. Climb the ladder.

Up here, check the small table for some SHOTGUN SHELLS. Yes, the Villagers can't climb this particular ladder, but they will throw explosive firey things up at you if you stay up there too long. It'd be best to get down as quickly as possible so you don't have TOO many friends waiting for you at the bottom.

At the bottom, dash out before anyone has a chance to hit you. If you manage to get grabbed, shake the Control Stick quickly for Leon to break out of the grapple and land a kick on the offender's face.

Head right around the tower, heading north Shed #2 (S2 on the map). Go through the gap in the fence and into the shed. Inside, you'll find a wooden crate with a RANDOM ITEM inside. Exit quickly, you don't want a line forming at the door.

Now we're heading west, which is a right turn after leaving the shed. Run straight around the back of the building until you see another wooden crate. Bust it open for a RED HERB. That's almost all the outside and tower items.

NOTE: Now you should mix the RED HERB with the GREEN HERB, then mix that with the YELLOW HERB. This will make a concoction that not only restore all health, but raise Leon's max health!

=====

Step 2: Cabins 2 & 4

=====

NOTE: We're ignoring Cabin 3 for now because when you go in there, you'll have a Chainsaw Guy comin' after you, and that's never fun...unless you have a Rocket Launcher and are invulnerable, I guess.

After picking up the RED HERB from the crate, run along the building to your left and follow it around the corner. There should be a door on the side of the building. Approach it and press the action button to kick it open. Here's a little map of the items.

```
+-----=B-----+
|           ZHZ           |
|                               ZZ|
|        TTTTT           RZ|
|        TTTTT           IZ|
|        TTTTT           ZZ|
|        TTTTT           +-----+
|        TTTTT           +-----+
```

```

|           |
|           Q|
|=          ZZ|
A           ZZ|
|=          ZZ|
|           |
+-----+

```

- A - Your Entrance (The Door)
- B - Your Exit (The Window)
- H - HANDGUN AMMO
- I - INCENDIARY GRENADES inside a crate
- P - 1100 PESETAS inside a barrel
- Q - RANDOM ITEM inside a barrel
- R - RANDOM ITEM inside a crate
- T - Table
- W - Empty crate
- Z - Miscellaneous Furniture

So run in, bust open the barrel on the floor in front of you and take the RANDOM ITEM. Then turn left and take the HANDGUN AMMO off the shelf. After that, make a quarter turn right and head to the crates on the table. Bust open the left one for a RANDOM ITEM, and the right one for an INDENDIARY GRENADE.

Regardless of the enemies outside of your exit (the window, B on the map), use the window. They disappear as Leon jumps through the window, and trust me, you don't want to try the door.

After exiting, turn right and go between the cabin you just came out of (2) and the cabin beside it (3). It's a pretty tight squeeze, but you'll make it through. You might find a Villager coming toward you. If so, land one good shot on his head and kick or run past him.

Run directly across the plaza to the door of Cabin #4. Press the action button to kick it open. Here's another map of items and whatnot:

```

+-----=A=-----+
|T           XXX           |
|T           |           |
|R           |           |
|           |           |
+-----+-----=B=-----+
|           |Q           |
|           |S           |
|           |           |
|           |           |
|           |Z-P-ZZZ     |
|           |ZZZZZZZ     |
|           |           |
+-----+

```

- A - Your Entrance...and Exit
- B - "Locked" door
- E - Empty Barrel
- P - 1000 PESETAS
- Q - RANDOM ITEM inside Barrel
- R - RANDOM ITEM
- S - SHOTGUN SHELLS inside Crate
- T - Table
- X - [Piece of Furniture] used to blockade door
- Z - Miscellaneous Furniture

Alright. Unfortunately, there's no window in the back of this house to jump out of. However, there is a respectable amount of PESETAS.

As soon as you get in, dart to the left to find a [Piece of Furniture]. Get on the far side of it and hold the action button to push that bad boy in front of the door. That'll hold 'em out...for a little while at least!

Bust open the barrel by the door for a RANDOM ITEM. Then head to the door at the other end of the room. There's a lock on it, so shoot it to take it off, then proceed through.

NOTE: Hmph. If only Leon could do that in Resident Evil 2.

In here is a nasty blood-covered bed with 1000 PESETAS on it, and SHOTGUN SHELLS in a crate on the endtable. There's also a barrel that has a RANDOM ITEM in it, so bust it open, too.

Go ahead and equip the FLASH GRENADE we picked up earlier...it's about to come in handy. Face the door, aim at it, and wait. After a short moment, the Villagers will come busting through the door. Toss your grenade right in the middle of them and all of them will hunch over momentarily. Take advantage of their momentary disorientation and run right past them...or kick them, if you're feeling naughty.

NOTE: For some extra PESETAS, you can go to the northeast corner of this area to find a Chainsaw Villager. He has about 4x as much health as regular Villagers, and can kill you in one hit...decapitation. It took me all 3 INCENDIARY GRENADES and some shots from the HANDGUN, but after he falls, he drops the RUBY, worth quite a pretty penny.

NOTE: The Chainsaw Villager actually has a name, it's Dr. Salvador. The other Villagers have names, too, but are too insignificant to worry about.

=====  
Step 3: Cabin #3 and Sheds 3 & 4  
=====

I'll bet with those SHOTGUN SHELLS, you can't wait to see how they work, eh? Me neither.

Run across the plaza and a little to the right, through the doorway into Cabin #3.

\_Cutscene\_

Ohhh crap. Leon has already pushed the [Piece of Furniture] in front of the door, but that doesn't always work too well, as we've seen.

Here are some translations of what they were saying:

Once again, creds to Robert Padua [robertpadua@hotmail.com]:

¡Abre la puerta!  
Which means:  
Open the door!

Vallan por detrás.  
Which means:  
Go from behind.



They're taking ladders around the back...

Once again, here's a map for ya:

```
1F
+-----+
|      FF  -H- |
|  TTTT      |
|  TTTT  R  Q |
|  TTTT  +-----+
|  TTTT  |S ^ S| |
|  TTTT  |T | T|
|          |A  A|
|          |I  I|
|          |R ^ R|
|          |S | S|
|Y          +-----+-----+
|Y          |
|Y          |
|          |
|=          |
W          |
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|          |
|          XXXXXXXX |
+-----+=====A=====+
```

- A - Entrance
- B - Barrel (Empty)
- F - Furnace
- H - HANDGUN AMMO
- Q - 1000 PESETAS inside Barrel
- R - RANDOM ITEM
- T - Table
- W - Boarded Window
- X - [Piece of Furniture] blocking door
- Y - Pushable shelf that can be used to block the window.

First, run over to the shelf (Y on the map) and push it in front of the window to hold off the Villagers there a little longer.

Next, head off to the back of the building. Grab the HANDGUN AMMO off the shelf behind the stairs, then turn around and shoot the left barrel open and take the 1000 PESETAS. The other barrel is empty. Head up the stairs! Here is a map of the 2nd floor:

```
2F
+-----+
|  =S=      |
|N          |
|          |
|P          +-----+
|          |S | S|
|=          |T \ T|
B          |A  A|
|=          |I  I| |
|          |R | R|
|          |S \S|
|          +-----+
```

```

|           |
|           |
|           |
|   ZZ-T-ZZZZZZZZ |
|   ZZZZZZZZZZZZZZ |
|   ZZZZZZZZZZZZZZ |
|           |
|           |
+--=L=-----+

```

- B - Exit (Window)
- H - HANDGUN AMMO
- L - Ladder
- N - HAND GRENADE behind Glass
- P - 1000 PESETAS
- S - SHOTGUN
- T - SHOTGUN SHELLS

Take the SHOTGUN off its classic wall hooks, then shoot the glass in front of the HAND GRENADE and take it. Take the 1000 PESETAS from the table on the side, too.

Ignore the Villagers at the window and proceed to the bed area. Take the SHOTGUN SHELLS, then run over to the window with the ladder. Press the action button to knock off the ladder. That'll delay 'em a little bit.

Now approach the exit window (the one without the ladder) and press the action button to jump out of it. They aren't quick enough to hit you while you're in the act.

Here's a map of the rooftops:

```

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                                     |           ||
                                     |           ||
                                     |           ||
                                     L           +=====+           ||
                                     |           ||           |
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+//////////--\\\\\\\\\\\+           ||           ||           |
|           ||           ||           |
|           ||           ||           |
L           B           ||           |
|           ||           ||           |
|           ||           ||M   $           |
|           ||           ||           |
|           ||           ||           |
+//////////--\\\\\\\\\\\+-----+           +-----+

```

- B - Entrance (Window)
- L - Ladder
- M - SPINEL
- \$ - Optimum Shooting Position
- = - Edge that Villagers can't fall off of
- ||- Edge that Villagers can't fall off of

NOTE: "-" and "|" indicate that enemies can be knocked off the rooftop at this point.

First, run forward ignoring the Villagers up and over the roof to find another ladder. Press the action button to knock it off, then run to the top of the rooftop and face the window you came in from. Use the HANDGUN to take out these two Villagers, you'll want to save your SHOTGUN SHELLS for the Chainsaw Villager.

After finishing them up, continue around to the next ladder indicated by "L" on the map. Knock it off as well, then continue around to then next rooftop around the corner with the SPINEL (indicated by "M"). Take it, then get on the very top of the rooftop, face the direction you came, and wait. This is by far the best place in the entire village to take out Villagers. They all come from only one place and can be knocked back to the ground on the right side for extra damage and time.

NOTE: Because this particular portion of the game is based on killing the 14 Villagers and time, it is a good idea to stay here for a while. Use the HANDGUN for a while, and if you become a little too swamped for your liking, toss a grenade or two into the crowd for some extra floor space. However, always and forever, watch out for the Chainsaw Villager and be sure to pop him in the face with the SHOTGUN whenever he gets close. If you manage to kill him before time runs out (this takes quite a few shots, let me tell you), he'll drop 10,000 PESETAS in the form of GOLD BARS. Heh, ALLL RIGHT. Giggidy Giggidy Giggidy.

Whenever you get bored or run out of ammo, you can approach the edge on the flat area and press the action button to jump off. Here you may find some rewards left behind by Villagers that you killed that fell off the rooftop. You can also visit Shed #4 for a box of HANDGUN AMMO and the ALERT ORDER file, or Shed #3 for, well, nothing.

After your 14th Villager falls, you'll see a

\_Cutscene\_

showing the Villagers going to the Chapel.

Here are some translations of what they say in that cutscene:

Ia campana  
Which means:  
The bell

Es hora de rezar  
Which means:  
It's time to pray

Tenemos que irnos  
Which means:  
We have to go

...and the fun begins.

\_Cutscene\_

NOTE: Pick up the items the Villagers you just killed may have dropped, and be on the lookout for any eggs the chickens may have laid. They can be eaten to restore health. In fact, sometimes you can find a GOLD CHICKEN EGG, which fully restores health.

Let's see...looking for a tower.

First, head over to Shed #4 to the northeast if you haven't already and pick up the ALERT ORDER file. Although it's a bit odd that it's in English, it shows that these guys have been waiting for Leon for quite some time...

Head out the exit to the northeast.

=====  
Farm  
=====

I guess I had better draw out a map.

As a new thing, I've decided to draw one out in Photoshop instead of in crappy ASCII, so check it out, use it with the walkthrough, and e-mail me later to give me your feedback.

Here's the map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/farm.gif>

You should be able to copy that in your browser, but open a new window so you can still read the walkthrough.

First, run into Cabin #1, shoot open the barrel for a RANDOM ITEM, then save if you want. Head back out.

Turn left around the north side of the small building to see a sparkle...mmm.

BUT WAIT! Leon can't grab it now, but if he shoots it down, it will fall into the stinky vat of...well, let's not worry about that. The fact is that it drastically lowers the value of the item, so we need a better way. Instead, shoot the support for the lid of this big bowl to create a nice little landing pad for the item. Here's a screenshot:

<http://www.raccoononline.com/games/re4/walkthroughs/special/pearlpendant.jpg>

Shoot the item to drop it onto the lid, then take it.

Head back out in front of Cabin #1 and look east. You should see a blue parchment on a tree. Hop over into the chicken area and grab it.

-----  
15 blue medallions...  
7 in the farm... 8 in the cemetery...

For those of you who destroy more than 10 medallions you will be rewarded...  
-----

After receiving that, a bunch of blue dots will light up on your map, a lot like the ones on my map. After clearing this area (I'll let you know when), you can run through and shoot as many as you can.

Continue past the tree and around to the back of Cabin #2. There's a Villager there with a pitchfork. Feel free to dispose of him, this one of those areas that DOESN'T have an infinite amount of Villagers.

After finishing him off, head through the back door of the cabin to find another Villager waiting for you. Take care of him in a similar fashion, then check around the cabin for two MORE Villagers. You know what to do.

Now, let's check for items. Inside the two barrels in the southeast corner, you'll find two RANDOM ITEMS. Check the southwest corner for another RANDOM ITEM in a barrel, and open the small cabinet for 1000 PESETAS. Check the other cabinet on the west wall for a SPINEL, which is worth some PESETAS later, I'll let you know. There is also a box of HANDGUN AMMO in a crate in the northeast corner for you.

Next, head out and into Cabin #3. It's got a couple cows in it. Moo!

Anyway, you should be able to see a Villager around here. Show him the meaning of the phrase "several bullets in the forehead", then check the southeast corner of the cabin (across from the black and white spotted cow) for a RANDOM ITEM in a barrel.

There's nothing IN Cabin #4, but there IS an INDENDIARY GRENADE in a barrel behind it, so pick that up.

Return to Cabin #2, we're not finished exploring it yet. Climb up the ladder inside, then check the cabinet in the southeast corner for some HANDGUN AMMO.

Hop out the window onto the walkway, then walk straight ahead to the gap between the fence and a post, then jump down. In this practically secret, fenced off area, you should find a crate with the ever-valuable BEERSTEIN inside.

NOTE: Soon, you will find someone you can sell useless items like this to. However, many items are more valuable when items are added to them, including this one, so hold onto it until we get the three other parts.

Head through the doorway and push the bookshelf to find yourself to the east of Cabin 2. Hop over the fence and back into Cabin 2, up the ladder, and out the window. Run to the end of the walkway and jump off the end.

A RANDOM ITEM in a crate is visible. In Cabin #5, one can find a SPINEL in a crate and another RANDOM ITEM in a barrel.

The door in this area is barred from the other side, but Leon does mention that he could open it if he could boost someone else over the wall. I guess we'll have to wait for some company.

Head back up the ladder here (raise it up if you pushed it down), then jump down on the either side.

NOTE: It is at this point that you should find the blue medallions. If you need help, I have, out of the kindness of my heart, taken screenshots of me about to shoot each one of them. It's OK, no need to thank me. I've labeled them by their relative location by a compass rose, so I hope that works with your map.

Southwest:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion1.jpg>

Southeast:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion2.jpg>

Central:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion3.jpg>

West:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion4.jpg>

Northwest:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion5.jpg>

East:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion6.jpg>

Northeast:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion7.jpg>

NOTE: I couldn't quite get the exact second my laser went onto the medallion for that last one, so the medallion is circled in red. I hope it works out for you.

That should help out.

After you're finished, head through the southeastern door.

=====

Suburb

=====

Although there's no real "Urb", suburb was the best term I could think of.

Run forward down the trail until you see a

\_Cutscene\_

Holy Bejeezers!!

Quickly tap the button on screen as fast as you can, then be ready to press whichever combination of dodge buttons you are given at an instant (A+B or L+R) because it comes and goes quite fast. It'll probably take you a few tries, but you'll eventually catch on. It happens in many cutscenes, don't worry, I'll let you know.

After surviving, you can go back to find those idiot Villagers on a bridge. Feel free to pick them off out of rage, but if you've let your by-gones be by-gones, continue down the road to the tunnel.

It's pretty dark in there, but if you look up, you can see a couple of sparkles. Those aren't lights, they're SPINELs. Shoot them down, then take 'em up on your way through.

Here's your "illustration":

<http://www.raccoononline.com/games/re4/walkthroughs/special/tunnel.jpg>

And after you're finished looking at that, open up this one, the map of this area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/suburb.gif>

After you're out of the tunnel, run forward until you see a Villager light one up.

...

A stick of dynamite, of course!

Anyway, when fighting a Villager with dynamite, your first priority is to knock him down. He can't throw it at you if he's laying down. If you're REALLY good, you can shoot the stick of dynamite, or shoot him JUST as he's throwing

it to make him blow himself up.

Before we attempt to empty the dangerous House #2, let's check out the tiny #1.

BE CAREFUL! Walk in slowly to reveal a trip wire and dynamite, if the Villager didn't accidentally blow them up.

BE DOUBLY CAREFUL! There is a VERY commonly missed bear trap on the ground and an approaching Villager with dynamite. Shoot one and kill the other.

Inside the crates in here are a RANDOM ITEM and a SPINEL.

Now let's clear that house full of dynamite tossers (#2). Navigate yourself to the open window in the house on the map (southeast corner), then hop through and clear it out as needed. Use a frag if you need to.

WATCH OUT! If you get grabbed by the one without dynamite, your fate is pretty much sealed by one of the ones WITH dynamite. Watch yourself.

Scour the cabin for a HAND GRENADE, and two barrels with a RANDOM ITEM and a box of HANDGUN AMMO.

Leave via the window you entered from, then prepare yourself to take Area #3.

Actually, there aren't any people to take care of. Check the southeast corner of the #3 area for HANDGUN AMMO.

Now, remember the BEERSTEIN we picked up? The first of its three extra pieces is right here. There's a tree marked by an X on the map that has the item in the tree. Shoot it to make it drop, then take it. It's the RED CATSEYE.

Combine it with the BEERSTEIN to increase its value from the status screen.

Now let's check out Building #4. It's true, there is no exit, but, well, you'll find out.

Shoot off the lock on the door and head through. I don't think I mentioned this before, but pressing A once will make Leon politely nudge the door, while a double tap will have him kick it open, which is particularly important when, say, you're being CHASED BY ZOMBIES! Ha ha ha. There's no zombies in this game, silly.

There's some HANDGUN AMMO on the table and 1000 PESETAS a cabinet in the south-east corner. There's also a typewriter with you, but it isn't very useful unless you want to save...duh...

Head into the next room but watch out! There's dynamite and a trip wire. Shoot the dynamite from a distance, then continue into the next room to find 1000 PESETAS, but wait! They're bait! Shoot the dynamite with the tripwire just next to the PESETAS to clear the way.

There's a bookshelf blocking your path. Get on the side of it and press A to push it across, then head through.

What's that sound? Uh-oh. It sounds like...

Head over to that shaking piece of furniture in the corner, then open it to reveal...

a ZOMBIE!

Nah, it's just a

\_Cutscene\_

Hmph. I guess it's a good thing you didn't just toss a grenade at that shaking [I don't know what it is! I'm not good with furniture!!!] armoire (?).

=====  
6.2 Chapter 1-2  
=====

\_Cutscene\_

NOTE: For future reference, the dude with a special preference for purple gowns is Lord Saddler, the leader of all these goons. Stay alive, and you might get to meet him.

=====  
Valley  
=====

Be alert! Soon you'll have to push either A+B or L+R to make a quick dodge.

\_Cutscene\_

...and Luis runs off. Thanks a bunch.

Before we get started, here's a map:its  
<http://www.raccoononline.com/games/re4/walkthroughs/special/valley.gif>

Check in here for some HANDGUN AMMO, then head out down the hallway.

\_Cutscene\_

Who the #\$%! is that, and why does he call me stranger?  
Who cares?! I talked to some of my friends, and they say he has the best candy.

Take the RIFLE AMMO on the shelf and save if you want to, then head out.

Head left around the building to see just how good the candy this guy has is.

\_Cutscene\_

This is your first Merchant. You will see many throughout the game and will usually bring great joy...and a typewriter.

Many people think that guns are the most important thing they sell, but by far more important is FIRST AID SPRAY for 1,000 PESETAS. It's a bit steep, but because the main challenge of this game is staying alive, it provides a way for even beginners to make it through, even if they don't get quite as many guns or tune-ups.

It is not REQUIRED to buy anything at all from the merchant throughout the game. However, it does make your day a LOT better. I was told to upgrade weapons when I played through, but I wanted to be sure I had enough to get the INFINITE LAUNCHER for the next game, so I didn't upgrade anything, but did occasionally buy new weapons and I was over by about 100,000 PESETAS (requires 1,000,000 for purchase). So if you're aiming for that, just basically buy and sell what I tell you, but don't upgrade. It's OK, you'll be alright.



It is important that you DO buy a RIFLE, which is cleverly named RIFLE. A scope is optional, but not recommended due to the fact that you're only going to use it for 5 minutes tops and is thus a waste of money.

I also recommend that you DO NOT SELL THE BEERSTEIN, but do sell your SPINELS (2000/pc) and the PEARL PENDANT (10,000). Once we get the other gems for the BEERSTEIN, we're gonna sell it for CCCRRRAAAAZZZYYY money.

After you've at least bought your RIFLE, perhaps a FIRST AID SPRAY or two, and the VILLAGE MAP if you don't trust my directions TOO well (Yeah, better pick that up), continue around the building to find a RED HERB and a RANDOM ITEM at the end in barrels. Go back to the front of the building, then look for a barrel in the front with a RANDOM ITEM inside. Take it, then check the wall in front of the house for a crack in the sandbags. There should be two. Pick whichever one seems best, then you can switch when one is exhausted.

Start aiming, then use the C-stick to zoom in on a Villager. Try for head shots. Using both cracks, I hit 6, so go for that, being sure to look pretty far out there, too.

NOTE: After doing this, you don't need the RIFLE for a while, and you will have very limited item space if you don't already. Sell it back for only a minor loss, then we'll continue with the walkthrough.

Now check out those big double doors and get ready for a battle. You know there are at least six guys you WON'T get surrounded by, right?

NOTE: This strategy consists of killing Villagers, picking up obvious items, then going back after they're all dead and picking up the rest. So if I leave something out, it'll probably be listed afterward.

The trick is to shoot them so that they fall off the edge, and if not, kick them off. Attack quickly and don't get surrounded, but if you do, run a little while up a path, preferably one you've already cleared, then turn around and keep going. You may even want to try out some of your grenades if you manage to see a cluster of them. After killing the first 6 sniper-style, I found about 15 Villagers that attacked in the first wave, then upon killing them, 3 more came across the bridge after me, but they were simple because they fell off quite easily.

The next step is to take another wave from the upper hillside, including only one dynamite-wielding villager. This wave consists of 5-6 Villagers.

OK, next is to clear out Cabin #2 on your map. Bust open the front door, take the SHOTGUN SHELLS from right in front of you, then bust open the next door and take out the 2-3 Villagers in this room. Take the HANDGUN AMMO from the large boxes if you feel so inclined.

Next, check the room for a ladder on the west wall. Climb it, then take out the lonely Villager up here if you haven't already from below. Open the chest up here for the 1st out of 2 key items in this area, the EMBLEM (RIGHT HALF), then continue around the rooftop to a barrel with a RANDOM ITEM in it. Jump down, then head northeast toward Cabin #3. Head inside, then check the lockers for a YELLOW HERB and 1000 PESETAS. Now, head out to see that about 10 Villagers are coming up toward you from Cabin #2. Introduce them to your 12-gauge friend, leaving the last wave helpless.

The last Villager that I noticed was located on a small tower on top of Cabin #3 with a barrel and SHOTGUN SHELLS. Kill the Villager and hopefully the

music will stop. If not, you probably missed one. Check around, then we'll proceed with the item hunting.

From here, the closest items are 2 RANDOM ITEMS in barrels along the outer west wall of Cabin #3. Next, head out behind Cabin #2 to find another RANDOM ITEM. Hop through the window into Cabin #2 and open the locker nearby for a FLASH GRENADE. And now, for the other key item in this area.

Looking at the map I provided, it's the eastern X. Cross back over either bridge, then use my map or your own to navigate yourself to the top point in the area. Here, you'll find an explosive barrel, an empty wooden barrel, a barrel with RIFLE AMMO in it, and a chest with the CREST (LEFT HALF) inside.

Open the status screen and combine the two halves for the HEXAGONAL EMBLEM.

From this area, you can take a shortcut by hopping down from here onto a small guard tower, then down right beside the gate. It's marked by wooden planks on the ground.

Approach the door and use the HEXAGONAL EMBLEM to unlock it. Proceed through.

=====  
Village Storage  
=====

Here's the map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/villagestorage.gif>

The areas are numbered for easy reference, just like before.

-----  
Area #1  
-----

Area #1 is empty as far as enemies go, but go left of the double doors found at the front of the building to find a RANDOM ITEM in a barrel and a box of HANDGUN AMMO also in a barrel further back.

There's also a barrel with a RANDOM ITEM inside just to the right of the double doors, covered by bushes.

Open the double doors to enter Area #2.

-----  
Area #2  
-----

Not much is in here. There's a barrel in the northeast corner with a RANDOM ITEM, and a window overlooking a valuable item. Open the other door here when you're finished.

-----  
Area #3  
-----

Clear this area of Villagers, there are 4. Continue to the end of the area for a barrel with yet another RANDOM ITEM inside.

Jump through a window here to enter Area #4.

-----  
Area #4  
-----

Immediately run behind a garbage trough and press A to duck behind one to make yourself safe from the dynamite.

The best way to handle this situation is to stay ducking until just after the dynamite explodes, then stand and pound some out onto whoever you can see. Then duck, wait, and repeat. Eventually, you'll either get it down to just the two bomb tossers or they end up blowing themselves up anyway. Either way, make sure they're taken care of and continue.

WATCH OUT! There are NINE bear traps in this room, in groups of three marked by X's on the map I provided for you. Although shooting all of them is a waste of 9 shots, it could save you some health, so if you can avoid them, try for that, just be sure you don't accidentally back onto one.

Check the northeast corner for two barrels, each containing a RANDOM ITEM. Inside the furnace, you can find a SPINEL, and inside an unlit furnace located closeby, you can find some HANDGUN AMMO.

Next, open the northwestern door to enter Area #5 if another Villager hasn't already opened it for you.

-----  
Area #5  
-----

Immediately quarter-turn left and head straight to that boarded window. Press L to whip out that knife and start hacking away. Hop into Area #6.

-----  
Area #6  
-----

Grab the ELEGANT MASK and return to Area #5.

-----  
Area #5  
-----

Check between the two large red cylinders for a RANDOM ITEM in a barrel, then but open the barrel in the southwest corner for a GREEN HERB. Head north through the door to Area #7.

-----  
Area #7  
-----

Head down the tunnel, which contains no items. Eventually you will come upon the final Villager, yes, the one who happens to be keeping that annoying music going. Kill him to put an end to it.

Here, you can climb down the ladder to find fish, HANDGUN AMMO, 1000 PESETAS, and a FLASH GRENADE. I highly recommend picking up the non-fish items, but for those of you weirdos that like to fish without a rod or bait, you can shoot or blow up fish and take them with you as health-restoring items. However, they are hardly worth it because even though the BLACK BASS (L) restores health, it takes up 12 item slots, enough to hold 6 FIRST AID SPRAYS. The small ones only

take up 3. The big one can be shot easily with the HANDGUN, but a HAND GRENADE always makes getting the small ones easier.

After you finish, climb up the ladder at the end of the tunnel to enter the next...well, map-able area.

=====  
Chief's House  
=====

Once again, the map I have so painstakingly developed for you:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/chiefshouse.gif>

Standing a good distance from the crows ahead, shoot the first one, and the second one if you can, then instead of aiming for another crow, just aim for the red-lighted dynamite. It will explode, killing the third crow.

Pick up the rewards, which should be some PESETAS and HANDGUN AMMO, then check out the inside of Cabin #1. You'll find a crate with HANDGUN AMMO and a barrel with a RANDOM ITEM.

Head back out, then check in the northwest corner to the left of the small shack to see another set-up similar to the one for the PEARL PENDANT. Shoot out the support like before, then shoot the item, then take it. It's the BRASS POCKET WATCH. You can set the stand up for the nasty concoction..but why?

Before continuing, check around the trees that had a tripwire for three bear traps. Trip or avoid them and move past.

Continue up the stairs into the Village Chief's House...

At the top, you'll find a door with a strange puzzle on it. Hmm.  
For those of you who don't care much for puzzles, try up and then left to open the door.

Inside is the Village Chief's bedroom, which just happens to have tons of items.

There's a box of 1000 PESETAS in the "dresser" in the northwest corner, as well as a box of HANDGUN AMMO in the desk in the southeastern corner. The CHIEF'S NOTE is on the bed, and the first actual key of the game, the INSIGNIA KEY, is located in a decorated box against the south wall.

NOTE: Be sure you read the CHIEF'S NOTE, it'll clue you in on a little of what's going on, as well as how inferior this chief is to their leader, Lord Saddler.

After you got that all cleared up, head through the door on the other side of the room.

\_Cutscene\_

~~~~~  
6.3 Chapter 1-3: Your destiny lies behind the chapel  
~~~~~

\_Cutscene\_

Los Illuminados...hmmm...

For those of you just joining us, here's an extra map for this area:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/chiefshouse.gif>

Check the cabinet by the door for a GREEN HERB, then just for kicks, go back into the Village Chief's room.

\_Cutscene\_

(Resident Evil 2 Fans)

Who was that mysterious woman in the red dress?

That's alright, let's not worry about it. Head back out into the hallway, then down the stairs. Open the door around the back of the stairs to find a Villager in the bathroom. No toilet..hmm.

Check the west side of the room for an INCENDIARY GRENADE behind glass and 1000 PESETAS in a small cabinet. Then check inside the oven in the northeast corner of the house for a BROWN CHICKEN EGG. It restores health a little. Whoopdeedoo.

Save on the typewriter here, then head out the back door. Run down the path until you hear that horrible, horrible sound...

Equip your SHOTGUN or some grenades and take him OUT! Watch out for his buddies, too. A good strategy for this mini-battle is to hide out in the house so they will funnel in through the door, allowing you better control of your surroundings.

Either way, take 'em all out. You've dealt with at least one Chainsaw Villager before, so he shouldn't be too much of a problem. Take the RUBY from the dead Chainsaw Villager's body.

Continue down the path, but be on the lookout for two birds' nests in the trees (marked by green X's on the map I provided). Here's a picture of what they look like:

<http://www.raccoononline.com/games/re4/walkthroughs/special/birdsnest.jpg>

Shoot them out for a SPINEL from the first one and a box of TMP AMMO from the second one.

Midway between them is Cabin #2, which houses a lady and has a man outside, both of which want to kill you, so take care of them and take the RED HERB from inside the cabin.

Continue up the road to find a group of about 4 more Villagers, then after their bodies have bubbled away, unbar and go through the double doors leading back to the village.

=====  
Village  
=====

Well, there aren't any new items here, but there are a bunch of new Villagers. Unlike last time, however, they are of a very finite amount, so if you're feeling like wasting ammo, now's your chance.

If not, head up to the chapel at the east end of the area, use the INSIGNIA KEY and enter.

=====  
Chapel & Southeast Tunnel  
=====

This is a small, enemy-free area, so I didn't map it out for you. I'm sure you'll find your way and if you're having trouble, you can always use your own map.

In this first room is a box of HANDGUN AMMO, a RANDOM ITEM in a crate, and a typewriter. Make use of what you wish, then push open the other door. Inside is a barrel with a box of TMP AMMO inside and a stange oil lamp hanging from the ceiling. Hmm.

Get a good distance away from it and pound a round into it. KABOOM!

After it stops flaming, take the SPINEL and head jump through the hole in the floor.

Proceed down the tunnel until you come to another oil lamp. This one has only oil inside, but you can also notice three sparkles. Shoot all of them down for 2 SPINELs and an ELEGANT HEADDRESS. You can also bust open the crate here for a RANDOM ITEM.

After you're finished, continue up the path to find the second merchant! Woo!

NOTE: At this point, the TMP is available. You can buy it if you want, but for the most part, this gun does not have enough ammo to be entirely useful against anything other than a boss. You DO have 100 shots for it, and that will last a little while, but you're going to be getting a spanking new pistol here in a second, so it's your call, but I'm going to recommend you save that money for tuning-up your other weapons or saving for a bigger weapon.

NOTE: Once again, DO NOT SELL THE BEERSTEIN YET. The next part is less than 5 minutes away, then we only have one part left to get. Do sell all your SPINELs, the RUBY, the BRASS POCKETWATCH, and the ELEGANT HEADDRESS. They are all going to remain the same value regardless of what else you procure.

When you're finished with the merchant, head through the door and up the ladder at the end.

=====  
Cemetery  
=====

Fine! I'll make you a #\$\$! map! You lazy people and your...stickers, and... jellybeans...anyway, here it is:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/cemetery.gif>

Once again, we'll clear the area of enemies before attempting to clear it of blue medallions. I'll let you know...

Head up the path, watching for 2 birds' nests in the trees. The first contains a HAND GRENADE and the second contains RIFLE AMMO.

\_Cutscene\_

Shoot the Crows if you're feeling mean, then 2 Villagers will notice you and come to attack you. They don't pose too much of a threat.

Head into the cabin on the right (#1 on the map). Inside is a box of HANDGUN

AMMO and two crates, each containing a RANDOM ITEM. After you're finished, exit and continue up the path. After reaching the top, you should find a few Villagers, including one with dynamite. Take care of them whilst being careful not to get yourself blown up, then continue on the path that leads to the back of the church.

Two more Villagers here, one that wields dynamite. If you can get him caught behind the doorway, he'll toss his dynamite into the wall and it'll fall at his feet!

Run to the dial at the end. It's a puzzle concerning the graves.

There are 7 insignias on the dial, and we want to light up the 3 insignias of the dead "ringers". The only combination of three anything in the graveyard were the twin graves, whose insignias were the Z, the M, and the V, so let's light them up.

However, It only spins in increments of 3 and 4. Ugh. Here's the simplest way I could figure out how to do it:

Press 3 seven times.

Press 4 five times.

Press 3 once.

And that's it! Take the GREEN CATSEYE, the second BEERSTEIN treasure. Go ahead and combine them from the status screen.

Now return to the front of the church and open the door.

\_Cutscene\_

Dang. Oh well. Take the trail beside the one going behind the church and keep going.

Take out the 3 Villagers waiting for you, then hop across to Cabin #2. Inside is the CLOSURE OF THE CHURCH file, as well as a RANDOM ITEM and a snake, each in crates.

NOTE: Every once in a while, you'll find a snake in a crate or barrel. If you do, immediately slash or shoot it to get your item. If you're too slow, he'll bite you and slither off.

After you're finished there, head to the very end of the platforms to find one lonely Villager. Kill him, then we're ready to go back through for the blue medallions.

This time, instead of giving you compass rose directions, I'm going to label them with numbers from west to east. Since you're on the east side, I'll list #15 first, then work my way back to #8 (the first 7 were at the farm, remember?). You only need 10, but I'll include the locations of all of them for you over-achievers.

Once again, numbered from west to east but in order from your current location:

Blue Medallion #15

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion15.jpg>

Blue Medallion #14

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion14.jpg>

Blue Medallion #13

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion13.jpg>

Blue Medallion #12

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion12.jpg>

Blue Medallion #11

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion11.jpg>

Blue Medallion #10

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion10.jpg>

Blue Medallion #9

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion9.jpg>

Blue Medallion #8

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion8.jpg>

Now, before we continue through the game, we're gonna go back to that merchant to get our reward...

Head northwest to reach the path, then head southwest and down the ladder at the end.

=====  
Chapel & Southeast Tunnel  
=====

Open the door ahead and talk to the merchant. Look under the Buy command to see that there is a new gun, the PUNISHER, available for 0 PESETAS. Woohoo! Sell your old piece of crap and take this new gun which the merchant claims "will blast a hole through two enemies!"

NOTE: Don't want the PUNISHER for whatever reason? At least take it from him and sell it back.

NOTE: You can already tune-up the PUNISHER, but if you follow this walkthrough, you will be getting only one more new handgun, so I recommend you save your money for tuning up that gun. Selling back a tuned-up handgun does not yield nearly as much as you paid for it, especially if it has no ammo in it.

Head back through the door and up the ladder.

=====  
Cemetery  
=====

Go back up toward the church. Check out the trees next to the church, one of them has a nest in it that's worth an INCENDIARY GRENADE.

Now head back to the southeast corner. We're gonna see who this "Del Lago" character that the note mentioned is and why he's such a big deal.

Open the door at the end.

=====  
Large, Paved, Flat Area  
=====

That name stays 'til I think of something better.



Check the right wall for a barrel with a RANDOM ITEM inside. Before you run into the paved area, notice the crows...feeling evil?

Go ahead and equip a HAND GRENADE and toss it right into the cluster. That should kill all of them, but if you messed up, head through the door you just came through and back in to make all the surviving Crows return to their posts.

There are 3 small cabins here. The first one has HANDGUN AMMO and a SPINEL, the second is empty, and the third has another box of HANDGUN AMMO.

You can also find a SPINEL in the northwest corner of this big, paved area.

Continue past the cabins to find two barrels, which both contain RANDOM ITEMS.

There are two sets of double doors here. Open the one down the small set of stairs.

=====  
Merchant's Dock  
=====

Run forward, jump down, and keep going. At the corner, take the HANDGUN AMMO, then keep going straight until you find a barrel behind a large box on your right. Bust it open for a RANDOM ITEM, then head the long way around the Merchant's stand for a barrel with HANDGUN AMMO.

Now let's check out what the Merchant has to sell...not much more than he had before. Stock up on your FIRST AID SPRAYS if you're running low, then head back up to the Large, Paved, Flat Area.

NOTE: Just a small recommendation, but I'd reconsider if you don't have at least two full-healing items.

=====  
Large, Paved, Flat Area  
=====

Up the stairs, take the doors on the right.

=====  
Lagoon  
=====

Inside the cabin on your right is a box of HANDGUN AMMO and a RANDOM ITEM in a barrel.

After you're finished, head down the path.

\_Cutscene\_

ANOTHER BOULDER?! It's the same deal as last time...one button repeatedly, then the dodge buttons QUICKLY.

Here's the map for this area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/lagoon.gif>

Continue down to the docks. You should see a guy standing there. Shoot him to attract the others' attention, but don't run forward, there's a tripwire. However, we better not waste ammo blowing it up. I mean, we have some perfectly

good trip wire trippers coming straight for us, right?

Let them blow themselves apart, then check out Cabin #1 on the left. Once inside, another Villager will spot you, probably toss a sickle at you, then get one of his friends to come with him to get you inside the cabin. Take them out, then check the cabin for items. You should find TMP AMMO in a barrel, and a snake and SHOTGUN SHELLS in the crates. Remember snakes? Hit 'em quick or they will bite you. Your reward is usually a CHICKEN EGG, which can actually be equipped and used as a weapon, if you're THAT desperate.

Come out and look around to find that a platoon of Villagers, probably the ones that pushed the boulder, have come from the direction of your entrance. There's about 5 of them, so if you find it necessary to use a grenade, by all means, enjoy it.

Just remember! If you're out of ammo, you're knife is broken, and all seems hopeless, equip that CHICKEN EGG and let the carnage begin!

...

ANYWAY, I've marked a green X on the map. It's a HAND GRENADE. To get it, just hop down into the marshy area and grab it.

NOTE: WATCH OUT! There are several tripwires here with dynamite, so be careful.

While in the marsh, head over to the blue X on my map. It should be slightly over the water, with a tree. Aim up in the tree to see a bird's nest. Shoot it to receive the ANTIQUE PIPE, a valuable item.

After triggering a few Villagers, run around to the stairs on the other side of the dock. Find the INCENDIARY GRENADE (the red X on my map), then turn around and go on a little Villager hunt. There should be 4-5.

After the music stops, head up the dock northeast. Shoot the dynamite from a distance and continue.

There's a man in Cabin #2 waiting for you, so take him out then take your spoils: HANDGUN AMMO and a snake in a crate, yielding yet another beloved egg! Looks like someone's looking out for us. With all these CHICKEN EGGS, we could probably take out the boss of the game in 10 seconds.

...

ANYWAY, continue up the path to find perhaps some more snakes with eggs and a set of double doors leading to the lake...open them...

=====  
Lake  
=====

Head left to the end until you see a

\_Cutscene\_

HOLY CRAP. That thing was huge...

That's OK, you'll be in a row boat about the size of a large pack of gum...

Before doing anything else, do a direct 180 turn (Down + B), then check around the tree on your right for a RED HERB.



the beast as he was trying to cut it off. Oh well, it's still a great game, right?

\_Cutscene\_

=====  
6.4 Chapter 2-1: I'm under the President's order to rescue you.  
=====

\_Cutscene\_

=====  
Lake  
=====

Check this house for items. You should be able to find the ANONYMOUS LETTER file, a box of HANDGUN AMMO, a FLASH GRENADE, and a RANDOM ITEM in a crate. There's also a typewriter, but you probably just saved.

Head outside. You can go fishing again if you want, but for now, hop into the boat and head northeast to cave shown on your map. There's a Merchant in there.

Shouldn't be too hard to get there, open up your own map if you get lost.

=====  
Merchant's Cave  
=====

Before you enter the shop, check out the barrel beside the doorway. Bust it open for a RANDOM ITEM, then push the crate behind it forward. Continue around the building to find two more barrels with RANDOM ITEMS. Climb the ladder, then push one crate, then another to find another 3 barrels. One contains a GREEN GEM, and the other two each contain some PESETAS. Continue around the rooftop to find an opening. Jump down to find yourself behind the counter. Here, you can find some RIFLE AMMO.

After that, head back up, out, down, around, and back to the front of the store. Now check out the right side. You should find two barrels. One contains HANDGUN AMMO, and the other contains a RANDOM ITEM. Next, aim up to see a torch burning brightly. Shoot it a few times to drop a SPINEL. Take it with you.

Now check out what the Merchant's got for you. All he really has is new tune-ups, though, so if unless you want to make the weapons you have better, there's not much to do.

You can sell your SPINELS, the ANTIQUE PIPE, and the GOLD BANGLE W/ PEARLS, but don't sell the BEERSTEIN, the ELEGANT MASK, or the GREEN GEM, which, by the way, you should combine with the ELEGANT MASK.

NOTE: If you're not using the TMP, TMP AMMO is also a good thing to sell for cash.

Once you're finished, hop back in the boat.

=====  
Lake  
=====

Head back to the cabin you awoke in and get out. Open the big double doors in the lower southeast corner.

=====  
Waterfall  
=====

Run up the passage.

\_Cutscene\_

WHAT THE \*#\$%! is that?!  
WHO CARES?! BLOW IT UP!!!

Kill the other Villager, too, but try to aim away from his head.

Pick up the 5000 PESETAS that the first weirdo dropped.

NOTE: FROM NOW ON AND FOREVER THROUGHOUT THE GAME, IT IS A BAD IDEA TO SHOOT AT THE HEAD OF A STANDARD VILLAGER. NEVER AIM FOR THE HEAD, ALWAYS AIM FOR THE CHEST OR WAIST AREA. It'll take a few more shots than before, but Las Plagas causes more problems.

NOTE: If for some reason you do take head shots and another Villager shows his true form, DO AIM FOR THE HEAD. Shots taken by the body inflict very little damage. Also, watch out! Even when the Villager is face down in the mud, his mutatis head can whip up at you.

After that's over, continue up the path and up some stairs.

The map starts at this point. Here it is:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/waterfall.gif>

Hop across the river, then run to the end marked by a red X on my map. It's a HAND GRENADE in a barrel.

Next, backtrack to the last point where you could cross the river, and again hop across. Run to the end of the passage, where you'll find a repelling rope. Press A to repel down...

Run forward, then look back and up at the hillside to find a sparkle. Shoot it down, it's another SPINEL.

By now you should be hearing some grunts and seeing some flying sickles. It's coming from a villager in a tower (marked by #1 on my map). Shoot him from a distance or climb the ladder to show him who's boss, then once up there, bust open the barrel for a RANDOM ITEM and take the HANDGUN AMMO off the railing.

Climb back down and head around the house. There's what looks like a good place for a bridge, but it's too far to jump. Look a little to the right to see a box suspended in the air with a chain. Shoot the chain to drop the crate, and the current will push it against the floodgate, allowing you a step to get across.

The next way across is a similar situation, except two crates are required and they're not right next to the floodgate. All 3 crates are shown on my map with brown X's.

Run to the right across the wooden platform to the Tower #2. Climb it and bust open the barrel for a GREEN HERB. Then, look up to see a crate swinging back and forth suspended by a chain. Here's a pic:

<http://www.raccoononline.com/games/re4/walkthroughs/special/waterfallcrate1.jpg>

Once again, aim for the chain and fire. Hop down by the ladder to find the second crate, also suspended by a chain but on a lower level. Take a shot at that chain to drop the second crate, creating your bridge.

Return to the flood gate and jump across the river to the other side using your new crates.

Climb up into Tower #3 and throw the switch, which will divert water away from a secret tunnel behind the waterfall.

\_Cutscene\_

Now jump across the crates back onto the middle structure and head west.

\_Cutscene\_

Aww crap. Jump back across the crates toward Tower #3 and get ready to shoot some Villagers. They'll jump across the crates toward you, but provide for easy targets on such small platforms. You won't get any items this way, but you're almost completely safe.

Back onto the middle structure and again head west. Just before going past Tower 2, aim up to see a sparkle on a horizontal support. Shoot it down, it's the valuable AMBER RING, marked by a green X on my map.

Continue through the new opening to the end, where you'll find the ROUND INSIGNIA, which will unlock the door to the church! We can finally find Ashley!

\_Cutscene\_

Well, isn't that convenient. Head through the new passage, it's a shortcut. Open the doors at the end.

=====

Merchant's Dock

=====

Bust open the two barrels here for two RANDOM ITEMS, then face backward and shoot the torch for a SPINEL.

Then, run to the end of the dock and hop in the boat. Remember that dock from before? We're there now!

Well, at this point it's a good idea to SAVE YOUR GAME IF YOU WANT TO FINISH WITHOUT ANY DEATHS ON RECORD. We're about to fight a boss, so prepare yourself. You should be near full health and have at least 2 full-healing items.

After you're prepared, head up the ladder and out the door in the northeast corner.

=====

Large, Paved, Flat Area

=====

Bust open the two barrels for a GREEN HERB and a box of HANDGUN AMMO. Then walk innocently out into the large, paved, flat area.



HANDGUN AMMO. When you're finished, head through the door in the southwest corner.

NOTE: In case you're wondering, our secret weapons, the eggs, are not very effective against this boss. I'll let you know about their status against other bosses as well.

=====  
Cemetery  
=====

Here's the map from before:

<http://www.raccoononline.com/games/re4/walkthroughs/special/cemetery.gif>

Run across the platforms, but stop in Cabin #2 for two RANDOM ITEMS in crates.

Continue across the platforms and up the path to the top, where you'll encounter your first Colmillos. They're basically evil dogs, and there are 3 of them.

Employ the SHOTGUN to finish the job quickly, whilst being ever-watchful of your health gauge. One of them drops RIFLE AMMO for you.

Cabin #1 has been re-stocked with HANDGUN AMMO and a RANDOM ITEM, both in crates. There are also more nests on the way to the tunnel, which contain a box of HANDGUN AMMO and a SPINEL.

After you're finished picking up items, head to the front of the church and use the ROUND INSIGNIA to unlock the door. Proceed through.

=====  
Church  
=====

The map for the Church:

<http://www.raccoononline.com/games/re4/walkthroughs/special/church.gif>

Check the front of the church (Green X on the map) for a whopping 3000 PESETAS. Then follow the map to the Red X for a FLASH GRENADE.

Not much else down here. Climb the ladder at the Blue X to reach the second floor. There isn't anything up here, though, except for a gate blocking a passage to a door...and a chandelier...

Approach the edge and press A to jump onto the chandelier. While the chandelier is closer to the other side, press A to jump onto the ledge on the other side.

Over here, you can find a strange panel and two barrels. They contain an INCENDIARY GRENADE and a RANDOM ITEM.

The other side has another gate, so check out that panel we saw earlier (it's a gray box on my map). It's a stupid spotlight puzzle. Ugh.

Because I'm sure you hate puzzles like this, here's the solution:

Turn the red spotlight twice.

Turn the green spotlight three times.

Turn the blue spotlight once.

Press combine.

They should line up to form the logo. If you screwed up, we're gonna have to



take a little different approach. Each of the colored spotlights has a little notch in it, can you see it? Line up the notches as follows:

Red: Down  
Green: Left  
Blue: Right

Let me know if you can't see the notches, I'd be happy to post a pic on here outlining them.

Anyway, after they're lined up correctly, the bars raise, revealing a door in the eastern area. Open it...

\_Cutscene\_

Dang! Who'da think they'd put so many items in a prison room? Oh well. Bust open the barrels to find 2 boxes of HANDGUN AMMO, a GREEN HERB, and 3 RANDOM ITEMS. Whoopee!

Go back out and down the ladder. Press A to catch Ashley. The game pretty well reminds you, but from now on as long as you have Ashley with you, you have to catch her anytime you jump down anything.

Head out the front door.

\_Cutscene\_

Dang. Both of us are infected...

=====  
6.5 Chapter 2-2: On the way to the extraction point  
=====

=====  
Church  
=====

Now you're in that storage room beside the church. Inside, you'll find a RED HERB, HANDGUN AMMO, and 2 RANDOM ITEMS in barrels.

NOTE: As long as Ashley is around, you need to be careful about shooting. If you hit her, she'll die, or at least be seriously wounded. She ducks when you aim near her, but not instantly, so watch what you're shootin'.

Unlock and proceed through the only door here.

=====  
Cemetery  
=====

\_Cutscene\_

That doesn't look good. Run forward toward them, toward the graveyard.

"Leon, shoot the barrels on that wagon!"

Sounds like a good idea. Take her advice to send a big, rolling fireball right toward them. It doesn't get all of them, however. Eradicate the rest of them, then head to the ladder at the west end of the area.

NOTE: REMEMBER! NO HEAD SHOTS!



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/// |
| |
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A - Entrance  
E - Exit (Locked)  
F - Fire Pit  
G - Green Herb  
R - Random Item  
T - Tower  
X - Exit (Unlocked)  
Z - Miscellaneous Blockage  
1 - Cabin #1 (Inaccessible)  
2 - Cabin #2  
3 - Cabin #3  
4 - Cabin #4  
5 - Cabin #5  
S1- Shed #1  
S2- Shed #2  
S3- Shed #3 (Empty)  
S4- Shed #4

The furniture in Cabins 3 & 4 has been replaced, so you can hide out in there for a little while if necessary.

NOTE: NO HEAD SHOTS! DON'T FORGET!

Here's a listing of all the items in the area by their locations:

Cabin #2:

RANDOM ITEM in a barrel  
HANDGUN AMMO in a crate

Just behind Cabin #2:

GREEN HERB in a crate

Cabin #3:

HANDGUN AMMO in a barrel behind the stairs  
TMP AMMO behind the glass on the second floor

Cabin #4:

RANDOM ITEM in a barrel in first room  
RANDOM ITEM in a barrel in back room

Tower:

SPINEL on endtable

Shed #1:

RANDOM ITEM in a crate

Just behind cow stall:

RANDOM ITEM in a crate

After you've finished picking up whatever items you desire, head to the northeast gate, but watch out for the bear traps. Remember that door in the farm that required another person? We're going for that one.

Open the double doors in the northeast corner.

=====

Farm

=====

Here's the farm map again:

<http://www.raccoononline.com/games/re4/walkthroughs/special/farm.gif>

Here is a similar setup to what I just did for you in the Pueblo. Take the items you want, kill Villagers you find, then read below to progress.

Cabin #1:

HANDGUN AMMO in a barrel  
SERA AND THE 3RD PARTY FILE

Cabin #2:

1000 PESETAS in a barrel  
GREEN HERB in a cabinet  
HANDGUN AMMO in a cabinet  
HANDGUN AMMO in a cabinet on the second floor

Behind Cabin #4:

1000 PESETAS in a barrel

Cabin #5:

RANDOM ITEM in a barrel  
RANDOM ITEM in a crate

Near Cabin #5:

RANDOM ITEM in a crate

Enter Cabin #2, climb the ladder, hop out of the window onto the platform, and jump down at the other end. Catch Ashley, then approach the locked door. Avoid or trip the bear traps, then use the "Piggyback" command to send Ashley over the gate and unlock it.

=====

Outset Cabin

=====

Run forward to a Merchant. If you've been tuning-up, you might want to tune up some more. If not, or even if you do, stock up on FIRST AID SPRAYS. Make sure you have at least 3 full-healing items.

If you bought anything from the Merchant, exit the way you came in, then re-enter. It'll get pretty annoying doing all that crap over and over if you die..

Not to be pecimistic, just helpful!

After you're finished, run across the bridge to the cabin on the other side.

\_Cutscene\_

Keep going.

\_Cutscene\_

That's a LOT of Villagers. Ashley's safe for now, so it's basically an all-out Villager war. Stay on the first floor until Luis tells you to go upstairs, and be sure to barricade at the very beginning (there's 3 things to barricade). It'll buy you a good, well, 10 seconds or so.

On the first floor, there are 3 items. A box of SHOTGUN SHELLS, a RED HERB, and a YELLOW HERB.

NOTE: This is basically a big brawl. The rumor on the street is that it ends after 40 Villagers are taken care of.

NOTE: Although Luis may whine if you shoot him, he's invulnerable and takes no damage, so don't go out of your way to NOT shoot him.

NOTE TO FIX THAT LAST NOTE:

Stay near Luis, he'll drop items for you every once in a while.

The best shooting point is at the base of the stairs, because it's the only place where you can't get surrounded. Keep that in mind.

Just keep shooting these guys. No head shots, and grenades are always a good idea for clusters.

After Luis calls you upstairs, head up there. The items in here include a HAND GRENADE, FLASH GRENADE, INCENDIARY GRENADE, and a GREEN HERB.

Don't underestimate the power of knocking down ladders--it's invaluable. Keep up the same deal upstairs, and before you know it, you'll see the

\_Cutscene\_

that signals the end of the battle and subchapter.

=====  
6.6 Chapter 2-3: Hail to the Chief  
=====

=====  
Outset Cabin  
=====

Alright. Here's a map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/outsetcabin.gif>

Head out of the cabin and check the Blue #1 on the map for some HANDGUN AMMO. Then take the TMP AMMO at the Blue#2.

Check out Cabin #1 (in red) for the TWO ROUTES file and a typewriter. You can also talk to the Merchant, who has managed to move across the bridge since your last meeting.

NOTE: At this point, you can go left or right. Either way or both will lead you to your destination, so if you're THAT much of a beast, you can take on both. If you go left, you'll find yourself pinned against two Chainsaw Villagers, except they're women. If you go right, you'll find yourself fighting another El Gigante. This walkthrough will go through the left way first, then the right.

So go into area labeled with a red #2 and throw the switch whichever direction you prefer. Throw it left to follow the walkthrough.

Head through the gate that just opened and open the double doors at the end.

=====  
Left Passage



ladder, you can keep knocking it down while Villagers come from the north. This way, you won't become surrounded and will still be able to watch for Chainsaw Ladies.

If you can take shots at people while they're coming up the ladder, that wouldn't be a bad idea either.

Not too big of a deal. After you take them out, one girl drops a RUBY and the other drops a CAMP KEY. It opens the locked door in the pit.

Finish off any remaining Villagers, then whistle for Ashley. Hop down into the pit and pick up any items you want in there. Unlock the door down here and proceed through.

Now look at the map I provided for you. You can see a door close to the door you just came through. It's quite easy to miss, but it's an item stockpile. Once you're in this little room, check one of the boarded up windows and slash the boards out with the knife to find the area with two barrels. One contains the RED GEM, which goes nicely in the ELEGANT MASK. Also in the little room is a ladder going down, where you can find more items in a lower room.

Run down to the end, where you'll hear the battle music and find another red box. Toss Ashley in it, then prepare for a battle. Look through the gate to the left to find a large group of Villagers...and they keep coming!

NOTE: If you happen to find yourself overcome by Villagers showing their Plagas, a FLASH GRENADE will quickly kill them all.

One of the best strategies I've devised, is using a handgun and your choice of either an INCENDIARY GRENADE or a HAND GRENADE. They're all running toward you, so a few well-placed shots in the feet will drop all of them. Next, send a holy hand grenade right on top of them. That'll show 'em...at least the first wave.

Not even a possessed magical bunny could do that good.

Unbar the gate and proceed through, unless you want to take the other route with the rest of the NON-PANSYS, in which case you should head back to the crossroads, turn the switch right and head through the door.

Here's the walkthrough for the right passage, if you're not taking it, just scroll down to the Gondola area.

=====  
Right Passage  
=====

If you're reading this, you've turned the switch right and have decided that you'd rather take on another El Gigante than 2 crazed Chainsaw-wielding women, or are a real beast that wants to take them both on! RRRRROOOOOOAAAAARRRRR!!!

...

Yeah, so here's your map:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/rightpassage.gif>

Start out by running straight down the path until you see a

\_Cutscene\_

////////////////////////////////////





merchant's got to sell. Not much new, but keep your Full-healing item supply at at least 2.

After you're done bartering, check the side of the cabin for more HANDGUN AMMO, then go inside the cabin for the VILLAGE'S LAST DEFENSE file, written by the chief himself. Check inside a locker here for some RIFLE AMMO.

Save if you want, then head north to the Gondola area.

NOTE: If you check out the big east doors here, you'll find that they're locked and there's a retinal (eyeball) scanner. The file in this area gives a hint to what item you'll be getting next.

Pick up the HANDGUN AMMO in the barrel in the northeast corner, then prepare yourself, approach the loading platform on the west side of the gondola area, and press A to board.

=====  
Gondola Ride  
=====

This part is kind of difficult. To make it easier, I made a little diagram:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/gondolaride.gif>

You're on the left going right. The numbers represent the Villagers on each gondola car. Red numbers are Villagers that stay where they are and toss crap at you, while the blue numbers are Villagers that are on a ledge and jump onto your car to try and rock it loose.

FOR SOME STRANGE UNKNOWN REASON: The Villagers are now better tossers than horseshoe champions. What the heck?! They could barely hit you standing still, but yet they can hit you or Ashley every time with two different motion factors acting against them?! Oh well.

Basically, you're going to try to shoot them before they come in tossing range, but if not, shoot them off before they can hit you again. Don't let the guys that jump onto your car pound on it too long, either, or you'll fall right off into the wild black yonder.

It might take a few tries, but my diagram should help. It's not to scale, but it shows the pattern and timing of Villagers.

After you make it, Leon and Ashley hop off at the station, most likely needing a medic.

=====  
Gondola (2)  
=====

Here's the map of this area:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/gondola2.gif>

Head around into the control station. You can jump through the window or go through the door, it's your call. In the back room, you can find a box of HANDGUN AMMO and a FLASH GRENADE in lockers.

After you finish with that, it's kinda hard to tell from either map, but head down the first flight of stairs, then go straight ahead onto the wooden planks.

Continue up to find 2 Villagers, one wielding dynamite. Kill him quickly, that

way he'll blow up the other one!

OR...you could whip out our secret weapon...no wait...better save that for a REAL emergency!

Hop over the sandbags, then continue up the path and up the ladder. Greet the Villager at the top, then continue to the point at the end marked by a Green X on my map. Check inside the chest for the final BEERSTEIN part, the YELLOW CATSEYE. Combine it with the BEERSTEIN to increase its value (if you got the other parts) to 20,000 PESETAS. That's incredible. Apart, they'd be worth only 12,000 PESETAS.

Now head back to the stairs and go down the second flight. Run down the road to the Merchant and typewriter. I can't think of any special item you could have that you shouldn't sell, so go ahead and sell all of that.

There's SHOTGUN SHELLS and TMP AMMO beside the Merchant in a box.

NOTE: Not that I'm hinting at anything...\*wink\* COUGH GAG...HACK! But you might want to make sure you have at least 3 Full-healing items with you. And whatever you do, be SURE you keep your secret weapons with you...you never know when they might come in handy!

NOTE: For those of you who just joined us, I'm talking about any type of egg you may have allocated, and I'm making fun of the idiotic fact that Capcom made them able to be equipped. Some enemies actually do take damage from them, and I'm sure there's probably at least one boss somewhere that'll take one hit and die...we'll find him...we WILL!!!

HOOAH!

OK, so save if you want, tune-up if that's what you're into, and head through the next doors...carefully.

=====

Ambush Shed

=====

Here's a map of the items in the building, because that's all that matters... as you'll see:

<http://www.raccoononline.com/games/re4/walkthroughs/special/ambushshed.gif>

Here's the map key:

G = GREEN HERB

H = HANDGUN AMMO

J = HAND GRENADE

R = RED HERB

S = SHOTGUN SHELLS

Q = SPINEL (after explosive barrel is shot)

T = TMP AMMO

X = Ladder

Y = YELLOW HERB

If you read the last file we picked up, you're about ready for anything. Head up to the front doors of the building.

\_Cutscene\_

Be ready to push the DODGE BUTTONS! Push them when they appear on screen.



\_Cutscene\_

Check on the boxes by the door for HANDGUN AMMO.

Run up the path.

\_Cutscene\_

HOLY @\$#! Quick! Aim for the engine and fire! Whatever it takes! STOP THAT TRUCK!!!

Phew...that was a close one. Keep going up the path. Villagers may show up behind you, but ignore them. Keep running until you get to the point on your map where there's a little alcove on the left. Check in there for barrels containing HANDGUN AMMO and a VELVET BLUE (much similar to a SPINEL).

Before the Villagers show up, get back on track and keep runnin'!

\_Cutscene\_

=====  
6.7 Chapter 3-1: Me llamo Ramon Salazar  
=====

=====  
Castle Entrance  
=====

Here's the map:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/castleentrance.gif>

Here's the key:  
A = RANDOM ITEM in a barrel  
G = Green Herb  
P = 5,000 PESETAS in a chest  
S = Shotgun Shells in a barrel  
Q = Spinel in a barrel  
Z = 2,500 PESETAS in a crate and a snake in another crate

M = Merchant  
T = Typewriter

Alright. I know it sounds kind of crazy, but you should probably sell all of your weapons, because about the best you're going to get is available now.

My recommendation is to sell your weapons, TMP AMMO, and special items, then buy (in order or priority, if you can't afford all):

BLACKTAIL  
RIOT GUN  
RIFLE (SEMI-AUTO)  
ATTACHE CASE (L)  
TREASURE MAP (CASTLE)

Don't buy a BROKEN BUTTERFLY, you're gonna get one for free. You can buy a scope for your rifle if you want, but it's not completely necessary.

Pick up any items you want, then head up the stairs and open the door at the top.

=====  
Catapult Alley  
=====

Mapper Slapper:

<http://www.raccoononline.com/games/re4/walkthroughs/special/catapultalley.gif>

\$ = Money shot (shoot from here) and Rifle Ammo  
G = GOLD BANGLE in a chest  
I = Item cluster (Incendiary Grenade, Pesetas, Velvet Blue)  
P = Pesetas in a crate  
R = Random Item in a crate  
X = Zealot target  
Y = Yellow Herb in a chest

Alright. Run down the walkway. Ignore the weirdo chants.

After you come to the RIFLE AMMO on the crate, take it, then aim up at the X's on my map. Aim for the heads and fire.

NOTE: Villagers will, from now on, be scarce, and these new robed enemies will be prevalent. Other guides call them Cultists, but according to the game, their real, actual name is Zealots, so that's what I'm calling them.

If you hit one but didn't kill him, he'll make his way down to your level. Take him out as he comes around the corner.

Continue up the walkway and stairs.

\_Cutscene\_

HOLY #^#\$! That scared the bejeezers out of me!!!

NOTE FROM EMPTYCORTEX [Josh.Schiller@jbc.edu]:

If you manage to get hit by a catapult projectile and knocked backward under Ashley's skirt, she'll call Leon a pervert! Ha!

It might take a few tries to not be killed in the process, but definitely worth the fun!

Run forward and turn left to reach the area where the Zealots were. Pick up any items they dropped, then continue into the circular room. There are three barrels in here with an INCENDIARY GRENADE, PESETAS, and a VELVET BLUE.

Take that and here we can see a cannon. It can't be used to blow up those catapults, but it can be used to blast down a locked door we'll soon find. However, it obviously must be raised first.

Head back out and up the stairs and go left at the top. Continue around and up to the top. From here, we need to shoot down the catapult operators. Pull out your rifle and run over to the bridge closeby. Wait for an opening in the catapult launchings, then aim at Catapult #1 (according to my map) and shoot the Zealot in red with the horse skull mask. Dart into the house here.

There's a Zealot in here with a scythe. One shot in the head from the rifle will take care of it, but if you prefer to use a handgun, you'll have to take body shots, that's an armored mask.

Take the items in here, then check around the south side for the valuable GOLD BANGLE.

NOTE: Don't stay in the house too long, it can't take THAT many catapult blasts.

After you take that last item, our next target is Catapult #2. You have an explosive barrel to aim at for this one, so run back onto the little bridge for a second, turn, fire, and run. As long as you don't stay in any one place too long, you should be alright.

Our next target is Catapult #3, which also has an explosive barrel. It should not be too difficult.

Catapult #4 isn't hard to dodge, because it can't fire at most areas, but it also doesn't have very good shooting points, either. To beat it, run east until it fires and hits the ground, then turn and fire on the catapult operator. If you miss, take off running and repeat. Wait too long, and it'll hit you and/or Ashley.

NOTE: If you're having trouble, you can try going into the little building over here and dropping Ashley off in there using the X button, then try and take care of Catapult #4.

After all catapults are taken care of, check the crank on the south side of the circle and press A repeatedly to rotate it. When the cannon reaches the top, press A to fire at the big locked gate. If only Leon could bust down any door he felt like in Resident Evil 2...

Make sure Ashley's with you and head over to the busted down gate.

Past there you'll find another merchant waiting for you. Not much extra here, but buy what you need. Head through the next door here.

=====  
Decorative Sword Area  
=====

Check the cabinet in the southeast corner for 2,000 PESETAS, then take the HANDGUN AMMO from the table. I'm sure it goes without saying, but in case you're new to OBVIOUS HINTS, take that big, sparkling, shiny PLATINUM SWORD from its plate on the wall.

Head up the stairs and check the table for 1,800 PESETAS. There are some Zealots here that yell at you. Take the ones up here out, then pick up the items up here.

In the southeast corner of this room are two crates. They contain a RANDOM ITEM and some PESETAS. In the southwest area, you can find a cabinet with a RED HERB inside.

Any time now, you should see a

\_Cutscene\_

of a couple guys coming through downstairs. Why can't the Merchant help us out JUST a little with that rocket launcher he's selling?!?!

One of the guys has a mace, so you may want to put him on your priorities list.

Take out all the rest of these guys. If any of them grab Ashley, take them out IMMEDIATELY. If they get to an area exit, you lose. Be sure you don't hit

Ashley, though.

After you've taken out at least most of them, check the door in the northwest corner for the GOLDEN SWORD. Take it and put the PLATINUM SWORD in its place.

Head downstairs and put the GOLDEN SWORD in the PLATINUM SWORD's place. You may come in contact with the red robed Zealot with a mace. He'll usually reveal his Plaga, but after being defeated, yields 4,500 PESETAS. It's worth putting up with him.

Open the door revealed by placing the last sword.

=====  
Front Gates  
=====

Here is your painstakingly GPS-generated image:

<http://www.raccoononline.com/games/re4/walkthroughs/special/frontgates.gif>

the key:

C = CASTLE GATE KEY

G = GREEN HERB

H = HANDGUN AMMO

P = PESETAS

S = SPINEL

V = VELVET BLUE

1 = Room 1

2 = Room 2

Run forward to the end.

\_Cutscene\_

Luis! You little piece of #\$%&! How could you forget it? As you walk slowly off. Grr.

ANYWAY. The big doors are locked, so head through the other door. After being seen, you can spot a Zealot dash into Room #1. He comes out the other door, but all his buddies come out the way he went in. There is a total of 4 of them, and I did spot a mace or two, so be on the lookout.

Inside the building, you can find some HANDGUN AMMO, a SPINEL in a barrel, and 2,500 PESETAS in a cabinet.

Shortly after, you'll probably hear a few WHOOSH sounds. Outside the front door on the overpass is a Zealot firing flaming bolts at you with a crossbow. Show him that just because he's a flamer doesn't mean he's better, then continue to Room #2.

Two shielded, mace-wielding Zealots are here. Equip your RIOT GUN and blast away their shields, then take care of THEM. Open the door to Room #2. Pick up whatever items you want, but be sure you get the CASTLE GATE KEY in the chest.

Several Zealots quickly arrive, but a quick shot at that explosive barrel you saw by the door on the way in will take care of them. If you were too slow, you can always leave and lure them to the explosive, then use it.

Make your way back to the big gates at the front and unlock them. Proceed through.

=====  
Castle Main Hall  
=====

Map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhall.gif>

Key:

C = Capture Luis Sera File

G = Green Herb

H = Handgun Ammo

I = Incendiary Grenade

P = 1,400 Pesetas

Q = Random Item

R = Yellow Herb

S = Shotgun Shells

V = Velvet Blue

Z = Green Gem

Run to the other end.

\_Cutscene\_

Continue to the end.

\_Cutscene\_

Dang. There is a mural, but two pieces are missing. Looks like we have to find another way. But first, turn around and look up. There's a sparkling item straight ahead. Shoot it down, it's a GREEN GEM.

Here's the pic:

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhallitem.jpg>

In the second portion of the room that you should be in, you can find a VELVET BLUE and a RANDOM ITEM in pots in the southwest corner, and 1400 PESETAS and a RANDOM ITEM in pots in the southeast corner.

Save at the typewriter here if you need to, then go through the door on the right.

The door on the left is locked, but the barrel near it contains an INCENDIARY GRENADE. Take it and continue down the hall. Bust open the pot for a RANDOM ITEM, then check the southwest corner for some HANDGUN AMMO.

Now check out the windows. Equip your rifle and aim down range. You should be able to spot some SHOTGUN SHELLS on a ledge. Here's a pic:

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhallitem2.jpg>

Shoot it to drop it to the room below. We can't get it yet, but we'll pick it up later.

Continue down the walkway. When you hit the corner, bust open the barrels for a YELLOW HERB and take the CAPTURE LUIS SERA file from the wall. Hmm. I guess we're no longer the most wanted.

Round the bend. There's a big firey passage, and a painting on the right. Check it for the PRISON KEY. Now head back to that locked door we saw before and use the key to unlock it. Leave Ashley here (X), then head down the stairs...



Pick up the GREEN HERB against the north wall and the SHOTGUN SHELLS we shot down earlier. Then check out that guy in the prison cell.

\_Cutscene\_

Spooky...well, we have to get to that switch, it turns off the fire in the other passage.

Bust open the door, then run toward the switch.

WOOAHH!

NOTE FROM CELEBEX [sirus\_20@hotmail.com] TO CORRECT MY NOTE:

You actually must fight him. If you try to leave, the door shuts in your face.

I was going to list this guy as a boss, but he's more of a mini-boss.

He's called a Blind Slasher because he's basically Wolverine from X-Men in a bad costume, with a worse-than-normal attitude and, of course, blind. If you walk, he can't hear you. But when you fire at him, he knows EXACTLY where you are.

The only aid you have in this battle is the two bells located in the northeast and southeast areas of the room. Shoot them and he'll run straight for the bell, giving you valuable shooting time. He'll also get his claws stuck in the wall, exposing his weak point, his big bulging nasty mass of, uhh, (I don't know) organ tissue (?). Obviously your rifle is probably most powerful, so if you can take a few shots at his bulge while his claws are stuck, that would be helpful.

NOTE: Obviously, a FLASH GRENADE is not too helpful.

After your bells are exhausted, you can use a similar strategy by standing against a wall, firing until he starts charging, then run out of the way. He'll still get his claws caught, except this time you actually have to evade him.

It takes some firepower, but after he dies, he drops 15,000 PESETAS.

Hit the switch if you haven't already and head back upstairs. Call Ashley and run through the passage of flames to the other end. Kill any Zealots that may decide to come and see you, including the one in particular that has dynamite.

Pick up the HANDGUN AMMO marked on the map in the northernmost room and open the doors at the end.

=====

Battle Hall

=====

Here's a map of the area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/battlehall.gif>

% = Second Shooting Position

\$ = Shooting Position

G = Green Herb

H = Hand Grenade in a pot

I = Incendiary Grenade in a pot

P = Pesetas

S = Shotgun Shells

V = Velvet Blue

X = Panel Buttons

Whoa. This doesn't look good.

There's a bunch, so we'll have to pick a corner in order to avoid being surrounded. Go left and create a shooting point there in the corner. Most of your enemies should be coming from the middle and right passages, so you should be able to handle them from here. Use your RIOT GUN to take out the shielded ones and whatever works best for you on the rest.

After you take them all out, you see a

\_Cutscene\_

of more arriving. Take them out in the same way you did the others, including the red Zealot, who drops 4,500 PESETAS.

After checking the pots in the middle area for an items, continue down the stairs to find two more Zealots and a few items in pots. Take care of them, then continue into the next room.

There's a GREEN HERB and SHOTGUN SHELLS right there in front of you and two mysterious panels on the floor. Hmm.

Step onto one of them, then leave Ashley on it and step on the other one. This will raise a crank in the main area.

Quickly call Ashley and head out the door. Go left, dodge a shielded Zealot if you must, and make your way to the corner there (marked by a % on the map).

There are no really good areas to take a stand, but the room you were just in has a hole in the ceiling that Zealots drop from, so this is the best one I could find. Take out the shielded Zealot you just dodged and perhaps another guy further down, then check the other direction for more Zealots. From here on, they pretty much come in random areas and don't like you.

Show them who's boss, then check that crank. It asks who's going to crank, but unless you haven't yet killed all the Zealots, you should probably just use Leon.

Dang I guess I'd better make a map for this area as well:

<http://www.raccoononline.com/games/re4/walkthroughs/special/battlehall2.gif>

F = First Aid Spray

Q = Random Item

R = Rifle Ammo

S = Shotgun Shells

X = Crank for Ashley

Take the items from the southern rooms, then take the SHOTGUN SHELLS and RIFLE AMMO from the pots in the front.

\_Cutscene\_

Hmm. Well, I guess we'd better send Ashley up there to crank it. Head over to the western wall with the big mural on it and "piggyback" her up there. Return to the elevated platform and prepare to cover her. Equip your rifle and aim up at her.

At this point, Zealots come from here, there, everywhere to get her...and you.

You have to shoot them down from her, while watching yourself.

They come from both directions for Ashley, but you only have one direction to worry about for you, so it shouldn't be TOO difficult. Any time a Zealot manages to grab her, be sure to aim for the Zealot's leg, you don't want to hit Ashley, and yes, you can.

After Ashley's had enough time crankin', you see a

\_Cutscene\_

But that's only one of them. Ashley runs over to the next one, and the same situation continues. Keep up the same strategy to help Ashley along while cranking. After she's finished, you'll see another

\_Cutscene\_

Run over to the whiner and catch her, then hop along the platforms to the other side.

Open the doors at the end.

=====  
Inverted Statue Corridor  
=====

Blueprint:

<http://www.raccoononline.com/games/re4/walkthroughs/special/invertedstatue.gif>

G = Green Herb  
H = Handgun Ammo  
J = Hand Grenade  
R = Random Item  
S = Shotgun Shells  
Q = Spinel

M = Merchant  
T = Typewriter

The map pretty much tell you where the items are, except for the SPINEL that's right smack-dab in the middle. To get it, run past the first inverted statue, then turn around. It's lodged in the guy's eye. Ouch. Shoot him in the eye to drop it.

You got quite a few tune-ups for most guns, so use them if you're in the mood.

There's also target practice here through the blue door with the handgun crest. In target practice, you aim for targets and try to get as many head shots as possible.

Here is a better version of the rules:

- Shoot 5 targets in a row without missing to reveal a 500-point Salazar target.
- Don't shoot Ashley targets (they won't appear until the 3rd or 4th prize)
- Aim for the head.
- If you get over 3,000 points you'll get a bottlecap.
- Each range adds on the opportunity to get 6 bottlecaps. There are a total of 24.
- After collecting an entire row (6), the Merchant here will give you 15,000 PESETAS.

Does that make it a bit simpler? Here are some strategies for the game:

- Use the handgun! It has the fastest firing capability, allowing you to make up for your mistakes. You can also use the RIFLE when a Salazar target scrolls by.
- Any time dynamite appears, shoot it. It inflicts an automatic head shot on most other targets.

Do what you want, when you're finished, we'll continue with the walkthrough.

...

OK...

Are you done yet?

OK THEN.

Head down the hallway to the north.

\_Cutscene\_

=====  
6.8 Chapter 3-2: Don't worry, Ashley! I'm comin' for you!  
=====

=====  
Inverted Statue Corridor  
=====

\_Cutscene\_

Open the door on the side of the corridor here.

=====  
Sewers  
=====

Ick! What's that smell?!

Crap! I soaked the map in who knows what! It's got a big nasty stain on it. Who knows what that crap is?! Oh, well. Here it is anyway:

<http://www.raccoononline.com/games/re4/walkthroughs/special/sewers.gif>

- B = Butterfly Lamp
- F = Flash Grenade
- G = Green Herb
- H = Handgun Ammo
- I = Incendiary Grenade
- L = Luis' Memo File
- P = Pesetas
- Q = Random Item
- S = Shotgun Shells
- U = Spinel
- T = TMP Ammo
- V = Velvet Blue
- X = Water Valve
- Y = Yellow Herb

Bust open the barrels here for a RANDOM ITEM and a FLASH GRENADE. Then continue around the bend, but check your map to see exactly where the hole in the wall is that leads to PESETAS in a crate at the end. It's kinda hard to find.

Come back out and keep going down the tunnel. You'll probably encounter your first Novistador. He's almost invisible, you have to find him using your laser sight and watching the water splash where he walks. Kill him and he'll drop a special item, it's a type of eye. There are GREEN EYES, BLUE EYES, and RED EYES. They're worth a little bit, but more when combined with a particular item. There are two in the game, so try and find at least two of each color, if you have the chance.

From here, you'll come in contact with about 4 Novistadors as you explore the area. Use the map I've provided, I believe it more than covers the items in this area. Be sure you pick up the BUTTERFLY LAMP and the LUIS MEMO file (they are in blue on my map).

When you make your way to the Red X on the map, you'll find a water valve. It will drain the water in a soon-to-come area and will let you pass.

On the way out, you'll see a Novistador or two. Take them out and take their eyes, too. Once you return to the room with the light hole in the ceiling, you'll find two more. Treat them in a similar fashion, then continue south to the area you just un-flooded (drained?).

Kick open the door, then head in and turn around. A Novistador has popped in behind you. Take care of him, then proceed. Check beside the stairs for a VELVET BLUE, then head up the stairs to find 2 barrels. One contains a RANDOM ITEM and one has some PESETAS. Open the door at the end.

Aww crap. This can't be good. It's not too hard, though, and is rather self-explanatory. The first one is simply going past when the blade isn't close. The second one is jumping across a chasm when the blade is far enough away, and the third entails running while avoiding two blades going in reverse directions very close to each other. I've never had any problems doing this one, but if you do, surely it won't take too long to figure out.

At the end, you'll find a VELVET BLUE on the ground. Open the door, then climb up the ladder. Check the two barrels for a RANDOM ITEM and a SPINEL, then open the next door.

=====  
Inverted Statue Corridor  
=====

I managed to keep the nasty liquids off of this map:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/invertedstatue2.gif>

\$ = Optimum shooting position  
E = Elegant Mask  
P = Pesetas  
V = Velvet Blue

M = Merchant  
X = Ladder  
Z = Gate Switch

Looks like we have some friends here. Approach the \$ Optimum Shooting Point by the chandelier and equip your FLASH GRENADES. Trust me. Toss one straight into the guy in red, then equip your HAND GRENADES and toss that one down with it.

Next, immediately jump down at the ladder by the door and run to the north area of the room. A door should close, allowing you to kill all of the Zealots. The guy in red holds a valuable ILLUMINADOS PENDANT, and everyone else holds a SPINEL, which are valuable when you get several at a time.

It's not completely necessary to kill all of them, as they hold no key items, but if you're into cash, that's a way to get rich quick.

After you're finished, head back up the ladder at the blue X on my map, then use the chandelier like you did before to swing to the other side. Check the pots over here for some PESETAS and a VELVET BLUE, then use the chandelier at the other side to swing back on the other side of the gate. Here, you can find another ELEGANT MASK to fill up with special items. You already have the GREEN GEM, remember?

Hit the switch here to raise the gates, then hop across to go talk to the Merchant.

Well, first you should get your BUTTERFLY LAMP and combine it with each of the colors of eyes you got from the Novistadors. Then you can sell it.

You can sell most of your special items, but DON'T sell:

ELEGANT MASK

GREEN GEM (Combine this with the ELEGANT MASK)

For extra profit, save an eye of each color, there's another BUTTERFLY LAMP.

After you finish with that, open the door beside the Merchant.

=====  
Castle Gallery  
=====

Another battle room. The wall diagram:

<http://www.raccoononline.com/games/re4/walkthroughs/special/gallery.gif>

G = Green Herb  
H = Handgun Ammo  
P = Pesetas  
Q = Random Item  
R = Red Herb  
U = Rifle Ammo  
S = Shotgun Shells  
T = Spinel  
V = Velvet Blue  
Y = Yellow Herb

A = Goat Ornament  
C = Castellan Memo File  
X = Switch

Yep, it's a big'n.

Run straight ahead and take the RED HERB from the endtable just ahead of you, then continue around the corner and up the stairs to the round table, where you'll find the CASTELLAN MEMO file. It tells about Salazar's involvement with the Los Illuminados.

Check in a chair for some HANDGUN AMMO, then head into the next room.

\_Cutscene\_

Quick! Go left!

There are guys firing flaming crossbow bolts at you! After you get to the corner, round it, then fire at the explosive barrel. You should end up killing the dude walking toward you, as well as blow out the window here.

Jump through the window for a little more cover from the crossbowmen. Check right to see a guy that may not even have begun to move yet. Fire at him from a distance to take him out without a problem.

Head through the door right here. Check the barrels for items, then ascend the staircase.

"¡Allí está!" yells one Zealot. That means "There he is!"

See, I can translate SOME things.

Take him out, then continue through the door up here. Run along and around the upper level to the other side, where you'll come to a wall at the end. Look left and jump down to find yourself on the same level as the fire crossbowmen.

\_Cutscene\_

He's got the GALLERY KEY, but we'd better take care of these masked mace-wielders first. Shoot the explosive barrel to kill nearly all of them, then mop up the rest of them.

NOTE FROM CELEBEX [sirus\_20@hotmail.com]:

You'd better take care of that red robed Zealot before he gets downstairs! If he does, you're going to find him with a mounted gattling gun, aimed at you. Make it quick!

Turn around and equip your rifle. You should have a clear shot at the red-robed ringleader. Take him down.

Now go through the doorway down here. In here is a box of SHOTGUN SHELLS and 4 boxes of 1000 PESETAS each!!! WoW!

Continue up around to wherever you downed the red Zealot and pick up his GALLERY KEY.

Now pick up any items I didn't mention that are on the map above, then unlock and open the door on the 1 1/2th floor at the front (where the fire crossbowmen were).

Shoot the deer on the left in the head (that'll be at least the second time he's taken a bullet) and take the SPINEL that falls. Then bust open the small pot on the other side of the room for some SHOTGUN SHELLS. Now check out the puzzle in the middle of the room.

"The sacrifice of six lives shall make way the true path."

Well, obviously, you have to arrange it so that six people are shown dead. Some pictures show 2, another shows 3, and one shows only one dead person. You need to arrange it to six TOTAL.

You can take forever trying to figure it out yourself, or you can use this solution.

Press Switch 1.  
Press Switch 3.  
Press Switch 2.  
Press Switch 4.  
Press Ok.

That should open the way to the next door. Kick it open and go through.

\_Cutscene\_

Awww FRUIT! (Cable Rated R movie censorship)

There's not too much you can do about this battle strategically, except of course, using a famous grenade. Toss a HAND GRENADE right in the middle to take care of several of them, then clean up the rest of what's left.

NOTE: Yes, you could dart into the room to the right, but a well-placed grenade will save ammo.

\_Cutscene\_

Awww GOD BEEEEEEEEEEEEEEEP CHIPS!

We got some crossbowmen on our hands, and this time, the platoons are spread apart enough that it'll take more than a grenade to finish them. Employ your RIOT GUN or rifle, whichever seems more appropriate and take out the dirty Communists...Zealots...whatever.

Now, from a distance, look on the 2nd floor in front of you and to the right and left to see the crossbowmen. Use your rifle or handgun to take them out.

Dang! More coming? No, just one.

\_Cutscene\_

Zealots with rocket launchers?!?! What will they think of next?

Run forward and behind one of those big columns. From here, you can see more crossbowmen that were behind you before. Finish them, then return to your original position and execute that last crossbowman.

NOTE: You can run upstairs to take out the crossbowmen, but they'll just run. You DO have the advantage of the oil lamps, but it'll be hard to line one of them up under a lamp.

NOTE: The rocket launcher Zealots will make several visits, but they are always heralded by a cutscene, so you'll have time to get out of the way.

Head upstairs by whatever staircase you deem worthy, then collect the SPINEL, GREEN HERB, and HADNGUN AMMO up here. When you're finished, hit the switch at the red X to the west to deactivate the "security system". It raises a platform with a chest inside on the first floor. Inside it lies the GOAT ORNAMENT, which is the first half of the part that unlocks a door we saw a LOOONG time ago.

There's a problem, though. It's on the upper level and there's no crossing. So head to the south end, through the door, bust open the pot and push the switch to extend a walkway. Now head back out and prepare for battle.

WHAT THE #\$\$@!?! ROCKET LAUNCHERS?! Get back in the room behind the small wall beside the door. It should provide just enough cover.



Dang. This looks difficult, but after you open the door, they've put away their weapons. Hmph. Take them out, then run to the other side where the walkway is. Open the chest for the GOAT ORNAMENT and to unlock the white door on the west side. Run over to it and go through.

=====  
Upper Wall Area  
=====

Breathe in, breathe out. Phew. No map for this part of this area, there aren't many items or confusing places.

Use the typewriter here if you feel so inclined, then run down the corridor. Run into the little room and bust open the pot for HANDGUN AMMO. One of the doors here is locked, so open the other one. Run up the stairs, aim above the door and shoot down the SPINEL. Then continue through the door and down the walkway.

When you see the fountain, stop. There are some Crows here with, and one has a SPINEL. From a distance, pick off as many as you can. Then check the fountain area for a SPINEL (if you hit the right one), and two VELVET BLUES.

NOTE: There's a door here with a window, but we'd have to have Ashley to get inside. Don't worry, we'll come back.

Run to the walkway with barrels and bust them open for an INCENDIARY GRENADE and some PESETAS. Then go to the double doors at the end and open them.

See? I told you this was a small area.

=====  
Castle Garden & Bedroom  
=====

Oh boy. A hedge maze. Here's your map, hope it helps:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/garden.gif>

F = First Aid Spray  
G = Green Herb  
H = Handgun Ammo  
I = Incendiary Grenade  
P = Pesetas  
R = Red Gem  
S = Shotgun Shells  
Q = Spinel  
T = TMP Ammo  
V = Velvet Blue  
Y = Yellow Herb

M = Mirror w/ Pearls & Rubies  
A = Moonstone (Right Half)  
B = Moonstone (Left Half)

OK. To start out, run down the path to the stairs at the end. The door here is locked.

\_Cutscene\_

Hmm. Sounds like fun. Head down the stairs and open the double-door gate at

the bottom. Bust open the barrel under the overpass for a VELVET BLUE, then go left, following the bright green line. Watch out for a Colmillo, you'll probably only see one.

Once you reach the gate, look through it (DON'T OPEN) and shoot at the doggies on the other side. They'll bust out of theirs, but you are protected behind a gate of your own. There should be three of them, and they may reveal their Plagas to you, but you're safe. Take them out, then head through.

Follow the green line on my map to the YELLOW HERB at a dead end, then back-track with it to the red square, where you'll encounter a couple more of your barking friends. After you muzzle them down, continue following the line to the RED GEM in a chest. It will look nicely on your ELEGANT MASK, yes?

Keep following it up the stairs here to the top, where you'll find the MOONSTONE (RIGHT HALF).

To avoid confusion, your following line is now ORANGE. However, once you round the corner after passing under the overpass, a Colmillo will attack you and probably with his Plagas. Be careful! He can whip you like crazy!

Continue following that orange line to the dead end with the FIRST AID SPRAY in a chest, then keep following until you come to a barrel. Bust it open for some HANDGUN AMMO and continue.

You should be hearing some pretty loud growling, but with no Colmillos. That's alright, though.

Continue past the HANDGUN AMMO and watch the left to reveal a Colmillo cage that's not very well-secured. Shoot the guy before he whips you, then keep going along your line. You'll come to a dead end with a SPINEL. Take it, then continue.

Kick open the door and keep going on the line. You'll end up passing that first Colmillo cage again. Keep going until you get the dead end with SHOTGUN SHELLS in a chest. Take them and turn around! A Colmillo has come to attack you, and after he is shot, his buddy jumps in for some action, too. Introduce them to your little friend.

Along the orange line...up the stairs...down again...to a chest at a dead end with TMP AMMO, then back out again, around the bend, and to the last key item! The MOONSTONE (LEFT HALF). Take it and combine it with it's counterpart to create the legendary BLUE MOONSTONE.

Now, follow the light blue line (it's not very long!) back to the overpass, jump down, and head back up to the locked bedroom door from before. Watch out for the Colmillos at the base of the overpass.

Use the BLUE MOONSTONE on the door to unlock it. Go inside.

\_Cutscene\_

=====  
6.9 Chapter 3-3: You must retrieve the sample  
=====

=====  
Castle Garden & Bedroom  
=====

In case you're just joining us, here's the map and key:

<http://www.raccoononline.com/games/re4/walkthrough/special/garden.gif>

F = First Aid Spray  
G = Green Herb  
H = Handgun Ammo  
I = Incendiary Grenade  
P = Pesetas  
R = Red Gem  
S = Shotgun Shells  
Q = Spinel  
T = TMP Ammo  
V = Velvet Blue  
Y = Yellow Herb

M = Mirror w/ Pearls & Rubies  
A = Moonstone (Right Half)  
B = Moonstone (Left Half)  
F = Female Intruder File

Collect the items as shown on the map, then talk to the Merchant in his room.

Sell your SPINELS, VELVET BLUES, and the MIRROR W/ PEARLS & RUBIES, which you should have got in the room you're in right now.

The Merchant doesn't have much new in the terms of equipment, but you may find some of his tune-ups to be useful.

After you're finished with him, make use of the typewriter if you want and open the other door here to the next area.

=====  
Dining Hall  
=====

Run to the end and bust open the pot in the corner for SHOTGUN SHELLS. There's a GREEN HERB on the first table and HANDGUN AMMO on the second.

There's a puzzle here. There are 4 different texts on the walls reading:

"A dessert to cherish our remaining years."  
"Bread begins the meal of life."  
"Meat to savor the time at hand."  
"Our last drink and the bottle breaks, returning us to the dust from whence we came."

Well, to put those in order, it'd be:

Bread, Meat, Dessert, Bottle.

However, for some reason, they changed the order, which is idiotic because it doesn't match the clues. The correct order is:

Bottle.

Now approach the service bell in the back corner area and press it. Equip your rifle, or rely on your luck with a handgun and aim down-range. Shoot the bottle to raise the bars blocking the door just beside you. Why were there so many other clues? Who knows? I think it was stupid.

Oh boy! Somebody left us a treasure chest right there in the middle of the room! Get in there and take its contents.

\_Cutscene\_

Aww crap! An ambush!

Open the chest and take the HOURGLASS W/ GOLD DECOR, and now we have to worry about the fact that we're in a small cage with a relatively difficult enemy.

Pull out your trusty HAND GRENADE and toss it at any of your favorite locked exits to blow off the lock. Kick down the door and exit.

The Blind Slasher will be utterly confused and won't come out of the cage to get you unless you're really unlucky. Take this opportunity to take out all of his Zealot buddies, then from this obvious advantageous perspective, take out the Blind Slasher for 15,000 PESETAS.

Check the northwest corner for a FLASH GRENADE.

Now go back into the Dining Hall area and head south to the less-decorated area.

=====  
Outer Wall Area  
=====

The locked door in here leads back out to an area you've been to before, so feel free to bust off the lock, but there's nothing to do out there.

Check this area for several items, including a SPINEL, PESETAS, 2 RANDOM ITEMS, a RED HERB, a GREEN HERB, and some SHOTGUN SHELLS. One crate contains a snake, so watch out, and if you're just quick enough, you may be able to get his reward, an egg.

Be sure you get the 5,000 PESETAS in the sliding-door cabinet. After you're finished, return to the Dining Hall.

=====  
Dining Hall  
=====

Return to the cage match area and head through the door in the northeast corner.

=====  
Munition Display Room  
=====

One particular item in this room JUST MIGHT get you a little excited. Here's the map:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/weapondisplay.gif>

- P = Pesetas
- Q = Random Item
- R = Rifle Ammo
- S = Spinel
- V = Velvet Blue
- Z = Munition Display Case (ROCKET LAUNCHER, SHOTGUN SHELLS, HANDGUN AMMO, RIFLE AMMO, INCENDIARY GRENADE, FLASH GRENADE)

Walk forward, ignoring the chants to see a few Zealots that haven't yet noticed you. Pull out your rifle and aim down-range to fire on as many as possible. The door on your left is locked, so don't worry about that. Check the pot up here for RIFLE AMMO if you need it.

If you didn't hit a head or did you did and it revealed a Plaga, the enemy is probably climbing up the ladder here. Watch out for them.

NOTE: Plaga, at this point, seem to have the annoying habit of living after the host is dead. They're pretty darn weak, but still, watch yourself.

Hop down and check the pot on the right for a RANDOM ITEM. You may be able to see a few Zealots in the room next door that you can pick off. Do so if necessary.

There's also a big lever here that raises a platform when moved. Go ahead and move that, then climb back up the ladder. Watch out! Some Zealots have come in from the door you used to enter. Kill them, then run across the platform.

A few shielded Zealots come through the door at you. Crap. Luckily, God has supplied us with a large oil lamp above their heads. How convenient.

A good INCENDIARY GRENADE should work well, too. If not, use your RIOT GUN to finish the job.

Take out the Zealot around the corner, then keep going. Take the PESETAS from the small table, then hop down to the bottom level. Slash out the glass and take everything in there you can hold. DON'T DROP ANYTHING, THE MERCHANT IS JUST AROUND THE CORNER.

There's a VELVET BLUE in a pot in the northeast corner of the area.

If you can't hold something, it's OK. You can return in just a second. Head up the stairs to find two Zealots. Kill them and shoot off the lock on the door. Go through, then across the platform to the door at the end. Open it, then run down the hall. There's a SPINEL in a pot and a Merchant. Free up enough item slots for the ROCKET LAUNCHER if you didn't pick it up earlier, then go back and get it.

You can also sell your SPINELS and HOURGLASS W/ GOLD DECOR. If you're that pressed for money, I guess you could sell your ROCKET LAUNCHER, but who wants to do that?

Head through the door here.

=====  
6.10 Chapter 3-4: Ashley--The Unarmed Heroine  
=====

=====  
Overlooking Balcony  
=====

\_Cutscene\_

This area's pretty simple, so here are the items in clockwise order from the door:  
HANDGUN AMMO, PESETAS, RIFLE AMMO, RANDOM ITEM, FLASH GRENADE, PESETAS, PESETAS (check the Saddler portrait), and SPINEL.

On your way through picking up these items, you probably saw a

\_Cutscene\_

of Ashley squirming. Continue getting your items, then run onto the middle platform and equip your rifle. Aim for the metal restraining bars and fire on each of them to release Ashley.

\_Cutscene\_

Aw crap. You have to shoot down the Zealots as they approach Ashley. If they grab her, obviously you're going to aim for the legs so you don't hit Ashley.

Keep this up for a while, until you see her run to a door to check it. Of course then, more Zealots, including the famous red-robed one, enter to try and make an abduction. Aim for the head! After you hit them all, Ashley gets the key and escapes.

=====  
Armor Passage  
=====

What? You're playing as Ashley?! Dang. What a pansy.

And no items?! Gosh. SHE picked a nice time to get kidnapped...no purse, makeup or anything...

I doubt Ashley knows how to use a map, but in case you do, here's one:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/armorpassage.gif>

G = Green Herb  
H = Handgun Ammo  
P = Pesetas  
R = Red Herb  
S = Spinel  
V = Velvet Blue  
Y = Yellow Herb

B = Butler's Memo File  
C = Crank  
L = Lever  
T = Typewriter  
X = Lantern

Alright. Let's make the best of it. Check the west side for a SPINEL, then check the northeast corner for a YELLOW HERB. Make use of the typewriter if necessary, then continue into the next room.

There's one Zealot in here and a crank that opens the gate at the other side. Also at your disposal are three lanterns, which can be thrown at the Zealot. I've marked them with red X's on the map. Simply wait by a lantern for the Zealot to approach, then press A to make Ashley automatically toss it right onto him.

There's a GREEN HERB on the middle table you should pick up. Then, crawl under the table to the crank (C on my map). Rotate it until the Zealot gets close or the gate is open enough, then throw a lantern on the Zealot and continue or head through the gate. It shouldn't take too long.

Crawl under the table and head through, then check just to the left for a lever to close it. There's another Zealot in here, so watch out for him. Pick up the PESETAS in the south side and the SPINEL in the northwest, then start cranking away. There are two parts of the gate and two cranks, and to get through you have to crank both at least enough for you to get through.

NOTE: If you can manage to leave enough room for Ashley to get through but not enough for the Zealot, that'll help out, but it's not too easy, so I wouldn't break my back over it.

After you get through the gate, run to the joint and take the RED HERB. Open the blue door here and scour it for items. You should be able to find a SPINEL, a VELVET BLUE, some HANDGUN AMMO, and the BUTLER'S MEMO file.

Take them, then return to the hallway and go down to the south end. Open the door.

=====

Armor Passage 2

=====

A bit puzzling, and I got a little creative with this one:

<http://www.raccoononline.com/games/re4/walkthroughs/special/armorpassage2.gif>

G = Green Herb

P = Pesetas

S = Spinel

V = Velvet Blue

Z = Gold Bangle

A = Stone Tablet

B = Serpent Ornament

C = Salazar Family Insignia

Isn't that just the best map you've ever seen? Did you like my magnifying glass?

Alright. I've color-coded the switches and gates to work together if you follow the walkthrough.

Run forward and take the GREEN HERB from the desk, then crawl under the desk by the door. Run forward and hit the switch to open the red gate (on my map). Go through, then run to the fireplace at the end. Take the STONE TABLET.

Then hit the blue switch to open the blue gate, which leads back to the GREEN HERB area. Now push the bookcase shown on my map away to reveal a third switch. Push it to open the green gate, but it closes the red one. Oh, well.

Run through the blue gate and the green gate, then open the cabinet for a box of PESETAS. Go through the door back here, then check the table at the first corner for a SPINEL. After you grab that, continue down the hall and down the stairs to the room down there. There's no items in there, but there is a weird panel...

Aww crap. This might be difficult to describe. Well, you've seen puzzles like this before, and I'm sure you hate them as much as I do. Here's a diagram:

```
+---+---+---+
|   |   |   |
| 7 | 8 | 9 |
```

```
+---+---+---+
|   |   |   |
| 4 | 5 | 6 |
+---+---+---+
|   |   |   |
| 1 | 2 | 3 |
+---+---+---+
```

Just like your number pad on your keyboard!  
Move the tiles in this order:

6 9 8 5 4 1 2 3 6 5 8 7 4 1 2 5 6 3

And now it's arranged, but there's a piece missing...toss in the STONE TABLET to complete the puzzle.

\_Cutscene\_

The door opens. Head through...

Check the east wall for a GOLD BANGLE, then check the armor at the fireplace for the SALAZAR FAMILY INSIGNIA, then the door closes and a chest is revealed. Open it for the SERPENT ORNAMENT.

The door opens, but you can hear footsteps...

Run for the doorway and head through. Whoa! Suits of Armor! They're not really invulnerable, but to someone without weapons, they can't be destroyed.

Run back and back to the room with the weird gates. Watch out for the Suits of Armor that are poised to attack. You'll have to push the dodge buttons at a moment's notice to avoid severe damage. You'll probably find 3.

Open the door leading back to the other room. After that, you're safe from the enemies in this room.

=====  
Armor Passage  
=====

Run down the hall to the blue door and open it. Head to the front of the room and check the strange apparatus. Use the SALAZAR FAMILY INSIGNIA here to continue.

Turn the dais to reveal a ladder.

Check to the right for 2 boxes of PESETAS, then continue down the passage to the end. Unlock and open the door.

\_Cutscene\_

=====  
6.11 Chapter 4-1: The Right Hand of Salazar  
=====

=====  
Overlooking Balcony  
=====

Alright! You get the HANDGUN AMMO and whatever else Ashley picked up.



\_Cutsцене\_

Now let's backtrack to that window area where we could send Ashley through.

Go through the door in the southwest area.

=====  
Munition Display Room  
=====

There's your buddy here, make a visit if you wish.

Run to the end and then across the platform and through the door. There are no new items.

=====  
Dining Hall  
=====

You have a few Zealots here to entertain you.

After you have entertained THEM, go through the doorway in the southeast to find yourself in the area with the food portrait. Run back to where the bell was and check for some MAGNUM AMMO. That's right, we're getting our first magnum.

Now go back out and head toward the south exit.

=====  
Outer Wall Area  
=====

Back again, eh?

This door was locked before. Take out the 2 Novistadors out of their normal territory here, then exit via the other door. Back in familiar territory.

Head northwest until you come to that place we saw before. Check the door, then approach under the window and use the "Piggyback" command to send Ashley over and unlock the door.

Inside, you'll find 5,000 PESETAS, a RED HERB, an ELEGANT PERFUME BOTTLE, and a BROKEN BUTTERFLY magnum. It's in fine condition, though.

Head back the way you came.

=====  
Dining Hall  
=====

And back to the Munition Display Room.

=====  
Munition Display Room  
=====

Across the platform, talk to the Merchant if necessary, then through the door.

=====

Overlooking Balcony

=====

Now go through the north door.

=====

Hall of Violet Flame

=====

Check the furniture on the right for HANDGUN AMMO, then bust open pots on the left for a VELVET BLUE.

Hop onto the giant cogwheel moving thing and press A to start it going. Ashley can't come with you...

Open the double doors here.

=====

Dragon Fire Room

=====

<http://www.raccoononline.com/games/re4/walkthroughs/special/dragonfireroom.gif>

The items are color-coded by the dragons that trigger them:

I = Illuminados Pendant

L = Lion Ornament

P = Pesetas

\_Cutscene\_

That looks interesting. Run forward and down the stairs.

\_Cutscene\_

Wait! Stay at the top of the stairs and pick off the guy driving Dragon #1.

\_Cutscene\_

Run down the stairs and open the chest for 5,000 PESETAS. Then, continue around the walkway and up the stairs. Jump across onto the circular platform, then when the opening appears, jump across onto the other platform.

Run down between the buildings to protect from Dragon #2's fire, then kill the 2 Zealots.

Alright. Our next obstacle is to take out Dragon #2. When the fire stops, head to the top of the small stairway and take aim. Shoot the Villager controlling it. You have to be quick. It's not on a set course, it follows you.

If you can't see him, try running north down the walkway to attract him, then dart back to the stairs and fire.

Zealots do tend to spawn in the area you found them at first, so watch out for them.

After you take out Dragon #2, you'll see another

\_Cutscene\_

and open the chest revealed for an ILLUMINADOS PENDANT. Our last target is the

difficult Dragon #3.

Run to the north and trigger the cutscene if you haven't already to reveal it.

For this one, you must (if you're facing it), run from the left of the protective wall to the right to get an open shot (the green X's on the map). It's a bit more difficult because you have less time to get your shot in, but it still shouldn't be that hard. After you hit the controller, you'll see a

\_Cutscene\_

that reveals stairs to the item's main attraction, the LION ORNAMENT.

There's nothing else in this room for you, so head out.

=====

Hall of Violet Flames

=====

Now go down the stairs here and board the tram.

Bust open the pots over here for a RANDOM ITEM and a SPINEL. Then, unlock and open the door.

=====

Castle Main Hall

=====

Approach the front of the hall and put the LION ORNAMENT, SERPENT ORNAMENT, and GOAT ORNAMENT in the indentations. This lowers the wall, allowing you into the next area. Imagine that, ALL that work you did JUST to get through this wall.

Hmph.

Run up to the stairs, but turn right. There's a staircase here with a pot containing a HAND GRENADE inside. Take it, then go back down and up the stairs to the big double doors. Open them.

=====

Tram Ride 2

=====

Hop over the fences on either side to find a pot on each side. One contains a RANDOM ITEM, the other contains a SPINEL.

Ride the tram to the other end.

Bust open the pots here for a box of HANDGUN AMMO and a VELVET BLUE.

Head through the door.

=====

Portrait Gallery

=====

Here's a map of this area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/portraitgallery.gif>

F = Flash Grenade

H = Handgun Ammo

Q = Random Item  
P = Purple Gem  
S = Spinel  
V = Velvet Blue  
Y = Yellow Herb

First, stop into the Merchant's room. If you face the door you came in through, it's the door left of it. Take the HANDGUN AMMO and RANDOM ITEM in here, then sell what you need to to the Merchant.

There's a target practice range here. The practice type B is now available, as well as 6 new BOTTLECAPS and 25,000 PESETAS if you get them all.

After you're finished with that, head out and head east. Collect the items here, which includes a YELLOW HERB and a SPINEL in a cabinet. Take the SAMPLE RETRIEVED file from the table and open the double doors here.

=====  
Armored Knight Corridor  
=====

Run straight ahead and take the HANDGUN AMMO from under the lion's belly, then continue down the corridor. Be ready to press the dodge buttons as two Suits of Armor fall, then fall apart.

After you make it to the big circular room, innocently take the KING'S GRAIL.

\_Cutscene\_

Aww crap! Three Suits of Armor looking for you! Run to the nearest wall you can find that doesn't have an enemy, then equip your HAND GRENADES and toss one to hit as many of them as possible. Then after they kneel, run, turn, wait for them to stand, and toss another. From here out, use your RIOT GUN to finish the job. If you happen to find yourself in a Plaga problem, toss a FLASH GRENADE to take care of it.

After you finish off the knights, more arrive! #\$\$@#!

Use the same strategy as before if you have the grenades. If not, make use of your RIOT GUN and FLASH GRENADES after you get them to reveal their Plagas.

After killing the last three, they each drop 6,500 PESETAS. I guess it was worth it after all.

You already got your KING'S GRAIL and the door's open again, so retreat back to the Portrait Gallery. The other knights in the corridor should take it easy on you.

=====  
Portrait Gallery  
=====

Run around the table and straight ahead to the door at the end.

=====  
Triple Puzzle Room  
=====

Yep! Three (count 'em, three) puzzles in only one room/area.

For the first one, there are three tiles on the ground, and all must be pressed at once to open the way.

Push the knight statues on two of them, leave Ashley on another, and step on the last one yourself to complete this very Zelda-esque puzzle. In fact, just for you Zelda fans, here's the sound you, I, and everyone else knows Capcom should have included:

<http://www.raccoononline.com/games/re4/walkthroughs/special/zelda.mid>

After that little reminiscing, head through the now-open doorway.

\_Cutscene\_

Holy crap! Quick! Aim up at the ceiling and fire at the 4 flashing red lights. Make it quick, time is a factor.

Congratulations, you've passed the second puzzle. One more to go.

Pick up the HANDGUN AMMO on the floor in the corner, then head through the doorway Salazar went through to the end.

\_Cutscene\_

Holy @\$%@!

Pull out your rifle and shoot the drivers! If you don't have any ammo, there's some available in a crate in the room, or it is possible to use a handgun or shotgun.

After shooting the drivers, the machine doesn't stop, but the door opens. Call Ashley through the doorway before she gets impaled.

There are several items in this room, but because it's a small room and they aren't hard to find, I'm just going to list them:

HANDGUN AMMO

VELVET BLUE

SPINEL

ELEGANT CHESSBOARD <- Be sure you get this, it's valuable.

QUEEN'S GRAIL <- Be sure you get this, too, it's mandatory.

RANDOM ITEM

PESETAS

RIFLE AMMO

Blow off the lock to re-enter the area with the knight statues and exit.

=====

Portrait Gallery

=====

Take the first left. Take the FLASH GRENADE at the corner, then continue around. Once you're into the big long area, check the statues for sparkles. Shoot them down for 2 SPINELS, a PURPLE GEM, and a VELVET BLUE. The PURPLE GEM should be the last part for the ELEGANT MASK you've been saving.

In the process of doing that, you probably noticed the large group of Zealots charging at you. Take care of them as necessary and then approach the double doors.

Two statues here: a king and queen. You know what to do. Give the king his

grail and the queen hers to unlock the doors. Proceed through.

=====

Novistador Nesting Grounds

=====

Check the pots on the right for a snake and a VELVET BLUE, then the pots on the left for HANDGUN AMMO and a RANDOM ITEM.

Check the first cabinet along the hallway for PESETAS, and the second for more.

Check the last one on the right for SHOTGUN AMMO but before you open the door, hop out the window to the right. At the south end, there's a RED HERB. Climb the ladder here, then run to the end and open the chest for a BUTTERFLY LAMP.

Hop down into the room below and catch Ashley.

Make your way to the northwest area of the circle to find a lever for the drawbridge leading to the room's exit. Be sure to take care of any Novistadors you come in contact with.

\_Cutscene\_

Good! Now we don't have to worry about THAT loser.

Try and kill the Novistadors over the ground, so you can pick up the eyes they drop. They combine with your newly-found BUTTERLY LAMP. If you managed to get all of their items, you'll end up with 4 GREEN EYES, 3 RED EYES, and a BLUE EYE.

After pulling the lever, the drawbridge doesn't come all the way down, but use your favorite type of gun to shoot off the chains. Aim for the panel that connects them to the wall.

Cross the drawbridge and open the double doors on the other side.

=====

Outer Clock Tower

=====

Run straight ahead and take the HANDGUN AMMO, then check out what the Merchant has for ya. He's got tune-ups for just about everything, but nothing really new.

Continue down the path to the door at the end. Open it and bust open the barrels for a VELVET BLUE and a RANDOM ITEM. You can also shoot out your light for a SPINEL.

Run toward the tower.

\_Cutscene\_

Run forward.

\_Cutscene\_

Dang it! Another catapult!

NOTE: We can't get directly to where they were standing because the tower must be rotated first.

The catapults are out of our shooting range from here, so run across the bridge and turn left. Follow the stairs up and around the clock tower.

After you get up the first staircase, take out the Zealots, then check the south side of the tower for RIFLE AMMO and some PESETAS. After you finish, open the door on the east side.

=====  
Inner Clock Tower  
=====

Before you start climbing all the way to the top, let me tell you why the clock isn't working. There are 3 boards clogging gears. You have to shoot out all of them then hit the switch at the top to continue.

First, step forward and aim up to see the first board lodged in a gear. Shoot it out.

Climb the first ladder. Check around here for PESETAS in a crate, and on the other side for some HANDGUN AMMO. Climb another ladder.

Run around this place to and up the stairs to find the RITUAL PREPARATION file and a GREEN HERB. Continue up to the switch. Press it if you want, but it won't go. Look just to your right to find the first board. Pound a round into it to free it up, then go back down the stairs and look for more. You should be able to see another one from this floor. Shoot out that last one, then throw the lever to rotate the bridge and unlock the door on the bottom floor.

\_Cutscene\_

Crap! Now you have firey crossbow Zealots to worry about. Take them out on your way down.

After you reach a certain point, you'll see another

\_Cutscene\_

Dynamite? Can it get any worse?

Keep going down until you find yourself finding two more crates. Inside are a HAND GRENADE and a RANDOM ITEM. Then, continue around for some PESETAS in a crate.

Watch out for the Zealots and their Plagas if you're unlucky and open the unlocked double doors down here.

=====  
Outer Clock Tower  
=====

Run forward to the shielded Zealots and toss a big grenade of your choice right into the cluster. Finish them.

\_Cutscene\_

Dang! You're surrounded!

Pick one side to barrel through, then make your way to a corner you can defend. Take out as many as you deem necessary, then open the double doors here.

NOTE: Their ringleader drops a GOLD BANGLE when downed.

=====  
Grand Hall  
=====

Here is an interesting battle setup. Two Blind Slashers and a bunch of Zealots.

Here's a map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/grandhall.gif>

F = First Aid Spray  
I = Incendiary Grenade  
P = Pesetas  
S = Shotgun Shells  
Q = Spinel

Fighting 2 Blind Slashers is simple. It's the fact that you make noise fighting off the other Zealots that is difficult. If you're skilled, you can use your knife, but if not, it might be a good idea to try and ignore them.

Use the bells marked by X's on my map to distract the Blind Slashers if you need the help. Like before, aim for the bulge on his back.

After defeating them, they each drop 15,000 PESETAS. Pick up the items marked on the map if you need them, then go through the now-unlocked double doors.

Take the SPINELS from the statues if you want, then continue up the stairs and to the other double doors.

\_Cutscene\_

Quick! The dodge buttons!

\_Cutscene\_

Leon was never really good with jokes...in fact, the Resident Evil series has a reputation for bad jokes (Jill sandwich?).

=====  
Sewer Prison  
=====

Anyway, check around here for items. They aren't too difficult to find, so here is a list:

CROWN  
YELLOW HERB  
VELVET BLUE  
HANDGUN AMMO  
MAGNUM AMMO  
INCENDIARY GRENADE

Those are just the items at the bottom of the ladder (where you are now).

Sell what you want to the merchant, just not the CROWN. It'll be worth much more with its crown jewels.

Save here using the typewriter, then go up the ladder. Run down along the



sewer tunnel, being sure to check all the pipes that send water into the area for items. Two contain a VELVET BLUE and a SPINEL. There's also a RANDOM ITEM on a ledge about halfway through.

At the end, climb the small staircase and open the door.

=====  
Water Purification Area  
=====

It's actually quite important that I map this area out for you, so here it is:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/purification.gif>

F = FIRST AID SPRAY  
G = GREEN HERB  
H = HANDGUN AMMO  
S = SHOTGUN SHELLS  
T = TMP AMMO

A = Elevator (Exit)  
B = Elevator Activation Switch  
X = Liquid Nitrogen Tanks <-Important!

Run forward and take the first right.

\_Cutscene\_

Oooo. Looks kinda scary...

Open the door at the end and check the table for a FIRST AID SPRAY and some HANDGUN AMMO. There's an elevator here, but its power is out.

Leave, then continue down the main tunnel. Take the next left. Watch out! Something attacks you from the ceiling! Be ready with the dodge buttons at all times.

After in the second room, check for TMP AMMO. That's it. Leave and run to the very end of the tunnel. After going through the doorway, check the room for some SHOTGUN SHELLS on the floor and a GREEN HERB in the north corner.

When you're ready, check the elevator power panel in the west corner. Equip whatever magnum you have (probably the BROKEN BUTTERFLY) if you have one. If not, a rifle or shotgun will work, just not as well.

\_Cutscene\_

Alright. It's going to take approximately 4 minutes for the elevator to come, and the door to get out of the room we're in is locked. #\$\$%&.

Head toward the exit. Press the switch to open the shutter.

\_Cutscene\_

I guess we're about as screwed as...well, I can't really think of a good simile, but let's just say, we're screwed.

////////////////////////////////////  
\*\*\*\*\*

Boss: Right Hand of Salazar (Verdugo)  
Difficulty: Medium/Hard



That guy's name is Krauser, and he's probably got the best villain name in the game (Salazar? Maybe). Leon knew him, but thought he died in a helicopter accident. It looks like he's come back to haunt him...

So? I called it a crib! Get over it.

Take the GREEN HERB on the floor then bust open barrels for RIFLE AMMO, a HAND GRENADE, and a SPINEL. There's also HANDGUN AMMO and the LUIS' MEMO 2 file across the room.

NOTE: Don't sell your CROWN. It should go without saying.

And a target practice area here, too! WooHoo! Now you have Game Type C available for a beating. If you can get 6 more BOTTLECAPS, you'll find yourself 35,000 PESETAS richer. Those 6 BOTTLECAPS include those that call what other guides call "Cultists" Zealots, so nanny nanny boo boo, you lose.

The Game Type C isn't too bad, but I had to break the habit of trying for head shots. When you have to worry about distance, it's better to hit 5 for 50 than the Salazar target for 500 than hit 5 for maybe 450 and not even get the Salazar target.

After you're finished chilling here, head out the other door.

=====  
Dynamite Tunnel  
=====

Run down the tunnel until you see a couple Villagers. Try to take them out from a distance, then bust open the barrel they were guarding for HANDGUN AMMO. Check the cart closest to your entry point for a VELVET BLUE.

Run past the Warning sign to the end, where you'll find a ladder. I mapped the area from here out:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/dynamitetunnel.gif>

S = Shotgun Shells  
P = Pesetas  
V = Velvet Blue

X = Ladder  
A = Circuit Breaker Switch  
B = Lift Switch  
C = Tram Car

There are several Villagers down here that would much like to be shot by a rifle. No, seriously, asked them. They said yes.

Give them what they want, using your shotgun if they get to the ladder. Hop down and hit the switch at the tram controls (at B on my map).

\_Cutscene\_

The cart is overloaded, so we'll have to flip the circuit breaker switch (at A) to get the DYNAMITE in the cart to use on the big rock blocking the double doors on the other side.

Make your way south, picking up the PESETAS and SHOTGUN SHELLS noted on the map.

Take out Villagers when necessary and continue up the steps. At the top, check behind the lever for 5,000 PESETAS, then move the lever to reset the lift.

Make your way back to the first switch.

\_Cutscene\_

It's alright! We can take care of just one Chainsaw Villager. Use your rifle on him if you want, or you can use the classic shotgun strategy. Watch out for the Villagers jumping down from the ladder you first jumped from. After being defeated, he drops 10,000 PESETAS.

Take the VELVET BLUE in the cart beside the switch, then hit that switch again.

\_Cutscene\_

Take the DYNAMITE from the cart and approach the large boulder and use it.

THEN RUN!

After it blows, check the barrels for a HAND GRENADE and MAGNUM AMMO. Open the doors...

=====  
Forge  
=====

It's a relatively small area, but it may become important that you be able to find items and things, so here's the map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/forge.gif>

F = First Aid Spray  
G = Flash Grenade  
I = Incendiary Grenade  
S = Shotgun Shells

A = Ladder/Pulley  
B = Trap Switch

Run to the other side.

\_Cutscene\_

////////////////////////////////////  
\*\*\*\*\*  
Boss: Los Gigantes  
Difficulty: Medium/Hard  
Weapon of Choice: Flash Grenade, Shotgun  
\*\*\*\*\*  
\\////////////////////////////////////

Yes! There's two of them. They each yield 15,000 PESETAS...if you fight them the old-fashioned way. I recommend fighting dirty against one, then using the classic way against the other. Here's how to do it:

Run over to the ladder (A on my map). Climb it, then wait for the Gigantes to approach. When they get close, press A to ride the pulley down to the other side.

Now check the switch here. Leon will look over his shoulder. Wait for one of

the dopes to run over the trap door in the middle. When he does, hit the switch to send him swimming in the molten substance.

NOTE: STAY AWAY FROM THE POOL! IF YOU GET TOO CLOSE, HE'LL GRAB YOU AND PULL YOU IN!

NOTE: You can only use the trapdoor once, but the pulley can be used as much as desired.

The pool will eventually close, giving you a fair fight against only one Gigante. Fight him the same way as before, using FLASH GRENADES and your shotgun. Climb him and slash when he kneels, and make use of the items on my map if necessary. When he's done, be sure to press the dodge buttons to evade his falling body!

He drops 15,000 PESETAS, as promised.

After that, go through the now open gate and bust open the two barrels for SHOTGUN SHELLS and an INCENDIARY GRENADE. Open the double doors here.

=====  
Cave of Lights  
=====

Run down the tunnel until you come to the small altar. Check it.

"The two lights shall shine light on a new path."

Check against the wall for a GREEN HERB, then make your way up the path. Take the FLASH GRENADE and watch out for the Novistadors. If you keep moving, they won't have too much of a chance to attack you.

Keep running up the incline. When you reach the top, you're on the second floor.

Here's the map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/caveoflights.gif>

G = Green Herb  
H = Handgun Ammo  
R = Red Herb  
S = Shotgun Shells  
T = TMP Ammo

A = Switch 1  
B = Switch 2

Take the SHOTGUN SHELLS here, then double back beside the trail you used to get up here. Take the first left to get to the first light switch.

Take the GREEN HERB, then push the switch. Now face your entry point and prepare to battle with a few Novistadors that followed you in here. After you finish them, head back out. Continue clockwise around the loop. In the north-east corner, you'll find some TMP AMMO, and the next thing you come to is some HANDGUN AMMO on the ground and another light switch cave.

Beware! The Novistadors have already inhabited this one.

Another GREEN HERB in this one, and the second light switch. Press it, then exit. Watch out! More Novistadors have appeared. Continue clockwise to a

gate and a RED HERB. Press the switch to open it, then continue through.

And now comes the only appearance of the large, dropping stones. You may have to try this a few times to get through, but it's not too bad.

The first one is easy. Wait 'til it's on its way up, then run under it.

The second one is the same, except you have to run under it, then jump down from a ledge.

From here, pull a lever on the left wall to space out the timing for the third and fourth. There's enough space between them to get under the third, stop, then go under the fourth. That's the strategy you should use.

After that's through, run to the end where you'll find a big empty room with the ROYAL INSIGNIA on a tablet in the middle. Then check it, it's an elevator to the next area.

=====  
6.13 Chapter 4-3: Offer a sacrifice to the lion.  
=====

=====  
Ruins Entrance  
=====

Bust open the barrels for a GREEN HERB and HANDGUN AMMO, then check the Merchant's hut for the very optimistic LETTER FROM ADA file.

Combine the ROYAL INSIGNIA with the CROWN to get the SALAZAR FAMILY CROWN. I can't think of any special items you shouldn't sell at this point, so go ahead and sell all of them, including any Novistador eyes you may have picked up.

NOTE: The SALAZAR FAMILY CROWN is now worth 48,000 PESETAS, more than any one special item!

After you're finished, continue down the path.

\_Cutscene\_

Spooky. Keep going.

Once you get to the tree in the circular area, you're in the mapped area! Yay! Here it is:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/ruinsentrance.gif>

- F = Flash Grenade
- P = Pesetas
- R = Random Item
- S = Spinel
- V = Velvet Blue

- A = Crank
- X = Ladder

From the tree's area, you can see Villagers with a torches down the road. Pick off as many as you can from here, so you don't get surrounded later.

When you're ready, go through the archway. Just to the right on a desk is a SPINEL, and along the north wall are PESETAS. There's a RANDOM ITEM in a barrel

to the left of the exit arch.

After you pick those up, continue through the other arch. Check just left (marked by an X on my map) to find a ladder. There's nothing up there, but it's a good vantage point for your sniper self. Take out any remaining Villagers.

Hop down, then check the building on the right for items. There's a VELVET BLUE and PESETAS, then when you climb the ladder, there's a RANDOM ITEM in a barrel.

Jump down, then check the barrel just east of the house for a FLASH GRENADE.

NOTE: The door in the northeast area is locked. It says:

"Offer a sacrifice to the lion."

I guess we'll need some kinda Lion key or something.

Now check out that last house to the east. There are windows you can jump through on the right side. Bust open the crate in the corner, then check out the crank in here. Crank it 'til it stops.

A ladder appears. Climb down...

=====  
Catacombs  
=====

"Up ahead rests the offering to the lion."

Looks like we should go up ahead. What do you think?

Run ahead, smashing the two crates for a VELVET BLUE and a RANDOM ITEM, then when you get to the large area, refer to my map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/catacombs.gif>

H = Hand Grenade  
P = Pesetas  
Q = Random Item  
R = Red Herb  
V = Velvet Blue  
Y = Yellow Herb

A = Key to the Mine  
X = Ladder  
Z = Bear Trap

Take out your rifle and once again try and take out as many as you can before proceeding. I successfully got 4 of them.

Use the map I provided to avoid bear traps and get the items. Ignore the chainsaw sound, he's retarded and evidently can't climb down ladders or go down the stairs in that building.

Be sure you go into the King's room, it's got the valuable STAFF OF ROYALTY.

NOTE: I wonder if they've ever caught any bears down here...or even used a chainsaw?

When you're finished with the outside items, approach the door to the small building. Kick open the door then don't move...another Chainsaw Villager. Take a shot at him from here, then finish him off before the upstairs guy can get angry.

...and the Villagers attack. After taking him out, several more Villagers spawn from the second floor and outside to accompany you. Try to do what you can, then when the second Chainsaw Villager comes down the stairs, knock him down and run upstairs. Knock off the ladder, and try to make a stand here.

Each Chainsaw Villager drops 10,000 PESETAS.

When you're ready for more fun, take the KEY TO THE MINE from the table here.

Knock off the ladder again, then aim down and fire on the Villagers from here. Watch out for the ones coming up the stairs, too, though. That HAND GRENADE will work well at the base of that ladder if you can manage to toss it right.

When they're all gone, make your way to the east side. Unlock the door and proceed through.

Open the crate on the left side for PESETAS. Open the door at the end.

\_Cutscene\_

Crap! It's the same as last time, except now, you have the little Plagas things to worry about. Four red lights, shoot them all to save your life.

After you're safe, blow the #\$\$@ out of those little #\$\$@ers, then check inside the coffin for 3 boxes of PESETAS. There's also HANDGUN AMMO in the northeast corner.

Go out and down the stairs. Check the barrels down here for a VELVET BLUE, a RANDOM ITEM, and a box of PESETAS. Open the double doors down here.

=====  
Mine Cart Rampage  
=====

This area's a little big to map...

Check on the right for SHOTGUN SHELLS and a RANDOM ITEM, then run around the platform for a GREEN HERB. Hop into the mine cart. Jump into the middle car, then shoot the lever on the left to start the ride...

Jump back into the back car. You want to try and stay in the back as much as possible, that way you can see what's coming and all enemies at once.

Villagers' throwing abilities are still normal unlike the suspended tram car ride.

Take care of Villagers in your own car first, then aim further down. There shouldn't be too much of a challenge until you reach the first stopping point.

NOTE: If you can manage to shoot Villagers with your rifle before they even get onto the train, you may save yourself some time later.

Be sure if there's a board over the track that you use the dodge buttons to duck under it if a Villager's head doesn't serve the same purpose.

At the first stopping point, you should line yourself up with only one priority:

SHOOT THE LEVER TO START THE TRAIN AGAIN.





=====  
The map for this area got too confusing, so it's best to just go by my directions.

Run down the hall, then stop on the right for a Typewriter and two boxes of HANDGUN AMMO.

Save if you want, then continue down until you reach the stairs. Go down them.

\_Cutscene\_

Return to the top of the stairs, then look to the left to find two pots and a ladder. Bust the pots for PESETAS and a VELVET BLUE, then climb the ladder. Check the southwest corner for PESETAS.

Now run to the northeast corner and jump across to the platform.

What? You fell short? Continue down the stairs and head to the end of that long platform.

\_Cutscene\_

Well that adds a little excitement. Go back up to the first ladder and climb it again. Then approach the jumping point. Shoot the Zealots on the platform with a non-shotgun, non-grenade weapon, then jump onto the hand as it comes down. If the wrong hand is moving, you'll have to shoot the switch on the platform.

Before hopping to that platform, ride the hand to the top and jump onto the third level of this side of the statue. There are a couple Zealots up here, as well as a RANDOM ITEM and SPINEL in barrels.

Check the northwest corner for a switch that raises one of those big platforms back up, then look at the back of the statue of Salazar. Shoot the switch to make both hands work at once. Helpful, eh?

Now hop onto Salazar's left hand, wait for it to approach the right hand, then jump across, and onto the other ledge.

Once over here, bust open the pot for some PESETAS. Then take the trail around to that switch we hit earlier and bust open that pot for more PESETAS.

OK. We have all the items from the third floor. Jump back onto the hand, then ride it down to the second floor. Jump back to the same side of the room on this floor.

Inside pots here are a VELVET BLUE and a RANDOM ITEM. Take them, then jump down into the room below. Take care of the red Zealot that hit the switch, then check inside the pot here for SHOTGUN SHELLS. Pick up the Zealot's 5,000 PESETAS, then hit that lever again.

Alright! Now run to the other end of the platforms you just raised.

\_Cutscene\_

HOLY #\$%&! Press the buttons on screen at the right times to progress. It'll probably take a few tries, but you'll get the hang of it.

It should go something like this:

A - Sprint

L - Dodge  
A - Sprint  
R - Dodge  
A - Sprint  
L&R - Dodge  
A - Sprint

Quick! Shoot the lock off that door and barrel on through!

\_Cutscene\_

He's STILL COMING?!

A - Sprint  
L&R - Jump  
A - Climb

Phew. That was a close'n. Open the double doors.

=====  
Salazar Tower  
=====

\_Cutscene\_

Pfft. What a pansy.

Before chasing him, check the left side of the room for HANDGUN AMMO and a YELLOW HERB.

And now, let the chase begin. Sprint up the stairs until you see a

\_Cutscene\_

Aww, crap. It's Donkey Kong all over again! Watch out for the rolling barrels and make your way up to the wooden platform on the left. From there, you'll be safe from the barrels.

Work your way around the platforms. Bust open the barrel for a RANDOM ITEM, then continue up. Climb the ladder when you come to it, then take out the Zealots here. They're the ones tossing barrels, so after you finish them, send a few barrels down for the guys that just joined the party.

Continue up the stairs until you come to a large crate. Take the GREEN HERB, then head back down. It's a dead end.

From the point where you came up the ladder, check around for SHOTGUN SHELLS and an INCENDIARY GRENADE. Then jump onto the elevator and check the ground for a RANDOM ITEM. Press the switch for the lift. It weighs too much? Then push out those crates. Push the switch again.

Try and avoid the fire crossbowmen, but when the red Zealots hop down onto your lift, you have to start SOMETHIN'. Use whatever you can to knock them out, but do it quick. Three or more Zealots at once can cause quite a problem.

Once you reach the top, run out and run to the end. Bust open the barrels on your way. They contain TMP AMMO, HANDGUN AMMO, and SHOTGUN SHELLS. A RED HERB rests on the ground in the southeast area, and you can find a GOLD BANGLE in a chest in the southwest area. You have to jump down from your current platform, though.



Open the double doors.

=====  
Tower Rooftop & Merchant's Tunnel  
=====

Bust open the barrels on your left for a GREEN HERB and some PESETAS.  
Continue to the end and repel down.

Two barrels down here contain PESETAS and a snake. Ride the elevator down.

Wow! The item motherload!

You have HANDGUN AMMO, SHOTGUN SHELLS, RIFLE AMMO, a SPINEL, PESETAS, and 2  
RANDOM ITEMS.

After talking to the Merchant for all your weapons needs, continue through the  
door and to the end.

\_Cutscene\_

=====  
6.15 Chapter 5-1: Uses of the Infrared Scope  
=====

Disc 2! Alright!

\_Cutscene\_

=====  
Beachfront  
=====

\_Cutscene\_

Run along the path, then hop down when to that point. Continue to the end  
without turning onto the planks, then climb up twice and bust open the crates  
for a RANDOM ITEM and an EMERALD.

Jump down and return to the planks. Cross them and keep going.

\_Cutscene\_

Ashley?! She's safe! Thank goodness.

Here's a map for this congested area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/beachfront.gif>

- G = Green Herb
- H = Handgun Ammo
- M = Magnum Ammo
- T = TMP Ammo

X = Ladder

Stop here, then aim up and shoot out the spotlight. Jump across and prepare to  
explore this area.

Run over to the left of the first wall of miscellaneous stuff and around it.

\_Cutscene\_

Well isn't that just great.

Duck behind the wall, quick!

You'll probably get to witness the Gatling Gunner tear apart a Villager.

Hide out behind the wall until the gunner walks around, then use your shotgun to give him a little recoil. AIM FOR THE HEAD!

If you can't seem to budge him, toss a FLASH GRENADE for a little added comfort. He shouldn't be too difficult, but when he dies he drops 15,000 PESETAS. Not bad, eh?

Finish off the remaining enemies here, which appear to be...special agents infected by the Plagas? Leon never brought any agents here with him...who did?

Check the area for the items noted on the map, then go to the closed door and check the thing beside it. A laser projects...

Run to the northwest building and climb the ladder in the back. Position the mirror up there southeast, to face the other mirror. Then hop down and run to the other mirror. Turn it so that it faces back toward the other projector (a receiver, I guess) to open the door.

Go through the doorway and hurdle the sandbags. Take the SHOTGUN SHELLS, then go down the tunnel.

\_Cutscene\_

Watch out! Press the dodge buttons to dodge the boulder! Keep going down the path. Shoot open the barrels on the right for a GREEN HERB and RANDOM ITEM, then continue to the 2 Villagers. Shoot the crossbowman, then shoot for the other guy and finish them both. Climb up the ladder when finished.

=====  
Cliff Passages  
=====

It's intricate and hard to describe, so use your map in conjunction with this one to help you locate all the items:

<http://www.raccoononline.com/games/re4/walkthroughs/special/cliffpassages.gif>

- E = Emerald
- G = Golden Lynx
- H = Handgun Ammo
- Q = Red Herb
- R = Rifle Ammo
- S = Shotgun Shells
- T = TMP Ammo

Go forward, then turn left and take out the Villager there. Take whatever he drops and the TMP AMMO, then jump across the gap. Jump through the window on the right to find some RIFLE AMMO.

Continue through the tunnel, then take out the Villagers in the left tunnel. Use my map to show you how to get the items in this hemisphere of the tunnels. I put these items in Green. They include an EMERALD, RED HERB, and GOLDEN LYNX.

NOTE: Acquiring the GOLDEN LYNX requires shooting an explosive barrel and climbing up a ledge.

After taking those, head back to where you picked up that RIFLE AMMO and go north. Take the HANDGUN AMMO on the right side and watch out! There's a Villager with a ROCKET LAUNCHER! Shoot him before he blows you apart, then aim up for the crossbowman. By now the guy on the left with dynamite has probably showed up, so take him out, too.

At the junction, go left and up the indoor incline. Kill the guy on the way up and after you reach the outside, shoot the explosive barrel to finish the guys with the Stun Rods. Run to the end and take the items, then run back. You have successfully bottlenecked all the Villagers here. Take them out as desired, then continue back down to the lower level.

Now go up the right incline. Take the SHOTGUN SHELLS and keep going up. There's some TMP AMMO in the alcove on the left. Go just inside, then look up the hill and aim for that explosive wagon. Shoot it, then run into the alcove as it rolls by.

Run up to the door, press the switch beside it to open it, then go through. There's a Merchant here. He now sells the KILLER7, which is a great gun, but it uses MAGNUM AMMO, which is quite scarce. It's your call, but I'd advise against it.

Don't sell your GOLDEN LYNX, but do sell your EMERALDs.

Save here if you wish, then head down the path. Shoot the fire crossbowman on the roof to your right, then take out the small group of enemies rushing toward you.

Open the door at the end.

=====  
Kitchen  
=====

Check inside the locker on the left for PESETAS, then run down the hall.

Run to the end, ignoring the locked door on the left. Check around the second corner for an INCENDIARY GRENADE in a dumpster-esque thing. Open the door at the end, then take out the Villager. Check the left side for a GREEN HERB and a duralumin case! YES!

No, it's nothing special. Just SHOTGUN SHELLS inside. Take them with you.

Continue around the corner until...

AHHH! QUICK! SHOOT HIM!!!

He's really weak, but he's a freakin' flamer! Take him out, then check the counter for a HAND GRENADE. Continue to the door at the end. Open it.

=====  
Security Room  
=====

Round that first corner, then take out that big, armored Villager. His head is unarmored, so aim for that.

Watch the bars on the left, there's a fire crossbowman below that's begging for a shot to the head.

Hug the left wall 'til you find the stairs, then go down them and take out the Armored Villager down here. There are a couple of other Villagers that may show up, so don't forget them. Check the pantry in the northeast for PESETAS and a YELLOW HERB in barrels, then go to the southwest corner. Open the duralumin case for the RED STONE OF FAITH. It goes with your GOLDEN LYNX.

Ascend the stairs, then open the door up here and run to the other side.

\_Cutscene\_

NOTE: Yeah, we were all thinking it...they're infected people who aren't affected by...those...urges.

Open the door in here.

=====  
Quick Shudder Room  
=====

Run down the hall and open the file cabinet on the left for SHOTGUN SHELLS. Go through the doorway on the right and take the SHOTGUN SHELLS on the left here, too. Bust open the glass in the cabinet and take the RIFLE AMMO.

Talk to the Merchant here if you need to, and also available is the final Target Practice range, as well as Game Type D and 6 BOTTLECAPs. If you procure them all, the range master will give you a whopping 50,000 PESETAS!!

Now continue to the area where there's a broken window on the right and a shudder. Stand at the broken window and equip your rifle. Aim at the shudder, then when it opens, take a shot at one of those dynamite-tossing Villagers. That will usually kill both of them.

However, when the shudder raises again, 3 fire crossbowmen! Use the same strategy to take them out as well.

Take the EMERALD from the cabinet drawer in the southwest corner, then take the TMP AMMO from the northwest corner behind the shudder. Check around the small dividing wall for a RED HERB, then open the double doors back here.

=====  
Winding Corridor  
=====

Take the GREEN HERB from the ground, then check inside the little room for a BRASS POCKETWATCH inside a crate and a typewriter.

When you're finished, go up the stairs here and refer to my map:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/windingcorridor.gif>

E = Emerald  
I = Incendiary Grenade  
R = Rifle Ammo

No biggie. Run to the only unlocked door in the area, to the southeast. Pick up the INCENDIARY GRENADE noted on the map on your way there.

NOTE: Dang. They should really get a mechanic in here to fix these lights.



=====  
Autopsy Room  
=====

Of course there had to be an autopsy room.

It's a small area, so you shouldn't have too much trouble with navigation. Check out the panel beside the door to the northeast.

And who woulda guessed it. A puzzle.

Here's the solution:

Blue x1

Green x2

Red x3

That'll do it. Check inside for LUIS' MEMO 3 (who knows how this guy spread out all of his memos or why), TMP AMMO, and the FREEZER CARD KEY. Now leave.

Holy Bejeezers, WHAT IS THAT?!

It's a Regenerator. No matter how much you shoot it, it regenerates its parts. Ugh. As of right now, it's nearly invulnerable, so leave.

NOTE: There's an EMERALD in the Regenerator's autopsy room if you want it. You have to slash out some glass to get it.

=====  
Winding Corridor  
=====

Follow it around, then kick open the double doors. Take the next right and open the door at the end with your FREEZER CARD KEY. Watch out for another Regenerator in your way, but ignore him, we're on our way to get the part of his doom.

Open the door you just unlocked.

=====  
Freezer  
=====

Run to the back of the room and slash out the glass for a GREEN HERB. Then, check the northeastern section for the item we've all been waiting for.

However, it's behind an unslashable piece of glass with a control valve that must first be thawed in order to work. So head into the southeastern area, where you'll find a card key rewriter. Use it first to turn your current key into the WASTE DISPOSAL CARD KEY.

Now check the other device in here to turn off the freezing. Luckily, the valve thaws instantly, so head back to it and turn it to get your INFRARED SCOPE. Equip it onto a rifle to use it.

NOTE ABOUT REGENERATORS: Regenerators are very unstable. They have 3 "hot spots" of Plagas that, when destroyed, cause the creature to explode. They can only be seen with that INFRARED SCOPE, so it's quite important.

As if you didn't see THAT coming. Equip your INFRARED SCOPE and rifle, then aim

at the doorway and wait for him to show up. When he does, shoot the 3 hot spots and he'll explode right before your eyes, dropping 5,000 PESETAS.

And that's the way uh-huh uh-huh I like it!

...

Sorry, it's the Red Bull talking now. Take the RIFLE AMMO from beside the door you entered from, then exit using that same door.

=====  
Winding Corridor  
=====

You can hear the Regenerator, so show him your new toy. There are actually two of them in this area, so I recommend taking them both out for a total of 10,000 PESETAS.

Check the southwest area for a duralumin case with an EMERALD inside, then proceed to the only door left in the northwest area. You'll have to use your WASTE DISPOSAL CARD KEY to get in.

=====  
Waste Disposal Room  
=====

Run to the end and take the TMP AMMO, then open the door and take the HAND GRENADE on the ground. Then, check those controls. It's time for a little bit of fun...

Position the crane's shadow over Villagers and drop off as many as possible before they hit the "safety shutdown" switch. Darn.

Open the other door and take out the rest of the trash. Then check the trash for an EMERALD and a GREEN HERB on the floor. Open the other door here.

Go down the hall and take the TMP AMMO. Ascend the stairs, then once in the security room, check for SHOTGUN SHELLS and a YELLOW HERB. There's also a RANDOM ITEM in the lockers in here.

Open the other door here.

=====  
Storage Room  
=====

What? Is that Ashley?! FINALLY.

Run to the red cabinet, then open it for HANDGUN AMMO. Continue around to find a few armored Soldiers. Dang.

Use your rifle for two head shots, then toss a grenade if they aren't capped.

After they're finished, go talk to Ashley to make her stop yelling. We need a card key...

Open the other door here.

=====  
Monitor Room

=====  
Run down the stairs and pick up the SHOTGUN SHELLS on the left, then open the door and fight off the 5-6 Soldiers. One has a shield, one has a crossbow, and the others mostly have Stun Rods and aren't too happy about your presence.

NOTE: In this area is a FLASH GRENADE, and RIFLE AMMO. At the bottom of the stairs, to the side is some MAGNUM AMMO.

After finishing them off, head down the stairs and open the door at the bottom.

Run to the end, where there's a door on the left and a door at the very end. Open the one at the end. It's a little tiny save room with a GREEN HERB.

Take care of that, then open the other door here.

=====  
Petri Dish Lab  
=====

Nothin' in this part. Open the door.

\_Cutscene\_

Whoa. Turn right to see where that camera was aiming. Equip your rifle and take out his hot spots...

Wait...there's 4...and he's not dead!!

This is a Spiky Regenerator. He's got 5 hot spots...four on his front and 1 on the back. Getting the one on his back is quite difficult. The best strategy I could devise is to toss a FLASH GRENADE, run around him, then aim for the spot and fire.

When you take him out, he drops the STORAGE ROOM CARD KEY. Don't leave yet, though, Ashley's not going anywhere.

Open the duralumin case to the west for an item, then hop into the laboratory area for lots more. You should be able to find an EMERALD in one of the thin glass tubes, SHOTGUN SHELLS and RIFLE AMMO on the west wall, and a RED HERB and GREEN HERB on the east wall.

When you've collected all the items you can, go through the door in the very southeast corner of this room.

=====  
Communications Tower Base  
=====

There are several Crows here that would be more than happy to yield some pretty nice items to you. Take them out for some PESETAS and HANDGUN AMMO, then continue down the platform to the Merchant.

NOTE: Mess up against the Crows? Exit and re-enter.

Next to the Merchant, you'll find a YELLOW HERB and an INCENDIARY GRENADE in barrels. There's no typewriter here, so when you're finished, ride the lift at the end.

Check on the ground to the left for a GREEN HERB, then follow the platform

around and into the room. Take the SHOTGUN SHELLS...

\_Cutscene\_

Now take those SHOTGUN SHELLS, then ride the lift back down. It was a nice try.

Go back to the Lab.

=====  
Petri Dish Lab  
=====

Back to where you originally came in.

=====  
Monitor Room  
=====

Run through the door, back up through the monitor room.

WHOA! At the stairs, they have mounted a considerable ambush!

Take these fire crossbowmen out from a distance, then continue back to the Storage Room.

=====  
Storage Room  
=====

Use your STORAGE ROOM CARD KEY to unlock the door, then run to the other side to find Ashley.

\_Cutscene\_

~~~~~  
6.16 Chapter 5-2: Saddler Strikes Back  
~~~~~

=====  
Storage Room  
=====

Alright. Take the SHOTGUN SHELLS, then make your way out.

\_Cutscene\_

Hmm. I wonder who THAT'S from...pick up that PAPER AIRPLANE file.

Get out by the waste disposal vent?! You mean where we tossed those bad guys?!

Well, Ada could never be wrong, so let's return to the Waste Disposal Room. Go out of Ashley's little confinement room and take out the Soldiers and the big armored Soldier, then open the door behind them. Don't hit Ashley!

=====  
Waste Disposal Room  
=====

Run around that corner.

\_Cutscene\_

Finish them off, then press the button they pressed to open the door.

\_Cutscene\_

More? Take care of them, then head down and open the door at the end. Run to the gaping pit on the other side of the room.

\_Cutscene\_

=====  
Trash Dump  
=====

That's a bit odd...not much trash down here.

Pull the lever here to open the gate.

\_Cutscene\_

Dang! Quick! Run to the other gate and pull its lever. Then run through and check the other side for another lever. Pull it to close it. It won't close forever, but it'll give you enough time to take a few shots at his hot spots.

When you're ready, toss a FLASH GRENADE, hit the switch, run past him, turn and fire. If you're quick enough, you can take him out.

After he falls, he'll drop 20,000 PESETAS. That's pretty nice.

In the area between the two gates, you can find RIFLE AMMO.

Now check out that big red container. With Ashley's help, push it forward. Then walk across and take the RIFLE AMMO on the floor. Have Ashley hide in the green dumpster, then go for that GREEN HERB on the ground to trigger another Spiky Regenerator. Shoot the front hot spots like before, then toss the FLASH GRENADE and shoot the back one. He drops 20,000 PESETAS, too. I don't know about you, but I wouldn't mind fighting a few more of these guys.

Press X to call Ashley out of hiding, then go down the platform that Spiky Regenerator was guarding. Push the red dumpster out of the way and open the double doors back there.

=====  
Melting Pot  
=====

Take out the Soldiers in this passage, then run down it. Pick up the SHOTGUN SHELLS on the left and the GREEN HERB beside the first double-door gates.

Open those double door gates and go up the stairs. Hop down to the Melting Pot level. Run forward.

\_Cutscene\_

That door's blocked by wreckage...but it looks like we have bigger problems right now. Take out all these dirty little Soldiers, being sure to use the Melting Pot to your advantage if necessary. When you're finished with all the guys on ground level, take out the fire crossbowman above you. Your new scope

should make it a little easier to find him.

Check inside the little room for a RED HERB and RIFLE AMMO, then operate the lever.

\_Cutscene\_

Check outside for a new Soldier or two, then wait a few seconds and hit the switch again. Wait for it to reset, then hit it one more time to clear the door.

There are a few new enemies here, but you'll never be here again, so forget them and head through the double doors.

=====  
Regenerator Hallway  
=====

Run straight ahead and open the shutter. A Regenerator! No spikes, but he's only worth 5,000 PESETAS.

Take him out the same way you did before, then check out that room at the end of the hall at the right.

It's full of dog cages...but they're empty...

Check the cages and whatnot for an INCENDIARY GRENADE and RIFLE AMMO. Take them, then exit the way you came in and continue down the hall.

Take the next left, then open the door at the end. There's a GREEN HERB and SHOTGUN SHELLS in here, as well as an auxilliary power switch. Push the switch, then leave.

Whoa! Another Regenerator. Cool! Shoot out those hot spots, then take his 5,000 PESETAS and continue up the hall. Check the shutter that barely opened, then use the "Send Ashley" Ashley command to get it open.

Take the YELLOW HERB by the pipes, then go through the door on the right.

=====  
Merchant's Pad  
=====

Yeah, that's right. I called it a "pad". Get over it.

Take the RED HERB so cleverly hidden inside the locker, then talk to the Merchant if you need to.

Leave the way you came in.

=====  
Regenerator Hallway  
=====

Now approach the double doors here. There's a lock on either side, so leave Ashley at one, then run over to the other one. Press A to operate.

A timing "puzzle". Wait for the lights to get to the middle one to open it. One, Two, Three, Press.

NOT: One, Two, Press.

Head through.

=====  
Freight Shipping Tunnel  
=====

Ha! This'll be fun.

Check the boxes and barrels here for 2 boxes of SHOTGUN SHELLS, RIFLE AMMO, and a FIRST AID SPRAY, then prepare yourself and jump onto this large bulldozer-ish vehicle.

\_Cutscene\_

"Leave it to me, Leon." Those won't be the most comforting words you hear all day.

We're moving PRETTY slow, but you can't let that stop you.

\_Cutscene\_

And the fun begins. Try and shoot the Soldiers before they can reach the back of the vehicle. If they make it, back up, then shoot them right back off. Occasionally a few will drop from above, but that doesn't happen often enough to cause a problem.

After a while, a truck comes speeding towards you. Quick! Aim for the grill on the front to sabotage the engine!

NOTE: Well, I guess it's not really SPEEDING...but relatively speaking...

After it stops, you're safe...for now.

Keep up the same strategy until...

\_Cutscene\_

It started up AGAIN?! Quick! Keep shooting at it!

\_Cutscene\_

Phew. That was a close one.

When Ashley tells you it's up to you, hop out of the back and climb up the ladder on the left. Take the TMP AMMO, then run around to the middle area. Take out the Soldiers in your way, then take the TMP AMMO and SHOTGUN SHELLS in that middle area. Hit the switch, then continue around to the other ladder.

If Ashley calls for help, there's a guy in the back of the vehicle. Aim down with your rifle and pick him off before he tears her apart...even though Saddler would be quite upset with him.

Take the GREEN HERB by the ladder, then jump down and get back into the vehicle. The lift starts, and the ride continues.

Keep fighting off the Soldiers until you hear another truck coming...this one's coming from the front, though!

Quick! Aim at it and fire to divert it!

=====  
La Casa del Merchant  
=====

Take the HANDGUN AMMO and go through the door. Check around the room for a RANDOM ITEM, a HAND GRENADE, SHOTGUN SHELLS, Gold Bars, and the GREEN STONE OF JUDGEMENT. It goes with the GOLDEN LYNX.

Talk to the Merchant here if you need some equipment. When you're finished, open the other door here.

\_Cutscene\_

=====  
6.17 Chapter 5-3: Playing with "It" and Dealing with Krauser  
=====

=====  
Island Chapel & Boiler Room  
=====

I'm feeling kinda guilty for depriving you guys of maps, but the last few areas were pretty straightforward. Here's a map for this area:

<http://www.raccoononline.com/games/re4/walkthroughs/special/islandchapel.gif>

- E = Emerald
- F = Flash Grenade
- G = Green Herb
- P = Pesetas
- S = Shotgun Shells

A = Our Plan File

Take the PESETAS to the left side of the stairs, then go up them. Take the file here, it's the OUR PLAN file.

Run down the hall and kick open the door.

\_Cutscene\_

Continue to the end to pick up some SHOTGUN SHELLS, then walk halfway down the stairs. Aim up and shoot the sparkle in the window to release the EMERALD.

Keep going down the stairs, taking out the Soldiers as you go. At the bottom, take the GREEN HERB and open the door.

Run down this little area, watching for enemies on the left. When you reach the corner, shoot down the guy on the right and head up the stairs here. Watch out for the fire crossbowman and make your way into the little cabin here.

Take the SHOTGUN SHELLS from the desk and the PESETAS from the locker, then go back out and down. Check the southwest room for PESETAS, a FLASH GRENADE, and a Soldier, then open the door at the base of the stairs.

=====  
Catwalks  
=====



Run to the end, kick open the door, then run over and pick up the SHOTGUN SHELLS. Locate the elevator nearby and ride it up. Run across to the other side.

\_Cutscene\_

Dodge buttons, dodge buttons, dodge buttons! Better be quick, or you'll find yourself a little cut-up...

NOTE: This is probably the hardest cutscene in the game, so it may take a few tries. Don't be ashamed if you keep messing up, it's natural.

After 6 dodges and 2 rapid button-pressing sequences, you'll see the last part of the

\_Cutscene\_

Go northeast, hopping down from a platform or two. Open the door at the end.

=====  
Resident Evil Movie Hall  
=====

Why did I name it that? If you saw the first movie, you'll find out...

Go through the automatic double doors.

Ha! Those lasers! Sweet!

These first ones are easy to dodge. Wait for the opening, then run through.

The second one's a bit harder, but still not too difficult. Run through the opening when it appears.

\_Cutscene\_

Dodge!

Phew. That was close. Run forward.

\_Cutscene\_

Dodge, then dodge again! Wow. I'm glad that's over. Check the panel beside the door to unlock it.

What?! One more go? Wait for them to get close, then press the dodge buttons to make one last, incredible dodge.

Good thing it didn't end like it did in the Resident Evil Movie.

Head through the double doors. Ignore the Red Queen, then take the EMERALD from the throne. Sit on the chair if you'd like, then face the laser hall. Aim at the sparkle and shoot it down, it's an ELEGANT HEADDRESS.

Go through the difficult-to-see double doors behind the chair and operate the lift.

=====  
Merchant's Pimped-Out Cave Room  
=====



There is a green gate with a green circle to the southwest. Make your way to that place and shoot the blinking green light to raise the shutter. Then, press the button behind it, labeled "1" on my map.

NOTE: There are three sections of this battle. Each section has two switches. After hitting the two switches, a timer starts and a door unlocks. You have to get through that door to the east to enter the next area before the time runs out. This all happens while you are being attacked by "It".

Each colored dot controls the shutter that is its color, so my map should prove quite useful, especially in the later areas.

Every time you hit one of the switches, "It" returns for another beating. Pound a few magnum rounds or several shotgun shells into it and continue. It's not mandatory to hit it at all, but it does manage to block passages quite effectively.

Run back around the first corner, then take the SHOTGUN SHELLS against the gate with the second switch behind it. While dodging "It's" ceiling attacks, continue down the platform. Turn right for a GREEN HERB, then go left to find the second gate (blue). Shoot out the light, then run through to the Switch #2.

Press it, then run to the orange door. Watch out for "It".

Alright. Part 2.

Make a quick right and pick up the INCENDIARY GRENADE on the floor. Then, run back out and go the other way. The left way is blocked by a gate, so go right.

\_Cutscene\_

Ahh! Quick! Shoot him 'til he leaves again! This part's a bit more difficult because he only leaves temporarily.

Look on my map and look for the light (it's up a little higher and green on my map) to open the green gate. Go through and hit the switch. Return back out, then get "It" out of your way and aim upward to hit the next light (blue). Run through the gate and go left. Dodge a ceiling attack, then push the second switch (2).

Run quickly back and to the door to the east. Pick up the HAND GRENADE you may find on the ground. WHATEVER MEANS NECESSARY TO BEAT THE TIME LIMIT.

...And Part 3 begins.

Huh? One of the two switches so close to the beginning? Press the switch right here (1).

\_Cutscene\_

Well, that's not helpful. Run through the gate that just opened (red). Watch out for "It's" ceiling attacks while in the tunnel.

After getting out, run left and up the passage. Round the corner to see the (blue) light. Shoot it to raise the gate back at the beginning. Now you have to make your way back through the tunnel to the beginning, go through then now-raised gate, and press the switch from there. That really puts the pressure on when getting back east to the final exit door.

But you can do it! Run and dodge!

When you open the door, the timer keeps going! Quick! Run and grab that hook!

\_Cutscene\_

Ouch. That was close. Run forward.

\_Cutscene\_

DANG! Why won't you DIE?! Pull out your magnum and start takin' shots. No matter how much damage you handed out in the cage, he starts at full health here.

Take one shot at it to slow it down, then turn around and run to the right of the big rock. Take the GREEN HERB and SHOTGUN SHELLS, then continue around. You should pass an explosive barrel. Wait "It" to follow you around, then fire to inflict extra damage. While it's writhing, hit that lever, get on the other side of the gate, and hit the other lever. If you mess up, lure him in, then toss a FLASH GRENADE and try it from the other side.

That'll give you a little bit to take some shots while he tears down the gate.

After that happens, run back past yet another explosive barrel. Use the same strategy as before for even more free damage.

After you've given him enough damage, he roars in pain and kinda transforms. Now he uses his tail to slash at you! Don't leave him too far behind, either, or he'll tunnel underground and you'll have to dodge his every attack!

There's not much else to it except blasting him to death. After you run out of shots for you magnum, switch off to your shotgun and keep going.

Finally, after eons of blasting away, you'll see his dying

\_Cutscene\_

and he drops 50,000 PESETAS. Pfft. We could get more taking out 3 Spiky Regenerators.

After you're collected yourself, return to the door near the point you jumped to from the cage. Run to the stairs at the end, then take the GREEN HERB from beside them. Go up the stairs and board the tram if you want a GREEN HERB.

If not, or after you're back, run over to the ladder here and climb it.

=====  
Campground & Overlook  
=====

Climb the ladder.

Take the SHOTGUN SHELLS and the HAND GRENADE here, then open the door. Run up and around until you have a nice view of a few Villagers camping out. Shoot one of the explosive barrels to kill all of them, then check the barrel by the overlook for HANDGUN AMMO. Hop down to the campground area, then finish off any remaining Villagers.

Bust open the barrels on the left for TMP AMMO, then check inside the large tent for SHOTGUN SHELLS in a crate and under the smaller fly for TMP AMMO. There is also a YELLOW HERB to the north. Now look at that hole with a ladder

going down in the tent. Jump down.

From here, aim up and shoot down an EMERALD, then go up the path. Turn right and take the last lynx item, the BLUE STONE OF TREASON. Combine it with the GOLDEN LYNX to raise its overall value to 35,000 PESETAS.

Continue down and take the next left. Bust open the crates for 5,000 PESETAS.

Keep going down to find a Merchant (and some HANDGUN AMMO in a barrel). Sell all of your special items, unless you can find something that will be worth more with other items. I didn't have any.

Take KRAUSER'S NOTE from the desk. It reveals a little more about his background.

There's also a Target Practice area here, but no new game types available.

Save here if you want, then climb up the ladder at this end. Bust open the barrel against the fence for some PESETAS.

Open the double doors lit by torches.

```
=====
Island Fortress
=====
```

It would be a crime to not map this area out for you.

<http://www.raccoononline.com/games/re4/walkthroughs/special/islandfortress.gif>

- F = First Aid Spray
- J = Flash Grenade
- G = Green Herb
- H = Handgun Ammo
- M = Magnum Ammo
- R = Red Herb
- S = Shotgun Shells
- T = TMP Ammo
- Y = Yellow Herb

- A = PIECE OF THE HOLY BEAST, PANTHER
- B = PIECE OF THE HOLY BEAST, EAGLE
- Z = Fire

Run forward and bust open the slightly hidden barrel on the left for a GREEN HERB. Then, run to the end of the path and jump down below. Run past the fires and columns to the end.

\_Cutscene\_

```
////////////////////////////////////
*****
Boss: Krauser - Part 1
Difficulty: Medium
Weapon of Choice: Rifle, Shotgun (when necessary)
*****
\\////////////////////////////////
```

It starts out with Krauser hopping up and down across the way, while taking shots and tossing grenades at you. This is a bit difficult, but you need to hide behind a wall until you can manage to pop out and shoot him with your

rifle. You can't hide behind a wall for too long, though, or he'll end up blowing it apart.

You can also hide behind columns. The place he moves to isn't too hard to determine, you should catch on quickly enough. You can see him run back and forth through the cracks in his wall.

After he jumps down, equip your shotgun. He's coming up for some close combat. Watch your right side for him and be ready. He's quite quick, so be ready with your dodge buttons.

You can use your knife if he gets close, then blast him when he gets a little farther off. Be sure to dodge all the grenades he tosses. When he drops a FLASH GRENADE and disappears, you have won the battle, but far from the war.

Run up the stairs and kick open the door. Take the items in here, including a GREEN HERB, MAGNUM AMMO, and the FLASH GRENADE and TMP AMMO on the second floor. When you're finished, open the strangely blue-glowing door here.

Walk forward. MOVE! Here's phase 2 of Part 1.

Using the same strategy as you did before when Krauser was at close range, pound as much damage as possible into him (save your MAGNUM AMMO), then he'll toss another flasher at you. The score:

Leon: 2

Krauser: 0

Pick up the SHOTGUN SHELLS here, then continue down the stairs here. Go left and down more stairs. This is the area Krauser was talking about, with the indentations for three parts. Check the place in the back wall for HANDGUN AMMO and go back up the first staircase. Go straight. After making the corner and going down the platform, Krauser's position becomes quite apparent.

Take cover behind the pillar, then use your rifle to take him out. After a few shots, he jumps down for some close-combat action. You may find yourself in a

\_Cutscene\_

with a few dodge button commands, similar to that long one we did a little while ago. This one will only result in high damage, though, not instant death.

You may want to consider using your knife more than usual. He's pretty slow when in the process of slashing you, so you can probably manage a good slash or two to finish him off without any ammo usage.

After he flashes you again (OH MY GOD!), head into the cabin he was sniping you from with that Mine Thrower.

On the bottom floor, you can find SHOTGUN SHELLS and a FIRST AID SPRAY, and on the second floor, you can find TMP AMMO.

However, when you start climbing that ladder, a

\_Cutscene\_

That's odd. Take your item and jump down. Look through the window inside the building to see those strange machines. A good shotgun shell will disable them.

If you're facing through that window, go right (southeast). Pick up the GREEN HERB in the wreckage on the right, then continue up the stairs.



few tries, but this is a difficult boss, so that's to be expected.

There's MAGNUM AMMO in the northeast area, so be sure to make use of that. A GREEN HERB rests to the southeast.

As the battle goes on, his feet get stronger, so it'll take more shots to make him vulnerable.

Damage-wise, I had an empty standard BROKEN BUTTERFLY at the beginning of this area, and after picking up the 8 shots in the area, I used my shotgun to take out his feet and when he dropped, I only had to take 7 head shots before he gave up. However, without picking up the MAGNUM AMMO, this boss can prove to be quite difficult.

NOTE: My record for taking him out stands at about 1:15, but that could easily be beaten.

He drops the last piece, the PIECE OF THE HOLY BEAST, SERPENT, but the timer keeps going. Take the item and quickly run to the ladder you used to get up here. Jump down, then go through the gate and jump down into the area where the pieces go. Convenient, eh?

Put the three pieces in their spots and go through. At the expiration of the timer, you'll see a

\_Cutscene\_

Open the double doors revealed.

=====  
6.18 Chapter 5-4: Parasite Removal  
=====

=====  
Final Stronghold  
=====

This is probably the hardest area to map in the \_entire\_ game, so you guys better be VERY happy that I sacrificed having the first full walkthrough for maps like this (sorry if it's hard to read):  
<http://www.raccoononline.com/games/re4/walkthroughs/special/finalstronghold.gif>

- E = First Aid Spray
- F = Flash Grenade
- G = Green Herb
- H = Handgun Ammo
- J = Hand Grenade
- M = Magnum Ammo
- P = Pesetas
- Q = Red Herb
- R = Rifle Ammo
- S = Shotgun Shells
- T = TMP Ammo
- Y = Yellow Herb

- X = Transition between levels. (From a red X, go to the red X on the other map)
- Z = Switch to open final gate

Take the GREEN HERB by the typewriter, then continue down the path. This area is about to get VERY confusing.



\_Cutscene\_

Continue up the path.

\_Cutscene\_

Dang. Looks like we've hit the motherload.

Praise Buddha! The chopper has arrived.

For the duration of this area, you will be running, then hiding as the chopper fires, then running again. You will have to take out the occasional straggler, but for the most part, your aerial friend can take care of it.

Run forward until the

\_Cutscene\_

then run straight into that tent on your left. Wait for the chopper to show up. Take the SHOTGUN SHELLS in here, then after the chopper launches a missile into the whole tower, continue out. Check the left side for two barrels containing a GREEN HERB and MAGNUM AMMO, then keep going across the way.

Hang right and head down the stairs.

Entertain these Soldiers until your flying friend can cover you, then pick up the spoils. Check the southeast corner for some RIFLE AMMO in a barrel, then make your way north. There's a huge lock on the door that may take some fire-power to get off, but you can handle it.

NOTE: You can climb the removable ladder here to pick up a HAND GRENADE.

Kick it open to reveal another machine gunner. Run quickly forward, then into the tunnel to the right. Wait there until the chopper can hit the gunner, then bust open the barrel there for a YELLOW HERB.

Now run to the end of the tunnel and out to see a ladder. We've now conquered the first half of the first level.

Clear out what's left in the area, then check beside the doorway to the cabin for a FLASH GRENADE. Then go inside for HANDGUN AMMO and a GREEN HERB.

NOTE: For an extra GREEN HERB, you can backtrack to either of the other second level entry points (red X, green X) and then make your way to the cabin here. It's at the top of a ladder.

When you're ready to go, press the button beside the door here and go through.

Quick! There's another machine gunner. Go right and up the stairs, then stop in the shack for a breather. When you're ready, continue up the stairs to the top.

At the top, you'll find a pulley to ride. Before doing that, though, use your rifle to take out the gatling gunner. He's directly in front of you and down a bit.

Ride that pulley down.

Pick up that gatling gunner's 15,000 PESETAS and the HAND GRENADE. Jump down to the next level, then pull the lever here to open a door on the bottom level.

Jump down, then before going through the door, check behind you for items. You can jump down to the lower level for a RED HERB, PESETAS, a GREEN HERB, and TMP AMMO. There's also SHOTGUN SHELLS hidden on your current level.

Now go through the door.

\_Cutscene\_

dAnG! Quickly crouch behind the sandbags or duck into the tunnel on the left.

Make your way into the tunnel if you didn't already, then bust open the barrel at the end for PESETAS. Climb the ladder.

Take out any Soldiers in your way and make it to the big metal plank at the end. Wait there until the gunner empties a clip into it, then, while he's reloading, run along the platform right beside him. Dispose of him as necessary.

Continue west to the kick-down-able gate.

\_Cutscene\_

Alright. We need to get through that door that just closed, and there are two buttons on the second level that open it. Kick down that gate, then run to the end. Pull that lever. One down, one to go.

By now, the chopper pilot has probably taken out the little cabin we just passed. On your way back, check the wreckage for SHOTGUN SHELLS. Then, jump down through the hole where the cabin was.

Take the TMP AMMO directly in front of you, then continue across the yard.

Check to the left of the explosive barrel for a GREEN HERB, and a little bit further left for a ladder. Ascend it.

The way to the last switch is quite clear. Press it to open the final gate.

Jump down through the hole where the cabin on this side was. Run toward the gate, then check the gatling gunner's position in front of it for a FIRST AID SPRAY. Continue through the double doors.

Ugh. If you were able to get through this area despite my difficult-to-read maps, give yourself a pat on the back. For you Final Fantasy fans, here's your victory fanfare:

<http://www.raccoononline.com/games/re4/walkthroughs/special/victory.mid>

=====  
Island Overlook  
=====

Run up the stairs.

\_Cutscene\_

SWEET. Wait! NOT SWEET!!! NOT SWEET!!

Now go back to the top of the stairs and aim up at the pillar there. Shoot the sparkle, it's an EMERALD.

Pick up any items the Villagers may have left, then make your way through the rubble to the overlook. Check over it to see the helicopter. Turn around, then run under the arch to the end to find a FIRST AID SPRAY in a barrel.

Come out from under the arch and go left. Look high up on the first pillar on the right and shoot down that EMERALD as well. Continue down the path to the double doors at the end.

=====  
Forgotten Tomb  
=====

Run to the ladder and jump down. Check behind for a PEARL PENDANT, then continue into the next room.

\_Cutscene\_

Dang! We'd better find a way to get that parasite out fast.

Check the table for HANDGUN AMMO, then open the door to the next room. Open the double doors here.

=====  
Island Prison  
=====

Check in this first area for MAGNUM AMMO in a drawer and a FLASH GRENADE on a shelf. You can hear the faint breathing of a Regenerator...

After saving if you're in the mood, head down through the prison cells. They're all empty except the first one on the right. It has RIFLE AMMO.

The Regenerator is in the second one on the left, so be ready for him. He's got 5 Plaga spots. Pick up his 5,000 PESETAS when he blows.

The stairs are out, so take the RED HERB on them, then climb up from the side and open the door.

=====  
Last Stand  
=====

Ah! The last dirty map I have to make! Whee! Here it is:  
<http://www.raccoononline.com/games/re4/walkthroughs/special/laststand.gif>

F = Flash Grenade  
G = Green Herb  
H = Handgun Ammo  
I = Incendiary Grenade  
P = Pesetas  
Q = Red Herb  
R = Rifle Ammo  
S = Shotgun Shells  
T = TMP Ammo  
Y = Yellow Herb

W = Door Lock Deactivator  
X = Ladder  
Z = Door Lock Switch

Run down the stairs and take the GREEN HERB and PESETAS below, then continue up the hall and up the stairs. The battle begins.

Waste as many enemies as you can, being sure to pay attention to fire crossbowmen shooting from a distance. Make your way up to that elevated sandbag position--it's a good shooting point.

After taking out enough, a gattling gunner shows up. Jump down and head southwest, hurdling the sandbags. Bust open barrels back here for a GREEN HERB, SHOTGUN SHELLS, and an INCENDIARY GRENADE.

Climb the ladder to reach the second floor. Take the FLASH GRENADE from the table, then check that machine with a green light on it.

Cutscene

Alright. To open the big door it showed, we need to deactivate the locks at the one where the guy got the keycard, then push the two other buttons, this being one of them.

I've marked the lock deactivator with a W on the map. That's where we're headed.

Go out here and look right to find that gattling gunner and several of the Soldiers you saw in the cutscene. Back off into the cabin and wait for the Soldiers to enter. Pick them off, being sure to watch the ladder for more guys.

After you've taken them out, use your rifle and some quick timing to finish off the machine gunner, if he hasn't already come in the cabin looking for you. He drops 15,000 PESETAS.

Check all the bodies around here for the EMERGENCY LOCK CARD KEY. It's the thing the guy used to lock the door, and we'll need it to unlock them. It should be found on the ground somewhere where you killed guys. Check at the bottom of the ladder if you can't find it.

After retrieving it, stay on this upper level and head north across the platforms. When you see a ladder on the left, climb it.

Run into the building and take the TMP AMMO and PESETAS, then go back out and continue to the next building. Shoot the fire crossbowman, then raid the next building for two assortments of PESETAS and some RIFLE AMMO. However, most importantly is the emergency keycard reader.

Use your EMERGENCY LOCK CARD KEY, then pull a 180 and jump down the ladder at the end. Take the RED HERB, then kick open the door. You're back on the bottom floor.

Bust open the barrels here for HANDGUN AMMO and a YELLOW HERB.

Run forward and right to the southwest corner, then climb that ladder again. Press the switch here, then run out and to the other building and push the other. Now the door on the bottom floor is open.

Jump down by the opening here and make your way to the northwest corner.

Run down the stairs and kick open the door. Open the cabinet on the right for SHOTGUN SHELLS, then take out the two shielded Soldiers behind you.

Continue down the hall and open the double doors at the end.

=====  
Saddler's Lab  
=====

\_Cutscene\_

dAnG! That Saddler's one heck of a fighter...but so is Ada.

Enter at your own peril, past the bolted door where impossible things may happen that the world's never seen before...

In Saddler's Laboratory! He's the smartest boy...you've ever seen! But Leon blows his experiments...to smithereens!

Hmph. Enough of that.

=====  
Merchant's Hideout  
=====

Open the double doors here to find the Merchant. There's also two sets of gold bar PESETAS if you go right just after going through the doors, as well as TMP AMMO and a GREEN HERB in plain sight. Be sure to pick up LUIS' MEMO 5 from the rubble.

NOTE: You won't be needing your INFRARED SCOPE anymore, so you can sell that as well as any special items you may have.

When you're ready, go through the other door here.

=====  
Laboratory Corridor  
=====

Run to the end. Don't go right, but take out any Soldiers and Armored Soldiers you come across.

The double doors will open automatically.

\_Cutscene\_

~~~~~  
6.19 Final Chapter  
~~~~~

=====  
Laboratory Corridor  
=====

Before continuing, go back through the double doors and take the first left. Open the door.

=====  
Saddler's Lab  
=====

Check the northeast corner for SHOTGUN SHELLS, then ascend the ramp in the back and check the room at the end of the walkways for a RED HERB and MAGNUM AMMO.



NOTE: BE CAREFUL WHEN CROSSING THE BRIDGES. If you are prompted with the dodge buttons to jump, press them! Failure will result in instant death. Only cross on a solid green light.

Also helpful are the cranes that carry large girders for construction. There are switches in the northwest and southeast corners that can be used to swing the large masses of iron straight into the beast.

After about 8 or 9 mount-and-slashes, you'll see a

\_Cutscene\_

of our new best friend tossing us a ROCKET LAUNCHER. Well, if she coulda taken a few more seconds to FIRE that weapon it would be a LITTLE easier, but hey, who's picky?!

If you're not already on the west side, make it there, then pick up your new toy. You may have to make room in your inventory for this ROCKET LAUNCHER (SPECIAL).

Run to the nearest explosive barrel, crane lever, or leg eyeball. Shoot the barrel, operate the crane, or shoot the eyeball to weaken him just like before, then approach the main eyeball.

Aim with your ROCKET LAUNCHER (SPECIAL) and shoot him straight in the eye.

\_Cutscene\_

and Saddler is dead. You got the JET-SKI KEY, and check Saddler's "body" for 100,000 PESETAS.

Quick! Get back to the elevator! It's to the north, just west of the northeast corner, if you forgot.

\_Cutscene\_

=====  
Merchant's Final Shop  
=====

\_Cutscene\_

=====  
Jet-Ski Dock  
=====

Run as fast as you can to the ladder. Jump down, catch Ashley, and run all the way to the end, where you'll find a jet-ski. Use your JET-SKI KEY and start the race.

You have to steer jet-ski around the obstacles and through open passages, but you also have to go fast enough to beat the time limit. This may take a few tries, and there are no other tips I can offer you, except, I guess, that you should slow down when you can't quite tell what's ahead.

After you hit the first ramp, you'll see a

\_Cutscene\_

Looks like the destruction came early. Now you have to accelerate, as well as dodge falling rocks. Do your best. Other than that, there's not much I can help you with.

Once you see the light at the end, punch it.

\_Ending Cutscene\_

\_Credits\_

Ahh. And it only took me 2 weeks to write the walkthrough. What an incredible game! Be sure to get Resident Evil 5, whenever that comes out!

Now available is the mini-game Assignment Ada as well as The Mercenaries. You can also replay the game from this file to start with a Merchant and all your old stuff and money! Among some new items the Merchant sells are the MATILDA and the INFINITE LAUNCHER.

\_Cutscene\_

=====  
7.1 Ending Bonuses  
=====

=====  
Replay  
=====

At the end of your game, you will be prompted to save. Do so, then load your game. You will first talk to a Merchant with all of your items and money that you had at the end of the previous game. The MATILDA and INFINITE LAUNCHER will be available.

=====  
Professional Difficulty  
=====

You will also have the option to play on Professional difficulty. It's harder than Normal mode because the enemies take more damage. All item placements are the same.

=====  
Secondary Costumes  
=====

Also at the beginning of a replay, you are given the option to play with special costumes. Leon wears his RPD uniform from Resident Evil 2, Ashley wears white khakis and a, well, rather revealing shirt, and Ada wears her costume from the "Assignment Ada" mini-game.

=====  
7.2 Assignment Ada  
=====

I'll be working on a map for this, mini-game, but for now, just a description.

For this mini-game, Ada is given a tiny attache case and is required to find and get the 5 Plaga samples. They are shown on the map as special items, and the carrier must be killed.



I'll provide a walkthrough as soon as I get a chance...

=====  
7.3 The Mercenaries  
=====

For this, you basically go on a killing spree through an area, taking out as many enemies as possible until the chopper arrives. There are hourglasses you can pick up to delay the chopper, but it's mostly up to you, your best gun, and combos.

Score 30,000 points for a 4-star rating, and 60,000 for a 5-star rating. Each 4-star rating you achieve unlocks a new character.

There are 4 scenarios:  
Village, Castle, Island Base (Last Stand), Docks.

They all have some areas that were previously accessible but are now roped off, and some areas that were previously unaccessible but now are (except for the Docks area, which is brand, spankin' new).

To unlock Ada in The Mercenaries, get a 4-star rating on the Village area.  
To unlock Krauser in The Mercenaries, get a 4-star rating on the Castle area.  
To unlock Hunk in The Mercenaries, get a 4-star rating in the Island Base area.  
To unlock Wesker in The Mercenaries, get a 4-star rating in the Docks area.

Here are the stats on each character and level.

=====  
7.3.1 Characters  
=====

=====  
Leon Scott Kennedy  
=====

Weapons:  
Blacktail  
Shotgun

Ammo:  
Handgun Ammo (30)  
Shotgun Shells (10)

Other:  
First Aid Spray  
Knife

Abilities:  
Kick  
Suplex

Items that appear:  
Handgun Ammo  
Shotgun Shells  
Hand Grenade  
Incendiary Grenade  
First Aid Spray  
Green Herb

Leon is the all-around kickin' character. His handgun provides for some distance shooting, while the shotgun is always there in case you get surrounded or just feel like shootin' a buncha guys at once! He doesn't possess any amazing special abilities, but his Kick and Suplex can prove to be invaluable.

=====  
Ada Wong  
=====

Weapons:

Punisher

Firepower 1.9, Firing Speed 0.33, Reload Speed 1.47, Capacity 20

TMP

Firepower 1.0, Firing Speed 0.10, Reload Speed 1.93, Capacity 100

Rifle (semi-auto)

Firepower 15.0, Firing Speed 0.40, Reload Speed 1.90, Capacity 12

Incendiary Grenade x 3

Ammo:

TMP Ammo (100)

Rifle Ammo (5)

Handgun Ammo (30)

Other:

First Aid Spray

Scope (semi-auto rifle)

Abilities:

Fan Kick

Items that appear:

TMP Ammo

Rifle Ammo

Handgun Ammo

Hand Grenade

Incendiary Grenade

First Aid Spray

Green Herb

Ada is probably my least favorite character of all of them. Her gargantuan weapon span makes it difficult to get the ammo you need, and her lack of any decent abilities makes her suck even more. The only thing that would make me want to play as her is, of course, her costume, which is that that she wore during Resident Evil 2.

=====  
Jack Krauser  
=====

Weapons:

Krauser's Bow

Firepower 10.0, Firing Speed 0.03, Reload 0.03, Capacity N/A

Flash Grenade x 3

Ammo:

Arrows x 20

Arrows x 10

Other:

First Aid Spray  
Knife

Abilities:

Kick  
Arm Transform (X)

Items that appear:

Arrows  
Flash Grenade  
Hand Grenade  
Green Herb  
First Aid Spray

Don't take this guy lightly! Just because he uses a bow doesn't mean it's not EXTREMELY powerful! It's 10x as strong as the handgun and can be fired quite quickly. It doesn't need to be reloaded, as Krauser just draws them from his quiver. His Arm Transform also is very useful. Anytime you are confronted by a multitude of enemies and Krauser's arm is glowing red, press X to transform and A to charge straight into them. This character is my particular favorite due to the fact that he has ONE powerful weapon and he only picks up ONE type of ammo.

=====  
HUNK  
=====

Weapons:

Custom TMP  
Firepower 1.0, Firing Speed 0.10, Reload Speed 1.17, Capacity 100

Hand Grenade x 3

Ammo:

TMP Ammo (50)

Other:

First Aid Spray

Abilities:

Kick  
Neck Snap

Items that appear:

TMP Ammo  
First Aid Spray  
Green Herb  
Hand Grenade

Not my personal favorite, but still worth mentioning, Hunk was the only special agent hired by Umbrella to actually complete the mission of retrieving the G-Virus from Raccoon City. He comes with a Custom TMP, which is mysteriously similar to a standard TMP. More importantly, however, is this character's Neck Snap ability. Shoot a humanoid enemy in the stomach or waist area to make him lean over forward, perhaps taking a few steps backward. Approach him and press A to make Hunk snap his neck, instantly killing him.

=====  
Albert Wesker  
=====

Weapons:

Handgun (Critical Headshots increased by 5x)  
Firepower 2.0, Firing Speed 0.33, Reload Speed 0.87, Capacity 25

Killer7

Firepower 30.0, Firing Speed 0.70, Reload Speed 1.53, Capacity 10

Rifle (semi-auto)

Firepower 15.0, Firing Speed 0.40, Reload Speed 1.90, Capacity 24

Hand Grenade x 4

Incendiary Grenade x 1

Flash Grenade x 3

Ammo:

...none.

Other:

Silencer (Handgun)

Abilities:

Thrust Punch

Chikyo Chagi (Foot Stomp to Head)

Items that appear:

Handgun Ammo

Magnum Ammo

Rifle Ammo

Hand Grenade

Incendiary Grenade

Flash Grenade

First Aid Spray

Green Herb

Wow. I am seriously impressed. It is most definitely unlike Capcom to go above and beyond the call of duty to make a model, new moves and everything for such a small part of the game. We applaud you, Capcom! Everyone loves Wesker's Thrust Punch, which he used in Resident Evil Code: Veronica. It will let him shoulder-ram into several enemies. Instead of a kick or suplex while the enemy is on his knees, Wesker uses a Chikyo Chagi (Shame on you, Capcom) to foot stomp the enemy in the head for an instant kill. Wesker is probably tied with Krauser in the character cool-ness department.

=====  
7.3.2 Scenarios  
=====

=====  
Village  
=====

This is the Village area from the game, except with a couple extra cabins open, a couple of the extra sheds closed, and one end of the stable blocked. It's relatively small and you probably know it rather well, so this is a good place to start.



=====  
Plagued Villagers (Las Plagas)  
=====

These enemies look like regular Villagers, but if you take too many head shots, a head will pop off to reveal a weird-looking monster called, well, La Plaga, or more commonly Las Plagas for plural. When the monster is visible, body shot damage is minimized, requiring you to take shots at the head. Be careful, it swings itself around and can hurt you if you get too close.

=====  
Crows  
=====

Not a real threat, but you can shoot them. Not much to say about them. Grenades are particularly helpful against flocks.

=====  
Chainsaw Villager  
=====

This guy wears a potato sack over his head and is rumored to be invulnerable. He's somewhat slow, but upon reaching Leon, he executes an immediate decapitation. Be sure you give him a little more priority than the average Villager.

=====  
Colmillos  
=====

This is a wolf infected by the parasite, which causes it to act, well, rabid. The SHOTGUN is the preferred weapon, and they're not too bad as long as they don't gang up on you, of course.

=====  
Novistador  
=====

Invisible when crawling, and quite uncommon, these see-through enemies can pose quite a challenge. They are rare, so you shouldn't have to fight more than a few. Their eyes glow in the dark!

When flying these enemies tend to be quick, but are completely visible. Watch out for their tackles!

=====  
Suits of Armor (Armadura)  
=====

Also only found in one real area, these guys are extremely powerful, but also extremely slow. Best to just run from these bad boys.

=====  
Regenerator  
=====

This guy, in addition to being powerful, can REGROW ANY OF HIS BODY PARTS, making it nearly impossible to beat him without the correct strategy. That strategy is, of course, equip an INFRARED SCOPE to your rifle and shoot the



right?

=====

Boss: El Gigante

Difficulty: Medium

Weapon of Choice: Flash Grenade, Shotgun

=====

Remember those cabins we got items from last time we were here? Don't go in them. If the El Gigante destroys them, you will not be a happy camper.

Equip your SHOTGUN and get ready to go! Aim for his big ugly face and fire away, being careful not to get kicked, squashed, or grabbed. You can run between his legs, so keep that in mind.

After a little while, if you saved the wolf in the beginning of the game, he will show up to help you in a

\_Cutscene\_

Don't worry! The wolf is too quick and nimble to be squashed, but he will attract the attention of the beast enough to be a great help! Fire away at the beast until he writhes in pain, the first time showing a

\_Cutscene\_

Now's your chance! Quickly! Run up to him and press A to jump onto his back. As fast as you can, press the button displayed on screen to make Leon slash the crap out of that nasty parasite.

After a bit of damage, Leon jumps back off and the battle continues. To stun the monster for a moment, toss a FLASH GRENADE.

If he starts charging, quickly press the dodge buttons on-screen to dive out of the way. If he manages to grab you, shake the Control Stick as fast as possible to make Leon stab the creature with his knife and get out of the grab.

Also worth noting is his ability to pick up things, especially rocks and trees. If he picks one up, immediately toss a FLASH GRENADE to make him drop it, or be prepared to press the dodge buttons to dodge.

The cycle of shooting, jumping, and slashing repeats 3-4 times, then you see the

\_Cutscene\_

of the poor guy falling down. Aww.

=====

Boss: Chainsaw Ladies (Bella Sisters)

Difficulty: Easy/Medium

Weapon of Choice: Hand Grenade, Shotgun

=====

As fast as you can, climb back up the ladder and knock it down.

There should be a couple of Villagers up here, so do your best to push them into the pit.

There are 2 ladders going in and out of this area, and they're too far apart to



keep them both down. You can, however, control one, and watch yourself on whichever direction the other Villagers come from. For example, from the east ladder, you can keep knocking it down while Villagers come from the north. This way, you won't become surrounded and will still be able to watch for Chainsaw Ladies.

If you can take shots at people while they're coming up the ladder, that wouldn't be a bad idea either.

Not too big of a deal. After you take them out, one girl drops a RUBY and the other drops a CAMP KEY.

=====

Boss: El Gigante 2 (Right Passage)  
Difficulty: Medium  
Weapon of Choice: Flash Grenade, Shotgun

=====

Ashley points out a large boulder on a ledge. Take about 10 steps backward, then wait for El Gigante to pick Ashley up. At that exact moment, fire on the supports holding up the boulder to drop it straight on him. It won't kill Ashley, but it will provide some extra damage at very little cost.

From here out, he's just like before, except he's developed a move where he can pick you up as you run between his legs and behind him, so watch out. Also, if he picks up Ashley, IMMEDIATELY toss a FLASH GRENADE or fire shots into his hands and head.

He has just about as much health as before, so you should be able to predict his downfall. BE SURE YOU PRESS THE DODGE BUTTONS when prompted to dive out of the way of his falling body.

NOTE: You CAN go through the other doorway here, but it'll require shooting off chains and ultimately you going into a cabin you shouldn't and getting squashed or losing items. It's by far better just to stay on this side of the walls, even though another boulder rests beyond it.

He drops 15,000 PESETAS where he lies.

=====

Boss: Village Chief  
Difficulty: Medium  
Weapon of Choice: Flash Grenade, Shotgun

=====

Alright. For this stage of the battle, he's not too difficult. He moves really slow, so all you have to do is press the dodge buttons occasionally while switching sides of the room.

You can go to the 2F for items, but keep moving, or he'll pull you back down.

Aim for his big nasty spine, and keep shooting and moving 'til he falls in half. It may help out to use the explosive barrel located at point Q to inflict extra damage. After enough abuse, his bottom half falls apart and his top half take a different approach.

After his top half starts crawlin' around above and trying to pop down right in front of you, just aim for the head and try not to get hit. Grenades are hard to use, but a SHOTGUN will never cause a problem. Whatever handgun you are using will also get the job done just as well, just not as quickly. It may take

a few tries, but you'll get the hang of it.

FLASH GRENADES are particularly useful against the second part of him because they cause him to fall on the ground, allowing extra shots. Be sure to take shots at him while he's climbing in the rafters, too. That helps out.

After he's taken enough abuse, you see the

\_Cutscene\_

and stick a fork in him, he's done.

=====

Boss: Right Hand of Salazar (Verdugo)

Difficulty: Medium/Hard

Weapon of Choice: Magnum, Shotgun

=====

Quick! Run past the towering fool (hey, at least we're not playing him in basketball) to that liquid nitrogen canister (marked by a red X on my map). Press A to knock it over.

\_Cutscene\_

Now as long as the guy is relatively close and still standing on the ground, he'll be mostly frozen and will be moving very slowly, also taking nearly three times as much damage as when in a normal state.

Aim for the neck, head, or chest area depending on how much you trust your aim and fire until he unfreezes. Usually this is about 3-4 shots. You can keep firing at him, but for the most part, he's REALLY quick. I recommend running around the big block of machinery in the middle of the room (the big black square on my map) until it opens. Be ready to use the dodge buttons, even twice in a row to dodge his attacks from the ceiling and the ground.

After enough time has passed, the door opens. Run down the tunnel, dodging this weirdo's attacks. You should see another liquid nitrogen tank. Knock it over when you see him on the ground, then reload your magnum and take a few more shots.

But still, this is not enough to finish this freak. Continue running until you see another tunnel on your right that you explored earlier. Run into the room at the end to find another tank. Knock it over when he gets close to start the freezing and shooting cycle again.

After he thaws this time, continue down the tunnel to the elevator room we explored first. Inside is the last nitrogen tank. Wait for him to approach and then freeze him again. Take your shots (after this, I was empty) and he'll thaw again. He's still not dead!

From now on, it's just him, you, and whatever weapons you have left. He's too quick to use the rifle in my opinion. So it's up to the RIOT GUN, unless, of course, you have a ROCKET LAUNCHER, but you could've used that at the start.

Aim high and watch your dodge buttons so you can dodge most of his attacks. After taking enough punishment, his yellow blood spurts out everywhere and he falls to the ground.

He even drops a CROWN JEWEL, obviously for use with your CROWN.

=====  
Boss: Los Gigantes  
Difficulty: Medium/Hard  
Weapon of Choice: Flash Grenade, Shotgun  
=====

Yes! There's two of them. They each yield 15,000 PESETAS...if you fight them the old-fashioned way. I recommend fighting dirty against one, then using the classic way against the other. Here's how to do it:

Run over to the ladder (A on my map). Climb it, then wait for the Gigantes to approach. When they get close, press A to ride the pulley down to the other side.

Now check the switch here. Leon will look over his shoulder. Wait for one of the dopes to run over the trap door in the middle. When he does, hit the switch to send him swimming in the molten substance.

NOTE: STAY AWAY FROM THE POOL! IF YOU GET TOO CLOSE, HE'LL GRAB YOU AND PULL YOU IN!

NOTE: You can only use the trapdoor once, but the pulley can be used as much as desired.

The pool will eventually close, giving you a fair fight against only one Gigante. Fight him the same way as before, using FLASH GRENADES and your shotgun. Climb him and slash when he kneels, and make use of the items on my map if necessary. When he's done, be sure to press the dodge buttons to evade his falling body!

He drops 15,000 PESETAS, as promised.

=====  
Boss: Salazar  
Difficulty: Hard  
Weapon of Choice: Rocket Launcher, Shotgun  
=====

Start out with your shotgun. Run to the right side of the upper platform and start taking shots at that right tentacle. Eventually, it will retract into the wall. Now, while running back and forth from the center to the right side, keep taking shots at the center piece, paying close attention to its eyes.

After a couple of eye shots, you'll see a

\_Cutscene\_

of Salazar being revealed. If you have the ROCKET LAUNCHER, take the shot right now to end the battle. If not, use your magnum or rifle to take shots directly at him. You can repeat this several times to win the battle the old-fashioned way.

If you take too long, he'll retract and the other tentacle will come back out, so make it quick.

During the battle, if you find the need, there are several items at your disposal. These include HANDGUN AMMO, a GREEN HERB, and SHOTGUN SHELLS on the upper platform and a GREEN HERB, TMP AMMO, a FLASH GRENADE, SHOTGUN SHELLS, HANDGUN AMMO, FIRST AID SPRAY, an INCENDIARY GRENADE, and RIFLE AMMO.

That's a lot of items.

After he takes enough abuse, you'll see the

\_Cutscene\_

Hop down to the bottom floor, then climb up the ladder in the middle and take the 50,000 PESETAS Salazar gave up. That makes up for the ROCKET LAUNCHER and then some!

=====

Boss: "It"

Difficulty: Medium/Hard

Weapon of Choice: Magnum, Shotgun

=====

Equip whatever magnum you have with you or a shotgun, then shoot him until he ascends to the ceiling. If you're still using the BROKEN BUTTERFLY, it'll take three good shots.

Now refer to my map:

<http://www.raccoononline.com/games/re4/walkthroughs/special/itbattleground.gif>

There is a green gate with a green circle to the southwest. Make your way to that place and shoot the blinking green light to raise the shutter. Then, press the button behind it, labeled "1" on my map.

NOTE: There are three sections of this battle. Each section has two switches. After hitting the two switches, a timer starts and a door unlocks. You have to get through that door to the east to enter the next area before the time runs out. This all happens while you are being attacked by "It".

Each colored dot controls the shutter that is its color, so my map should prove quite useful, especially in the later areas.

Every time you hit one of the switches, "It" returns for another beating. Pound a few magnum rounds or several shotgun shells into it and continue. It's not mandatory to hit it at all, but it does manage to block passages quite effectively.

Run back around the first corner, then take the SHOTGUN SHELLS against the gate with the second switch behind it. While dodging "It's" ceiling attacks, continue down the platform. Turn right for a GREEN HERB, then go left to find the second gate (blue). Shoot out the light, then run through to the Switch #2.

Press it, then run to the orange door. Watch out for "It".

Alright. Part 2.

Make a quick right and pick up the INCENDIARY GRENADE on the floor. Then, run back out and go the other way. The left way is blocked by a gate, so go right.

\_Cutscene\_

Ahh! Quick! Shoot him 'til he leaves again! This part's a bit more difficult because he only leaves temporarily.

Look on my map and look for the light (it's up a little higher and green on my map) to open the green gate. Go through and hit the switch. Return back out, then get "It" out of your way and aim upward to hit the next light (blue). Run

through the gate and go left. Dodge a ceiling attack, then push the second switch (2).

Run quickly back and to the door to the east. Pick up the HAND GRENADE you may find on the ground. WHATEVER MEANS NECESSARY TO BEAT THE TIME LIMIT.

...And Part 3 begins.

Huh? One of the two switches so close to the beginning? Press the switch right here (1).

\_Cutscene\_

Well, that's not helpful. Run through the gate that just opened (red). Watch out for "It's" ceiling attacks while in the tunnel.

After getting out, run left and up the passage. Round the corner to see the (blue) light. Shoot it to raise the gate back at the beginning. Now you have to make your way back through the tunnel to the beginning, go through then now-raised gate, and press the switch from there. That really puts the pressure on when getting back east to the final exit door.

But you can do it! Run and dodge!

When you open the door, the timer keeps going! Quick! Run and grab that hook!

\_Cutscene\_

Ouch. That was close. Run forward.

\_Cutscene\_

DANG! Why won't you DIE?! Pull out your magnum and start takin' shots. No matter how much damage you handed out in the cage, he starts at full health here.

Take one shot at it to slow it down, then turn around and run to the right of the big rock. Take the GREEN HERB and SHOTGUN SHELLS, then continue around. You should pass an explosive barrel. Wait "It" to follow you around, then fire to inflict extra damage. While it's writhing, hit that lever, get on the other side of the gate, and hit the other lever. If you mess up, lure him in, then toss a FLASH GRENADE and try it from the other side.

That'll give you a little bit to take some shots while he tears down the gate.

After that happens, run back past yet another explosive barrel. Use the same strategy as before for even more free damage.

After you've given him enough damage, he roars in pain and kinda transforms. Now he uses his tail to slash at you! Don't leave him too far behind, either, or he'll tunnel underground and you'll have to dodge his every attack!

There's not much else to it except blasting him to death. After you run out of shots for you magnum, switch off to your shotgun and keep going.

Finally, after eons of blasting away, you'll see his dying

\_Cutscene\_

and he drops 50,000 PESETAS. Pfft. We could get more taking out 3 Spiky

Regenerators.

=====

Boss: Krauser - Part 1

Difficulty: Medium

Weapon of Choice: Rifle, Shotgun (when necessary)

=====

It starts out with Krauser hopping up and down across the way, while taking shots and tossing grenades at you. This is a bit difficult, but you need to hide behind a wall until you can manage to pop out and shoot him with your rifle. You can't hide behind a wall for too long, though, or he'll end up blowing it apart.

You can also hide behind columns. The place he moves to isn't too hard to determine, you should catch on quickly enough. You can see him run back and forth through the cracks in his wall.

After he jumps down, equip your shotgun. He's coming up for some close combat. Watch your right side for him and be ready. He's quite quick, so be ready with your dodge buttons.

You can use your knife if he gets close, then blast him when he gets a little farther off. Be sure to dodge all the grenades he tosses. When he drops a FLASH GRENADE and disappears, you have won the battle, but far from the war.

Run up the stairs and kick open the door. Take the items in here, including a GREEN HERB, MAGNUM AMMO, and the FLASH GRENADE and TMP AMMO on the second floor. When you're finished, open the strangely blue-glowing door here.

Walk forward. MOVE! Here's phase 2 of Part 1.

Using the same strategy as you did before when Krauser was at close range, pound as much damage as possible into him (save your MAGNUM AMMO), then he'll toss another flasher at you. The score:

Leon: 2

Krauser: 0

Pick up the SHOTGUN SHELLS here, then continue down the stairs here. Go left and down more stairs. This is the area Krauser was talking about, with the indentations for three parts. Check the place in the back wall for HANDGUN AMMO and go back up the first staircase. Go straight. After making the corner and going down the platform, Krauser's position becomes quite apparent.

Take cover behind the pillar, then use your rifle to take him out. After a few shots, he jumps down for some close-combat action. You may find yourself in a

\_Cutscene\_

with a few dodge button commands, similar to that long one we did a little while ago. This one will only result in high damage, though, not instant death.

You may want to consider using your knife more than usual. He's pretty slow when in the process of slashing you, so you can probably manage a good slash or two to finish him off without any ammo usage.

After he flashes you again (OH MY GOD!), head into the cabin he was sniping you from with that Mine Thrower.

On the bottom floor, you can find SHOTGUN SHELLS and a FIRST AID SPRAY, and on the second floor, you can find TMP AMMO.

However, when you start climbing that ladder, a

\_Cutscene\_

That's odd. Take your item and jump down. Look through the window inside the building to see those strange machines. A good shotgun shell will disable them.

If you're facing through that window, go right (southeast). Pick up the GREEN HERB in the wreckage on the right, then continue up the stairs.

\_Cutscene\_

You got the PIECE OF THE HOLY BEAST, PANTHER.

Just like before, take shots at Krauser 'til he jumps down, then hack at him with your knife until he flashes you. After that, a large statue appears. Push it over the differently-colored block to raise the gate in front of the lever used to unlock the door and another lever back in the fortress area.

Pull the lever and head back down the stairs.

Once you're back at the small cabin, check the northwest corner for that lever and the gate it raises. Give it a yank and hop down to the lower level.

NOTE: If you're slow, Krauser will grab you from behind and you'll have to shake him off, then dodge. Watch out!

Down here, take the TMP AMMO and GREEN HERB, then use your or my map to get yourself around to the stairs to the north. The problem is those little explosive machine buggers. Take them out from a distance. If you're spotted, RUN.

After you get through the second tunnel, there's a

\_Cutscene\_

Press A quickly to respond.

If you missed it, run back into the tunnel, there's an explosive under you.

Run into the stairwell, then take the YELLOW HERB and ascend the staircase. Climb the ladder and prepare for the battle...

Take the PIECE OF THE HOLY BEAST, EAGLE from the wooden planks.

\_Cutscene\_

=====  
Boss: Krauser - Part 2  
Difficulty: Medium/Hard  
Weapon of Choice: Magnum, Shotgun, Rifle (when necessary)  
=====

Quick! Press the A button rapidly to slash him and climb up.

You have 3 minutes to win this battle. Good luck.

Alright. It's still important to dodge when prompted.

First off, he has this big, ugly, shield-like wing that he uses. This leaves only his feet and shins open to attack, so whip out your shotgun and blast away as he's walking toward you. When he falls to his knees, pull out your magnum, or if not, rifle, and fire at his head.

This must be done quickly and in succession in order to win the battle before the explosives go off. It'll get harder because he'll get fast enough that it's hard to hit his feet. Be careful, though, and you'll pull it off. It may take a few tries, but this is a difficult boss, so that's to be expected.

There's MAGNUM AMMO in the northeast area, so be sure to make use of that. A GREEN HERB rests to the southeast.

As the battle goes on, his feet get stronger, so it'll take more shots to make him vulnerable.

Damage-wise, I had an empty standard BROKEN BUTTERFLY at the beginning of this area, and after picking up the 8 shots in the area, I used my shotgun to take out his feet and when he dropped, I only had to take 7 head shots before he gave up. However, without picking up the MAGNUM AMMO, this boss can prove to be quite difficult.

NOTE: My record for taking him out stands at about 1:15, but that could easily be beaten.

He drops the last piece, the PIECE OF THE HOLY BEAST, SERPENT, but the timer keeps going.

=====  
9. Items  
=====

AMETHYST STONE (LARGE) - A large precious gemstone. -DEMO ONLY-

AMETHYST STONE (SMALL) - Small but a precious gemstone. -DEMO ONLY-

ANTIQUUE PIPE - There's a detailed engraving on this pipe. Let's hope it's worth something.

ARROWS - Arrows to be used with Krauser's bow.

BEERSTEIN - There are 3 recessions on the side. I wonder what they're for?

BLACK BASS - Restores health partially.

BLACK BASS (L) - Restores health completely.

BLACKTAIL - A 9mm handgun with superior handling.

BLUE MOONSTONE - A blue stone with a crescent engraving.

BRASS POCKET WATCH - There are signs of use, but this brass watch many still be worth something.

BLUE STONE OF TREASON - The markings on the side of the stone indicate that it was once set in something.

BROWN CHICKEN EGG - Restores partial health.



CAMP KEY - It opens the door at the center of the camp.

CASTLE GATE KEY - A key designed with a goat motif. This key opens the main gate into the castle.

CHICKEN EGG - Restores health by a small degree.

COMBAT KNIFE - When you run out of ammo, this weapon is your last resort.

CROWN - A crown with 2 divots like something might fit inside.

CROWN JEWEL - The markings on the backside of this piece indicate that it was once set in something.

DYNAMITE - A very destructive explosive used in mining.

ELEGANT HEADDRESS - The rare stone set in this headdress has made it a one of a kind.

ELEGANT MASK - A mask with 3 divots like something might fit inside.

ELEGANT PERFUME BOTTLE - A luxurious looking perfume bottle with an intricate decoration.

EMBLEM (LEFT HALF) - The left half of an emblem with an engraving.

EMBLEM (RIGHT HALF) - The right half of an emblem with an engraving.

EMERALD - Although small in size, a precious gem.

EMERGENCY LOCK CARD KEY - A card key with a white logo of the Los Illuminados. Insert it in the card reader of the emergency locking device.

FALSE EYE - There is a code-like pattern etched inside the iris. It opens the gate to get out of the village.

FIRST AID SPRAY - Completely restores health.

FLASH GRENADE - Use it to blind offenders momentarily.

FREEZER CARD KEY - A card key with a red logo of the Los Illuminados. Use it to open the door of the freezer.

GALLERY KEY - A key with an insignia of the Salazar family. This key opens the door to the gallery room.

GOAT ORNAMENT - An ornament piece for the wall relief in the grand hall.

GOLD BANGLE - A handcrafted gold bangle with a beautiful decoration carved around it.

GOLD CHICKEN EGG - Completely restores health.

GOLDEN LYNX - A golden statue with 3 holes.

GOLDEN SWORD - A decorative sword made from gold.

GREEN CATSEYE - The marking on the stone indicates that it once was set in something, but what? Nevertheless, a rare gem.

GREEN GEM - The markings on the piece indicate that it was once set in something.

GREEN HERB - Herb that restores partial health.

GREEN STONE OF JUDGEMENT - The markings on the side of the stone indicate that it was once set in something.

HAND GRENADE - A handy explosive that will detonate several seconds after throwing it.

HANDGUN - A standard 9mm handgun.

HANDGUN AMMO - A box of 9mm rounds.

HEXAGONAL EMBLEM - A hexagonal object with a unique insignia engraved in it. It opens the gate in the valley.

HOURLASS W/ GOLD DECOR - A marvelously crafted hourglass.

INCENDIARY GRENADE - A powerful explosive that blasts attackers with flames.

INFRARED SCOPE - Mounts on to any .223 caliber rifle. Enables you to see the hidden parasites in the enemy's body.

JET-SKI KEY - A jet-ski key. I guess you could call it a "present" from Ada. Well, sorta...

KEY TO THE MINE - A key that opens the locked door in the underground ruins.

KRAUSER'S BOW - A bow that Krauser enjoys using in combat.

MIRROR W/ PEARLS & RUBIES - A gorgeous mirror lined with many pearls and rubies.

MOONSTONE (LEFT HALF) - Only the left half of a stone object.

MOONSTONE (RIGHT HALF) - Only the right half of a stone object.

OLD KEY - It opens the gate at the end of the back route from the cabin.

ONYX STONE (LARGE) - A large precious gemstone. -DEMO ONLY-

ONYX STONE (SMALL) - Small but a precious gemstone. -DEMO ONLY-

PEARL PENDANT - It's in pretty good condition.

PIECE OF THE HOLY BEAST, LION - A piece of the object to be used at the wall relief.

PIECE OF THE HOLY BEAST, PANTHER - A piece of the object to be used at the wall relief.

PIECE OF THE HOLY BEAST, SERPENT - A piece of the object to be used at the wall relief.

PLAGA SAMPLE - A powerful parasitic specimen, powerful enough to change the fate of the world.

PLATINUM SWORD - A decorative sword made from platinum.

PRISON KEY - A key that opens the door to the underground prison.

RED CATSEYE - The marking on the stone indicates that it once was set in something, but what? Nevertheless, a rare gem.

RED HERB - Mixing it with a Green Herb will increase its healing effect.

RED STONE OF FAITH - The markings on the side of the stone indicate that it was once set in something.

RIFLE (SEMI-AUTO) - A .223 caliber rifle capable of firing faster than the standard rifle.

RIFLE AMMO - Ammo to be used with any .223 caliber rifle.

ROCKET LAUNCHER (SPECIAL) - A rocket launcher that fires a special rocket. A perfect weapon to exterminate the boss.

ROUND INSIGNIA - A round object with a strange symbol. It fits inside the door of the church.

ROYAL INSIGNIA - The markings on the backside of this piece indicate that it was once set in something.

SALAZAR FAMILY CROWN - A complete crown with all the jewels and insignia set in it.

SALAZAR FAMILY INSIGNIA - A family heirloom that has been passed down for generation in the Salazar family.

SERPENT ORNAMENT - An ornament piece for the wall relief in the grand hall.

SHOTGUN - A 12-gauge pump-action shotgun. Don't leave home without it.

SHOTGUN SHELLS - 12-gauge shells. Use them with any shotgun.

SILENCER - A silencer compatible with the 9mm handgun.

SPINEL - Although small in size, it appears to have some value.

STAFF OF ROYALTY - A staff with a beautiful decoration. It seems to have substantial value.

STONE OF SACRIFICE - A stone object with an engraving of an animal for sacrifice.

STONE TABLET - A tablet with part of a picture etched upon its surface.

STORAGE ROOM CARD KEY - A card key with an orange logo of the Los Illuminados. Use it to open the door where Ashley is trapped.

STRIKER - Equipped with the advantages of wide-shot, it enables faster firing than the standard shotgun.

TMP - A fully-automatic machine pistol. Fires custom 9mms.

TMP AMMO - Custom 9mm ammunition.

WASTE DISPOSAL CARD KEY - A card key with a yellow logo of the Los Illuminados. Use it to open the door to the Waste Disposal Area.

YELLOW HERB - Mixing it with a Green Herb will increase its healing effect.

=====  
10.Files Transcript  
=====

NOTE: These are in the order they appear in Leon's file after collecting all of them.

-----Village Files-----

=====  
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 then press the A Button to swing the weapon.
3. Action Button -  
You'll be able to perform various actions by pressing the appropriate buttons that appear on the screen.
4. You can change the camera angle by moving the C Stick.

=====  
Info on Ashley  
=====

Name: Ashley Graham  
Age: 20  
Daughter of the United States President

She was kidnapped by an unidentified group while on her way home from her university. The kidnapper's motives are still unknown. Although there's reliable information that the perpetrator is an insider. Only a handful of people know about this kidnapping. It's been kept under wraps mostly due to the fact that we can't determine who the traitor is.

The guys in intelligence say they have reliable information that Ashley's been sighted somewhere in Europe. But until we find out who the insider is, I don't know what to believe. It could be a ploy. We have very few leads as to the whereabouts of Ashley. But member of the Secret Service and anyone else related to Ashley are being questioned by an investigative team.

Even active agents are being investigated for any information. It's just a matter of time before the kidnapper is exposed.

=====  
Playing Manual 2  
=====

1. Reloading -  
Press the B Button while holding down the R Button to reload your firearm.
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 and R Buttons to switch back and forth between the Weapons/  
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 there 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.

However, I feel that this intrusion at this particular time is not just a coincidence.

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 intentions are.

I would, however, think he'd keep them separate; not confine them together as has been ordered.

I don't expect Luis would trust a stranger, but if 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 in Lord Saddler's ploy -- leaving us vulnerable so that this third party will surface, if they even exist that is...

It's 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.

Nevertheless, 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 by 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's 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 deployed 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 the Action Button -  
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 is Ashley is either killed or carried away by the enemy.

=====  
Sera and the 3rd Party  
=====

The whereabouts of Sera are still unknown.

Most likely he's using an old secret passage taught to him by his grandfather who used to hunt in this region long ago. I'm pretty certain that he's hiding our property somewhere in the forest.

If his grandfather was still alive, I would have used him to find Sera...

But how did he found out about the egg injected into his body?

--And the fact that he was able to remove it before it hatched is concerning. Another factor that 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 plans. Those who do shall suffer severe 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 territory by using one of two routes. This is where we will 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 they do not slip by us. For the other route we shall leave the task to El Gigante. Whichever route they take, the agent will never leave here alive. Not with the girl at least.

=====  
Village's Last Defense  
=====

I clearly underestimated the American agent's capability. He's still alive.

I thought that we could wait until the egg hatched, but at this rate, he could

destroy the whole 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.

It's the perfect place for ambushing them. If all else fails, they still would need to face me in order to get past the last gate that leads out of the village.

For only before my sight will the gate open.

-----Castle Files-----

=====

Capture Luis Sera

=====

I have confirmation that Sera has entered the castle.

Why he would return during his escape leaves me to question his motives. But we must seize this moment and capture him.

We will get the other two Americans after we apprehend Sera.

It appears he took some vaccines when he stole our "sample". The vaccines we can do without but we must retrieve the "sample" for it is our life blood.

I feel there is somebody else or some 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 apprehend Sera as quickly as possible.

=====

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 1 bottle cap will be awarded as a prize.
2. Special bottle caps will be awarded by either shooting all the wooden targets except Ashley or scoring above 4,000 points.
3. There are 24 bottle caps in all. Each time you enter a new Shooting 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 chances!

Note: Bottle cap collections can be view in the Key/Treasures screen.

=====

Luis' 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 as to how the powers of the Las Plagas work. And perhaps provide more insight on the victims of the Las Plagas, the Los Ganados.

Here is a list of some 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 ant 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 make 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, this peculiar behavior can only be explained by the parasite's desire to get into the bodies of the seabirds.

#### Leucochloridium

This parasite's sporocysts 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 more 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 Iluminados. 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 the sin was to give power back to those who we

once took it away from, the Los Illuminados. 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 this 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 sould 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. Roman Salazar had 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 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 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 Preparation  
=====

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' 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 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 within their bodies and 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.

-----Island Files-----

=====  
Luis' 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.

Regenerators have a superior metabolism that allows them to regenerate their lost body parts at [an] incredible speeds.

I've never seen anything like it...

It is this characteristic that makes them almost invincible to conventional weapons.

But unlike 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 host a number of leech-like Plagas.

To kill the Regenerators, each one of these leech-like Plagas must be killed.

=====

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.

=====

Our Plan

=====

Because of that agent we lost Chief Mendez and Ramon. Nevertheless, 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' 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 Note  
=====

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' Memo 5  
=====

From the initial stages of the research, we have been searching for a safe and practical removal procedure 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.

=====  
11.Weapons  
=====

NOTE: I will be including tune-up guides and other stuff as well.

=====  
Handguns  
9mm Parabellum Rounds  
=====

#### HANDGUN

The standard weapon. It doesn't pack much power, but its ammo supply is more plentiful than any other weapon. With this weapon, it's important to make your shots in the vital areas of the enemies.

#### RED9

A powerful handgun, but most of its other features, well, suck. It can be upgraded to be better and an optional stock can be purchased, as well, to assist with accuracy.

#### PUNISHER

Available for free to those who can hit 10 blue medallions, this weapon packs quite a punch. It is the only handgun with the ability to shoot through multiple targets. Although slightly weaker, it can be tuned up to surpass the power and other features of other handguns.

#### BLACKTAIL

The best handgun, in my opinion, this beast starts out considerably more powerful than most others. It is available relatively early in the game, and usually serves as Leon's companion through the rest.

=====  
Shotguns  
12-Gauge Shotgun Shells  
=====

#### SHOTGUN

This gun is a very effective means of mowing down several enemies at once, or

decapitating enemies at closer range. All shotguns are similarly powerful, but this one is the weakest of the three.

#### RIOT GUN

This shotgun is similar to the standard, except with better tune-ups, a higher standard ammo capacity, and more firepower. Other than looking a lot better and the qualities mentioned above, it is quite similar to the original.

#### STRIKER

This weapons boasts a wide firing range, which can be very helpful in nearly any situation. Its firepower is a little better than that of the RIOT GUN and its capacity surpasses. This can come in handy in a variety of situations.

=====

#### Magnums

.45 Caliber Magnum Rounds

=====

#### BROKEN BUTTERFLY

The standard, western-style magnum. As both magnums do, this packs a punch strong enough to send nearly any enemy staggering. Its standard firepower is 13x more powerful than a standard handgun shot, so it's a crowd favorite. Be careful, though, ammo for all magnums is quite scarce.

#### KILLER7

Power! This thing is an amazing standard weapon. It is quite expensive and its standard power is nearly double that of the Broken Butterfly, but if you're looking to tune-up to exclusive, you may find the other magnum as a better bet.

=====

#### Rifles

.223 Caliber Rifle Ammo

=====

#### RIFLE

Both rifles are very effective from long ranges, and are almost vital in completing the game. This rifle is somewhat powerful, but its extremely slow reloading and firing speed make it a bad weapon for anything but long range.

#### RIFLE (SEMI-AUTO)

The sleeker, sexier version of the rifle. This one allows for a faster firing rate, larger magazine, and faster reloads. It is always recommended to purchase this semi-automatic over the original.

=====

#### Other

...who knows?

=====

#### EGG

I classified all these fantabulous weapons under the "egg" category:

CHICKEN EGG

BROWN CHICKEN EGG

GOLD CHICKEN EGG

Because they can be equipped, technically, they're weapons. No laser sight is equipped, but if you ever fight a vegan enemy, aim for the mouth and toss. For regular enemies, they can easily be used to inflict some recoil, perhaps even setting up for a powerful kick. By far, these are the best weapons in the game.

#### COMBAT KNIFE

Actually a respectable weapon. It can be used to easily take out one enemy at a time, and considerably saves ammo. Also works well against knife-wielding



bosses...

#### TMP

The only non-secret automatic weapon in the game. It's useful, but its guzzling of ammo makes it (in my opinion) not even worth getting. There is plenty of ammo, but you'll find yourself reloading, and reloading, and reloading, and then POOF you're out of ammo. Nevertheless, fun to mow down mobs with.

#### MINE THROWER

....description pending.

#### ROCKET LAUNCHER

Available from just about the beginning, this weapon serves as an outlet for beginners to get through the game. If at any time, a person is struggling with a boss or area, they can sacrifice 30,000 Pesetas and get through it. A powerful weapon, but is it worth the price for only one shot?

=====

#### Unlockable Weapons

Other Ammo

=====

#### HANDCANNON

No ammo?! This powerful weapon can open up a can on nearly anyone, but you'll find that you need to do some serious upgrading to the Exclusive before it becomes useful (infinite ammo!).

#### MATILDA

A powerful handgun, but not very useful due to its guzzling of ammo that isn't very abundant anyway. It shoots 3 rounds at a time and its auto-fire cannot be disabled. If you happen to have a lot of Handgun Ammo and Pesetas to waste, this weapon is for you.

#### INFINITE LAUNCHER

At the steep price of 1,000,000 Pesetas, you can use the Rocket Launcher as much as you want. It still takes up WAY too many item slots, but in the long run, is probably worth it. Better start saving early!

#### CHICAGO TYPEWRITER

...description pending.

=====

#### Grenades

(No Ammo)

=====

#### HAND GRENADE

The most damaging of the three, this one will send enemies flying. For any enemy that isn't particularly weak against fire, this is usually the weapon of choice. They're about as abundant as the other types of grenades.

#### INCENDIARY GRENADE

Also very effective on groups of enemies, these grenades explode in a firey mess. Although they are usually less damaging, the Incendiary Grenades are commonly more fun to watch than the standard Hand Grenade.

#### FLASH GRENADE

As the pansy of the family, the Flash Grenades only act as diversions to get past of kick enemies. When surrounded, these can be quite helpful. They're also very good against any Plagas that are shown, due to their large burst of light.

=====  
12. Enemy Dialogue Translations  
=====

NOTE: In case you're unaware, the Villagers all speak in Spanish.

NOTE FROM DjSiXpAcK14: I hope your browser can display this correctly, mine had no problems.

=====  
Translations by Robert Padua [robertpadua@hotmail.com]  
=====

When Leon enters the first house and shows the man the picture, he says this:  
¿Qué carajo estás haciendo aquí? Lárgate cabrón.

Which means:

What the f\*ck are you doing here? Get the hell out of here mother f\*cker.

After entering Cabin #3, villagers can be heard saying:

¡Abre la puerta!

Which means:

Open the door!

Vayan por detrás. <- Thanks to EmperorOfDune [Sonic\_the\_Hedgehog@earthlink.net]

Which means:

Go from behind.

And of course, after the bell rings, during the cutscene, the villagers say:

La campana

Which means:

The bell

Es hora de rezar

Which means:

It's time to pray

Tenemos que irnos

Which means:

We have to go

=====  
Translations by munky2 [munkypoo@gmail.com]  
=====

NOTE: Without accents.

-----Random Villager Dialogue-----

¡Te voy a ser piccadillo!

I'm gonna make you into piccadillo! (Mexican spice)

¡Te voy a matar!

I'm gonna kill you!

¡Atras de ti, imbecil!

Behind you, idiot/imbecil!

-----After Outrunning the First Boulder, Villagers on Bridge Say-----



-----Church Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/church.gif>

-----Village (Revisited) Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/village2.gif>

-----Outset Cabin Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/outsetcabin.gif>

-----Left Passage Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/leftpassage.gif>

-----Right Passage Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/rightpassage.gif>

-----Gondola (1) Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/gondola1.gif>

-----Gondola Ride Diagram-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/gondolaride.gif>

-----Gondola (2) Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/gondola2.gif>

-----Ambush Shed Map-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/ambushshed.gif>

=====

Village Area Images

=====

-----Pearl Pendant Retrieval Image-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/pearlpendant.jpg>

-----Blue Medallion Farm Images-----

Southwest:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion1.jpg>

Southeast:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion2.jpg>

Central:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion3.jpg>

West:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion4.jpg>

Northwest:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion5.jpg>

East:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion6.jpg>

Northeast:

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion7.jpg>

-----Blue Medallion Cemetery Images-----

NOTE: Numbered from west to east.

Blue Medallion #8

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion8.jpg>

Blue Medallion #9

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion9.jpg>

Blue Medallion #10

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion10.jpg>

Blue Medallion #11

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion11.jpg>

Blue Medallion #12

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion12.jpg>

Blue Medallion #13

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion13.jpg>

Blue Medallion #14

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion14.jpg>

Blue Medallion #15

<http://www.raccoononline.com/games/re4/walkthroughs/special/bluemedallion15.jpg>

-----Spinels in Tunnel Image-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/tunnel.jpg>

-----Birds' Nest Image-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/birdsnest.jpg>

-----Waterfall Crate Image-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/waterfallcrate1.jpg>

-----Colmillo Attack-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/colmilloattack.jpg>

=====

Castle Area Maps

=====

-----Castle Entrance-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/castleentrance.gif>

-----Catapult Alley-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/catapultalley.gif>

-----Castle Front Gates-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/frontgates.gif>

-----Castle Main Hall-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhall.gif>

-----Battle Hall-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/battlehall.gif>

-----Battle Hall 2F-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/battlehall2.gif>

-----Inverted Statue Corridor-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/invertedstatue.gif>

-----Sewers-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/sewers.gif>

-----Inverted Statue Corridor 2F-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/invertedstatue2.gif>

-----Gallery-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/gallery.gif>

-----Garden-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/garden.gif>

-----Munition Display Room-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/weapondisplay.gif>

-----Armor Passage-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/armorpassage.gif>

-----Armor Passage 2-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/armorpassage2.gif>

-----Dragon Fire Room-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/dragonfireroom.gif>

-----Portrait Gallery-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/portraitgallery.gif>

-----Grand Hall-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/grandhall.gif>

-----Water Purification Area-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/purification.gif>

-----Dynamite Tunnel-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/dynamitetunnel.gif>

-----Forge-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/forge.gif>

-----Cave of Lights-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/caveoflights.gif>

-----Ruins Entrance-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/ruinsentrance.gif>

-----Catacombs-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/catacombs.gif>

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Castle Area Images

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-----Green Gem Acquisition in Main Hall-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhallitem.jpg>

-----Shotgun Shells Shooting in Main Hall-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/mainhallitem2.jpg>

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Island Area Maps

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-----Beachfront-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/beachfront.gif>

-----Cliff Passages-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/cliffpassages.gif>

-----Winding Corridor-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/windingcorridor.gif>

-----Island Chapel-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/islandchapel.gif>

-----"It" Battleground-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/itbattleground.gif>

-----Final Stronghold-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/finalstronghold.gif>

-----Last Stand-----

<http://www.raccoononline.com/games/re4/walkthroughs/special/laststand.gif>

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14. Wesker's Report + Notes  
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This file was added to this particular FAQ because it gives good background information about Wesker, RPD, S.T.A.R.S. and Resident Evil 2.

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

My name is Albert Wesker.

I aspire to become a leading researcher at Umbrella, Inc., a pharmaceutical enterprise who covertly coonducted 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 made me decide to take a different path--William Birkin.

In time, I shifted my position to S.T.A.R.S. [Special Tactics and Rescue Service], a special forces unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal bio-organic weapons development, had many of its 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.

7.24

The freak murder incident that occured in a forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the indevelopment, T-Virus, was the cause of the murder. Initially Umbrella instructed me secretly 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's 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 simply 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 scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?

Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.

Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.

Wesker: Barry, go up on the ground and wait there.

Jill: Barry!

Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.

Jill: So you're planning something else?!

Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?

Jill: So, you're going to steal all the research?

Wesker: Better yet, I'm going to show you the Tyrant.]

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 that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has 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

Two months have passed since the mansion incident. To regain all that I had lost in my new organization, I joined hands with Ada Wong, a female agent who's 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 had 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.

9.28

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 also obtain the Nemesis data.

9.29

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 in his daughter Sherry's pendant. It was very possible 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 priorities 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 had 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.

9.30

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 with Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

10.1

In the morning, the government bombed Raccoon City in an attempt to stop viral outbreak. This was of course their famed reason.

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

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15.Wesker's Report 2 + Notes  
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First off, I included this in this FAQ because it was (story-wise) sent to Ada Wong, a main character in this game. Not only that, but it was by Wesker, who employed Ada and obviously had a part in what happened. This document could very well be analyzed to help explain things about this game.

[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours.

As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't be doing that same thing and so it was considered legal for us to research it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we

began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?  
(The report continues 3 years later)

Alexia 1

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.

He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching

started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.  
(The report continues 2 years later)



Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.

Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.

But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...  
(This report continues 5 years later)

Nemesis

July 1st, 1988 [My birthday! Woo hoo!]  
The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.  
[Sherry Birkin]  
His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject[']s brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up, pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.

It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".

Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject's make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her

something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form" for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birking's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another



woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.

After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".  
(3 years later the "incident" began)

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16. Links  
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Here are some Resident Evil Sites I found very interesting.

Resident Evil Fan  
-<http://www.residentevilfan.com/>

Resident Evil Horror  
-<http://www.rehorror.com/>

The Horror is Alive  
-<http://www.resident-evil.com/>

Resident Evil .IT  
-<http://www.residentevil.it/>

Resident Evil Sitez  
-<http://www.resitez.com/>

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17. Credits, Contact Info, and Everything Else  
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This FAQ/Walkthrough was written by DjSiXpAcK14.

NOTE: PLEASE PLEASE PLEASE  
DO NOT SEND ME BOSS STRATEGIES!!!  
PLEASE! Unless there's a glitch (ex. Shoot him in the foot 3x to kill him), I don't care!

Feedback and corrections are appreciated.

My Updated E-mail:  
Benn[at]Linger.com

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Thanks to:

Robert Padua [robertpadua@hotmail.com] for translations.

Munky2 [munkypoo@gmail.com]

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If you sent any mail to my old e-mail, I'll still get it.

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