

Resident Evil 4 FAQ/Walkthrough

by Muchitsujo

Updated to v1.01 on Sep 21, 2005

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

FAQ / WALKTHROUGH ON RESIDENT EVIL 4 (BIOHAZARD 4, outside the US) for the Nintendo GameCube.

Written by: Muchitsujo, v 1.00

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or, as GameFaqs puts it...

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DISCLAIMER: I'm just going to go at this one right now. I personally had the whole of the plot of RE4 ruined for me while watching what I thought was a fairly innocent preview/review, but ended up unwilling subject to ten kinds of spoilers flashing across the screen unexpectedly. So I'll make it clear right now: THIS FAQ DOES CONTAIN SPOILERS. IF YOU DON'T WANT TO DEAL WITH THEM, SKIP DOWN TO THE WALKTHROUGH AND GO STRICTLY IN ORDER. I WON'T REVEAL SOMETHING UNTIL YOU ALREADY KNOW WHAT'S HAPPENING. Enemy listings, however, will appear as they do in every other RE FAQ I've done.

Also, THIS IS NOT A SPEED GUIDE. I WRITE THESE BY FOCUSING ON DETAIL AND EFFICIENCY. The methods in this guide have gotten me the highest rankings regardless of how much junk I pick up along the way, and I've probably tested them a few times now. By my own admission, I try to write my Walkthroughs in a no BS format. This means that I'm not going to take time leading you in the wrong direction or repeat myself just to lengthen the guide. If it's not part of the game, it's not in here either.

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= 01: VERSION INFO =
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v 0.8

Not a public release. Completed on 3/21/05, enemies, file transcripts, boss strategies, Mercenaries, contact info, and final notes sections all completed. Weapons, walkthrough, item list, parting shots, and FAQ all partially complete. Tipping the scales at 170kb, this is already on pace to be one of the biggest FAQs I've ever done. Unfortunately for me, the blasted thing isn't even half finished. More like 40%.

v 0.9

Not a public release. Muchi takes a serious hiatus, writes another mini-FAQ, comes back somewhat refreshed. Completed on 5/23/05, introduction, tactics, weapons, medallions / shooting range all up-to-date, Walkthrough is through Chapter 3-1, all other things with minor tweaks. An even 265kb.

v 1.0

First public release. Job and other gaming needs cutting into it. Completed on 8/21/05, with walkthrough and Assignment Ada completed. Just about everything gets a slight tweak, item list has everything correspond properly now. Grand total of 434kb.

v 1.01

Second public release. Completed on 9/21/05, shortly after finishing the game on Professional Mode. New items found, so the walkthrough and the item list have been updated. I've also added some merchant windows telling you what new stuff there is to find in each meeting. Due to a few boss fights lasting longer than they would've otherwise, I've also updated some of the boss tactics to take into account some attacks that I hadn't even seen before. Updated a few other things (Q & A, Shooting Range, Parting shots) based on some feedback. Now weighing in at 459k, but the guide still isn't technically complete. There are a few strategies passed on that I want to test out, and a few treasures I suspect I still haven't managed to hunt down yet.

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= 02: INTRODUCTION =
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"1998... I'll never forget it..."

It was the year when those grisly murders occurred in the Arklay Mountains.

Soon after, the news was out to the whole world revealing that it was the fault of a secret viral experiment conducted by the international pharmaceutical enterprise, Umbrella.

The virus broke out in a nearby mountain community, Raccoon City.

And hit the peaceful little town with a devastating blow, crippling its very foundation.

Not taking any chances, the President of the United States ordered a contingency plan... to sterilize Raccoon City.

With the whole affair gone public, the United States government issued an indefinite suspension of business decree to Umbrella.

Soon its stock prices crashed and, for all intents and purposes, Umbrella was finished..."

.....
Long announced, but rarely seen in action, the concept of Resident Evil 4 went through many iterations before being released to the public as we know it. Other versions ranged from the anticipated raid on Umbrella's facilities to Leon wandering through a European castle, stalked by ethereal enemies and a maniacal creature known only as "hookman". While some of the concepts survived to the final version, most were thrown out entirely, and the t-virus was returned to the laboratory in favor of a dangerous new malady. It is now 2004, two years since the last known raid on those tied to Umbrella, and six years since what is now referred to only as "the incident"...

"Six years have passed since that horrendous incident..."

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= 03: TACTICS =
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In all RE games, your ultimate goal is survival... well, in most RE games your goal is survival. In this one it's to kill every living thing with a few minor exceptions, but that doesn't mean that you aren't going to avoid death easily. More likely, you'll be caught in a few situations where you're face down in a growing pool of your own blood, but hey, here are some ways to get around it.

KNOW THE CONTROLS

As a default, the controls in this RE are:

CONTROL STICK: Character movement, aim (when weapon is readied)

C-STICK: Change camera angles, zoom in or out.

A: Action (the utility button), confirm choices, attack.

B: Run (with control stick up), quick turn (with control stick down), cancel reload (when used with R button)

Y: Status screen toggle

X: Pick up items in status screen, switch between "Wait" and "Follow" modes
(with Ashley), hide Ashley (when near certain boxes)

Z: Map

Start: Bring up options menu, skip movies

L: Ready knife (on regular screen), rotate item (in status screen)

R: Ready weapon, zoom in (with certain weapons)

PAY ATTENTION TO ITEM SPACE

This replaces the "Conserve Ammo" mantra from every other RE game. Why? Because unless you're really quite foolish and somehow waste a considerable amount of ammo after selling some for quick cash at the merchant, you aren't going to run out of ammo for any reason. Most enemies drop it, it's found everywhere you look, and any upgrade to the capacity of your gun will fully reload it. Ammo, even healing items (of which you will also likely have more than enough, and can buy otherwise), are not rare in this game. Far from it, as the game is more action oriented and less survival toned, you'll be finding items all the time.

More likely, you'll have far too much to carry in most parts of the game and not nearly enough space to go around. How should you plan around this? Well, first off, whenever, and I mean whenever a new size of Attache Case appears in the merchant's inventory, buy it immediately. Even if that nifty new gun is looking real shiny or you're thisclose to getting a new upgrade on your favorite toy, get the case. You'll thank yourself later, because in the rare instance you will sell ammo, you'll be able to tell you have excess.

Also pay attention to what kinds of items you're picking up. Sometimes, the items in the area are a dead giveaway for what sort of enemy you'll be facing next.

HEAL RESPONSIBLY

Don't get me wrong. This game has a ton of healing supplies in the form of herbs, purchased first-aid sprays, fish (shot, harpooned, whatever), and eggs (from chickens and snakes), but because of how often you'll be fighting, you may need most of what you get.

Herbs can be found literally everywhere, either lying around or as green glows after you kill an enemy. As in previous games, the Green + Red combination and the Green + Green + Green combo are the ones that fully restore health, so keep that in mind.

Eggs are a little bit trickier. They come in three varieties, and the easiest way to find them is to waste time around the village and farm areas and wait for the chickens to lay them, at which time they will become green glows. The other way is to kill the snakes that swarm certain areas or hide in boxes. Snakes tend to automatically drop eggs upon being killed. The eggs come in three varieties: white, brown, and gold. Brown ones are "healthier" than the white ones (common misconception, there's really no difference), and the gold ones act as full-healing items. They take up only one space in the inventory

so they're nifty little items. (And, if you're so inclined, you can equip them and throw them at enemies for... no effect whatsoever)

Fish are more of a rarity. There are only a few select times you can find them in the game, and you have to kill them first either by shooting the water or throwing a harpoon at them, depending on where you are. The little ones are similar to the green herbs, but the mammoth ones can fully heal you, at the price of way too many item slots.

Fortunately, the concept of "poison" has been completely removed from the game, even in situations where it would theoretically apply, so you'll never have to consider carrying around an extra blue herb.

Added to the game is the idea of Yellow Herbs which, when combined with a green or red herb, can be used to expand your health bar. You get just enough yellow herbs over the course of the game to fully expand your life bar and Ashley's life bar, so if you're paying close attention to your surroundings, you should be able to find all of them.

AIM PROPERLY

This is more important than in any other RE game. There is no auto-aim in this game to save you the trouble of tracking an enemy. To make matters worse, the creatures in this game move faster than before, and take more shots on average to fell.

On the other hand, the aiming system, while significantly different, is fairly easy to get used to unless you're used to the mouse-sensitive FPSs on the computer. It allows for greater freedom in shooting, so if you want to shoot the dynamite out of a ganado's hand (HIGHLY RECOMMENDED), you can, and similarly, if you want to trip them up by shooting them in the leg, you're free to do so.

However, for each enemy there tends to be a key hitpoint that is much more effective to shoot at. For most enemies, the head is a fairly logical weak point, though other enemies might have visible parasites on their bodies, which should be your target. With ganados this is no different, but you have two options: shoot at the head if you want to set up a standard roundhouse kick or shoot at the area of the leg just below the kneecap if you want them to fall down, setting up either a low kick or a suplex, depending on the type of ganado it is. Any of these moves has the capability of popping a head just like a gunshot would (don't ask).

Also, try to be conscious of how well a weapon "handles". This just means how much the sight moves when you try to hold it stationary. Any item that requires a stock typically will have below-average handling, stock or no, so if you have a serious need for precision, don't use those weapons.

Otherwise, the same general rules apply as in previous RE games. Shotguns pointed upward are a recipe for fun, rifles are dangerous, and most semi-automatics still suck.

USE RANGE

Probably more important in this game than in previous games, if only because you're given the option of using a rifle from early in the game on.

Simply put, you're going to want to use anything but the shotgun at long ranges, and unless you have the unique upgrade, you might want to pass on the mine thrower too. To slow enemies down, shoot them anywhere but the chest, or toss a flash grenade if you're in serious trouble. Grenades are incredible if you're interested in taking out a huge group of enemies, and can really come in handy if there's a larger group you want to take out before they notice.

For sniping purposes, use the rifle. You'll want to always aim for the head, unless the enemy has dynamite (in which case you should aim for that). If you pull off a clean shot, the surrounding enemies might not notice, but even if you don't, whoever caught the bullet will probably be incapacitated and you'll be at a somewhat safe distance away.

I highly recommend switching to the semi-auto rifle as soon as the opportunity presents itself. Some of you might balk and say you've already upgraded the standard one at it has more power anyway, but really, power is one of the last things you need from the rifle, since it's already so good at what it does, and what you do need, namely firing speed, the semi-auto has in ample supply.

KNOW THYSELF

You won't really have to deal with the serious adverse effects of having low health as you had to in the previous games, as the limping is absent and replaced by side holding and slightly decreased maneuverability, but you should pay attention to the ever-changing life bar and be aware of when you need to heal. The damage enemies do and are capable of taking will increase as the game progresses, and you'll just have to deal with it.

Originally a concept in the ill-fated RE 1.5, Resident Evil 4 also features a tactical vest that will allow you to take a lot more damage, but this comes so late in the game that you shouldn't be planning around it at least until the second disk.

KNOW THINE ENEMY

Even with the ganados, slight variations in the appearance of an enemy could give you a clue as to how they might fight and what weapons they will be wielding. Study enemies and learn to see the patterns in their behavior, and what they can and cannot take. What may work against one of them may not work against another of the same type.

BE AWARE OF ASHLEY

This is probably one of the most crucial (and to some, annoying) aspects of the game.

Simply put, if an enemy hits Ashley, she'll take some amount of damage (depending on what enemy, etc). If you hit Ashley, she's dead. Even if you're swinging the knife around and she just happens to get in the way, dead. Grenades tend to be a bit of a grey area, I've seen her survive incendiary ones thrown nearby, but really, don't push it. If she's standing nearby, be careful where you shoot. If she's all alone, be REALLY careful where you shoot. She'll duck down regardless, but that doesn't mean she can't get caught in the

crossfire.

That's another nasty aspect of the game: enemies may gravitate to her just as easily as they would to you. For most enemies, this isn't an issue, as they'll probably just pick her up and wander towards a door, waiting for you to shoot them (if you don't, it's game over). But there are a select few enemies that really don't care for Ashley at all, namely, chainsaw maniacs, snakes, parasites, El Gigante, catapult Illuminados, Garradors, shield Illuminados, armaduras, commandos (all sorts), and regenerators/iron maidens. Each one of these will throw discretion out the window and make every effort to kill her.

For this reason, you'll want to "stash" Ashley in various locations as the situation dictates. There are handful of boxes that you can use the X Button to hide her in at various points in the game. If you don't have that luxury right off, you can still tell her to wait in various locations while you take out the surrounding enemies. Just be careful that you know she's safe, otherwise her life bar might start flashing and you'll have to run out and save her.

Late in the game, you'll actually get to play as Ashley, but as a character, her abilities are limited to solving puzzles and throwing nearby lanterns to defend herself. She can kick enemies once they grab her, but you should avoid them at all costs.

TALK TO THE MERCHANTS

The Merchants, despite probably supplying Saddler and his crew, are there for your benefit. Most of the times you run into them, they'll have new goodies for you to make use of. Even if they don't, you could probably stand to afford something that you could not last time, unless you're so experienced you can buy everything right off in which case you don't need to be reading this.

If you find treasures lying around, and have examined them to the point where you know you cannot combine them with anything else in the future, sell them. By comparison, what the regular enemies drop is a paltry sum. You CANNOT get through this game without selling off the goodies. That's what they're there for. Also, be sure to search carefully in the areas around the merchant, as there are often gold bars and other pieces of bling lying about the area.

While enemies do not generally appear in the same area as the merchant, I don't recommend leading them to him. It's not that they pay any attention to him or are capable of damaging him (hell, he looks like he's infested anyway), but you can accidentally hit him, and like Ashley, he'll die in one hit and never return. He doesn't leave items anyway, so it's not as if you can get your money back.

SPEND YOUR MONEY WISELY

This really goes with the last one, but as far as the game goes, this does matter a great deal.

Depending on what weapons you decide to go with, you should have enough money by the end of the game to fully upgrade a handgun, a shotgun, a rifle, and a magnum. Odds are that you're going to pick the higher end items in each instance, but even then, you should be able to afford all four, fully-upgraded, IF you play your cards right.

What I mean by that is, basically, you can't/shouldn't upgrade any of your "placeholder" weapons. That is to say, if your goal is the Striker, you shouldn't really upgrade the Shotgun while you have that. Now, there is a little bit of leeway here. You can probably afford to upgrade most items once, and you should have sufficient funding to trade in your Shotgun for a Riot Gun as a secondary placeholder (which, generally, is more cost-effective than spending the money to upgrade the shotgun), and so on, but you don't necessarily need the additional power from upgrades (so, trade-ins, yes, upgrades, no). The game is playable, and not even difficult, if you're going into the Castle with a base Shotgun and Rifle (yes, even in Professional mode). You may decide to play it differently, but generally when I start a game, I have one weapon in each category as a goal in mind, and as soon as I get it, I want to be able to upgrade it at every possible opportunity without delay for the rest of the game. Thus far, using this method, I've been able to do it.

By the time I finish any one of my runs, I end up having enough money left over (once I sell most, if not all of my items off) to sum up to one million pstas, or enough to buy either one of the special items. This is a nice little goal to have in mind, but it may not be realistic for you, so do what you like.

USE DOORS

This may sound a little crazy, but doors play their role in this game, and can be used to your advantage.

Any wood door in this game can be fired through. So if you see a weapon clipping through one of them, you can pull out the weapon of your choice and attempt to blow the door apart. If wasting ammo isn't your thing, you can also run up to the door, hit the A-Button twice, and kick the door open. This doesn't do a lot of damage and shouldn't be considered a substitute for attacking enemies, but most of the time it will stun them temporarily, giving you an opportunity to attack them.

However, doors can also be used as a slight disadvantage to you. If Ashley is picked up by an enemy, and that enemy goes through one of the green text doors that leave the loaded area, your game is over. Also, if you're hiding Ashley anywhere, you can't go through the green text doors until she's in relatively close range.

DON'T USE A WIRELESS CONTROLLER

If you're like me, the floor of your token gaming area is absolutely littered with cords, so it might seem like a bright idea to use a wireless controller. After all, the game is pretty intense, and there's no telling when you might feel inclined to jerk the controller around anyway...

Don't.

One of the main flaws of the wireless design is that its signal isn't always accurate when it comes to holding down multiple buttons. Considering you're generally going to be holding down the R or B button at all times, this can be a real pain in the ass. It might not happen often, but one of these times when you're reaching for the gun to pull out during a target practice session or (God forbid) actual combat, Leon's going to start pulling the gun up, then pull

back, over and over for the next few seconds. Rifles are particularly prone to this malfunction.

That's not to say that it's impossible to play with one. I went through all my runs and the writing of this FAQ using a wireless controller (yes, the official one, I'm just not naming it), but that doesn't mean that I didn't want to throw the thing through my TV at least once per game.

The bonus to using a standard controller is that you won't be running through batteries either. Not that they eat them particularly fast, but weak batteries can also hinder gameplay.

PLAN AHEAD

Just have some common sense. If an item is just taking up space in your inventory and you're not planning on using it, sell it. Only sell weapons in that instance, because you'll have to buy the upgrades again otherwise. Don't run around without healing items for too long or you'll get burned by it. If you're running out of ammo for one gun, switch to another and wait for enemies to drop more ammo. Don't push that ladder down and jump out that window unless you know exactly what you're getting into. Don't use the magnum when a shotgun will do the trick, etc.

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= 04: ENEMIES =
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CROWS

Joke enemies. Unlike the other RE games, crows will never attack you. Their main feature is being living, breathing storage units that will try to fly away when you shoot them. Get around this by tossing flash grenades into the horde, which will apparently scare them all to death. They tend to hang out in large flocks, and usually one of them will also be carrying a small treasure item. Definately worth the grenade.

LOS GANADOS

Ganados : Zombies :: RE4 : Every other RE. Cannon fodder, unwashed villagers, call them what you will. They come in four male types and four female types (only two if you'd rather discount the hoods), each seeming to have slight differences in personality and weapon preference. Early on in the game, they have sickles (thrown), throwing axes, hatchets and pitchforks. Later on at night, the pitchforks are phased out in favor of torches and the occasional stick of dynamite. The females stick primarily to larger knives, though you might occasionally see one with a sickle. Each of these weapons has some sort of distinct flaw, as the thrown ones can be knocked from the air and the melee ones require close range. If you ever see a Ganado holding a stick of dynamite, shoot it immediately for some extra fun. As for the torches, shooting a Ganado as he's about to blow flames at you is a fun way to turn it against him. Shots aimed at the head or the knee have the added bonus of stunning them and leaving them open for kicks or additional attacks, and shots to the hand will knock the weapon away, leaving strangling you as their only option. Otherwise, the same general rules that applied to zombie fighting apply here. Pistols, kicks, and combat knives are your bread and butter when fighting these guys, but there's no shame in pulling out a shotgun if you're surrounded, or the rifle if you're in the mood for sniping. In Spanish, their

name means "livestock".

CHAINSAW MANIACS

Sometimes known as Dr. Salvatores or Bella Sisters, depending on gender. Despite what some of the previews would lead you to believe, these critters ARE NOT invincible, they can just take several loads of punishment before biting the dust. The goal here is to keep them at as much of a distance as possible due to their instant kill capabilities, so utilize as many powerful long-range weapons as possible, be they grenades, shotgun variants, rifles, or even the magnums. conventional handguns tend to lack the necessary punch, for the most part. One nifty trick I've often used is to clear out the rest of the area of enemies and knock the maniac down. Whenever he gets up, there's a brief pause where he stands still before charging, which is the perfect time to get in a well-aimed rifle shot to the head, if not a magnum. Not nearly as much trouble as they're made out to be.

SNAKES

Not a standard enemy, in fact, they mostly hang out in boxes, so it becomes a smart move to slash twice through most of the game. You'll also encounter them in the swamp, but they barely take notice of you and you'll usually be running fast enough to keep away from them anyway. As expected, their attack is to rear back and bite you, then slither off grinning mischievously. If you kill them, they'll drop eggs most of the time, so it may be worth the trouble.

LAS PLAGAS

After night falls, you'll meet your first Las Plagas rather quickly. Las Plagas rarely exist on their own, rather, periodically you might blow the head off a villager and out will pop a Las Plagas. This still shouldn't deter you from kicking villagers or shooting at their heads, as it's still the most cost effective way of killing. The first version of Las Plagas will be found from nightfall on to the end, is rather pinkish, long, and whip-like. It will often swing around and try to slice your throat. The second version is found only in the castle, it seems, and rather rarely at that. It has an instant kill attack in which it bites Leon's head off, but I've never gotten close enough to one to see it performed successfully. The third type is whitish-blue and looks much like a spider in appearance. Unlike the others, it will detach itself from the head upon the body's death, and might try to jump you and claw at your eyes. The method for dealing with all Plagas is to either pull out a gun and fire directly at them (attacking the body they are attached to is pointless), or throw a flash grenade, as they will immediately explode due to their light sensitivity. If you hadn't already guessed, in Spanish, their name means "the plague".

COLMILLOS

The spiritual heirs to the cerberis of old. Colmillos are local village dogs or wolves, possessed by the Las Plagas parasite. Unlike the cerberis of yore, they will not run up to you, rip a chunk off, and run away. Instead, they prefer to dive on top of you and try to rip your face off with their teeth. While this is their primary mode of attack, they do have a secondary attack, in which the plagas on their back shoots out tentacles that whip at you. This occurs primarily when they are found in packs, so its recommended that you isolate them as much as possible, or use some sort of spread-fire gun (shotgun,

for example) and neutralize them that way. My favorite weapon to use against them is the incendiary grenade, as they aren't bright enough to avoid running into the fire, and will probably die when they do. In Spanish, their name means "eye teeth".

LOS ILLUMINADOS

I'm not too fond of the other humanoid enemies in this game, but find near endless joy in trashing these guys. Los Illuminados are cult members, and tend to dress in robes that vary based on rank (black monks are rather easy to kill, while purple ones are more difficult and reds tend to be leaders). Sometimes they'll wear skull helmets or carry wooden shields, but you can usually tell it's an illuminado by how clean and pale they are. They wield mostly flails, scythes (long range), crossbows, and the occasional rocket launcher, though none are above strangling you at the right moment. You'll also see them manning the catapults around the outside part of castle, and you should deal with those swiftly and mercilessly with a rifle. Your methods of dealing with the others should be no different from the Ganados, but note that by the time you reach the castle, Leon has learned the awesome suplex move to be used when you shoot one of these guys in the knee. You can usually find them wandering about chanting death in Spanish or laughing inappropriately. I imagine their name means "the illuminated".

GARRADORS

Heavily armed muscle men with their eyes sewn shut, tortured and given retractable claws (hence the translated "clawer") and, on rare occasions, armor. Ever played a game with the X-men's Wolverine as a playable character? Did he have some sort of berserker rage move? That's how the Garrador attacks, generally. Fortunately, it won't affect you if you're just getting up or are being choked by a humanoid enemy. Beyond that, he has a vicious charge attack that will impale you, regardless of life. If he's charging with one claw raised in the air, that's what's happening and you ought to move. He's sensitive to sound, so if you fire off a gun (or sometimes even breathe), he'll come after you. Fire at the parasite on his back to damage him, as he can't be killed by any other conventional means (though he can be stunned with regular hand grenades). There are usually bells in the general area he's in, so shoot them to distract him. Hopefully he'll get a claw stuck in the wall in the process, leaving him open for a few shots. Only use higher powered weapons on him, none of that pistol junk.

NOVISTADORS

The token bug monsters of this game. They sort of resemble the plague crawlers from REO, except they're bigger, green, can fly, and turn invisible. You first encounter these in the underground prison and will generally find them in odd areas from then on. Due to their odd penchant for disappearing (never truly explained), you have to seek out other means to kill them. Look around the room. Do you see any strange puffs of mist coming from anywhere in particular? If so, pull out a rifle, zoom in, and plug it. That should kill it instantly. Any other time you encounter them running around, use a shotgun weapon because you won't be able to tell where they're going most of the time and every little bit helps. Try to shoot them out of the air as well, as that tends to be an instant kill for them. There's also a little secret in their behavior, namely, the eye pieces you pick up after killing them are dependant on what color the Novistador's eyes are when you kill it. The game alludes to the idea that these were once human, but I don't buy it and would rather assume that they're

not related to the Plagas and are just some wacky creature cooked up in the labs. The rough translation for this is "no-sighters".

ARMADURAS

Translated: armors. That's all these guys are; Las Plagas hiding inside a giant suit of armor (considering they're parasites that probably need a host for food... don't ask how). There are only a handful of them in the game and fewer still that you can actually fight, which is a good thing as they have high damage resistance and swing a mean axe/sword. Take care of them by shooting for the head after they swing (or before, if you so choose, as it's a way to stun them) and eventually the parasite will show itself (stage one or two), leaving it open for some flash grenade mayhem. Use only higher level weapons on them, so shotguns and magnums for the most part.

COMMANDOS

Saddler's personal attack squad. I assume that these guys are actually Spanish soldiers or mercenaries under the influences of Las Plagas. They have throwing axes, flails, dynamite, and crossbows like some of the others, but also come equipped with cattle prods (bad news) and the occasional rocket launcher (worse news). They also have their own unique powerhouse enemy; a huge armored and cybernetically implanted hulk who swings a mean hammer. On the whole, commandos seem to be slightly more resistant to damage, but otherwise are the same as the others. Occasionally, one will be hiding behind a wooden shield, and many of them have protective headgear of some sort, but these guys shouldn't pose as much of a problem in this stage of the game.

GATLING COMMANDOS

Sometimes referred to as J.J.s. This tank of a commando wields a gatling gun and has just enough sense to adjust his aim if you run out of the field where he's shooting. He'll even chase after you if you stray too far. You might think it would be a clever idea if you climbed a ladder to get away from him, but no, if you try it, he'll jump straight up, rising however many feet into the air, and stop right next to you and begin firing again. He's not stunned easily, but shotgun, rifle, and magnum shots to the head tend to slow him on occasion. One of the better tactics in dealing with him is to run around behind him and let him gun down his own men trying to turn, but if you're too close to him, you leave yourself open for a devastating pistol whip.

REGENERATORS

The only enemy in the game with the capacity to mildly freak me out. Giant humanoid creatures with teeth like sharks, which they'll use to bite into you when you get too close. They also have semi-rubbery limbs like the bandersnatch of yore, except they don't have nearly the range. Have I mentioned that, like the name implies, they can regenerate limbs at will? The first one you encounter, you won't be able to kill, but soon you'll find a infrared scope that will allow you to spot the 2-5 plagas buried underneath their skin. Most of them are on the front, but if they don't pop after you shoot all of those, take out one of their legs and quickly shoot the last one on their back. You can tell when these things are coming by a distinct change in music and a slight sobbing sound. Creepy.

IRON MAIDENS

Take a regenerator, and give it the ability to shoot rubbery spikes from the surface of its skin. Sound painful? It is, so take them out as quickly as possible. If you don't, they might grab you and try to impale you on their surface as you can see in one of the promo videos.

ROBOTS

Not really worthy of note, but they do show up for one key battle late in the game. They come in two varieties, one flying, and one crawling, but if you don't move fast enough, they'll lock onto you and fire some small guns. The other danger is that they explode or self-destruct when they've taken enough damage, and that will definitely hurt you if you get too close to them. Shotgun-type weapons are really the best way of dealing with them, as you have the distance and lateral range working for you there.

BERSERKS (MERCENARIES)

This guy combines the appearance of a chainsaw maniac without the stupidity, the attack of a garrador without the blindness, and the jumping ability of a gatling commando without the brief pauses before attacking. To make matters worse, he has a double-bladed, diamond-tipped chainsaw, because, you know, one blade on a chainsaw wasn't nearly enough. In short, he's very bad news. From what I remember, there's only one in the regular game, but you can pick him out of a crowd by his larger appearance, darker sack on his head, and blue shirt. You'll never have to fight him directly in the regular game, but in one of the minigames, he's all over the place.

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= 05: WEAPONS =
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Unlike the previous RE games, where you could pick up any old weapon lying around and play through the entire game with it, RE4 boasts a wide variety of semi-unique weapons, all of which can be upgraded. To make things easier, note that FIREPOWER (FP) is based on the comparison to a standard handgun shot (1.0 = one shot from your starting handgun), FIRING SPEED (FS) and RELOAD SPEED (RS) are measure up to one-hundredth of a second, and CAPACITY (CAP), well, that would seem to be self-explanatory.

KNIFE

This version of the knife is about on par with the more powerful knives we've seen in the series. But in RE4, it doesn't take up any inventory space and can be easily readied by holding down the L button at any time. Useful for chopping up boxes and barrels, even slashing down the simpler locks (which beats kicking them apart). It's neat when you're tight on ammo and want to attack someone who is close or on the ground, but unless you're slashing at their head or knees, the results aren't much. Survivalists swear by it, but mostly you'll be using other weapons. Still there are a few choice enemies that are weak against it, and there are various points in the plot that rely on your use of it.

GRENADES

These babies come in three flavors, original (hand), cinnamon (incendiary), and minty fresh (flash). Each come in handy in rather specific situations. For example, want to kill a bunch of Plagas parasites at once or stun a crowd that's gotten too big? Toss out a flash grenade. Want to stop a small tight-knit crowd, but don't necessarily have much time? Toss an incendiary grenade, it'll blow up on impact and while it might not kill them, it will give you a chance to back off and regroup. Want to take out a group that's rushing towards you or flatten one of the bigger enemies long enough to pull out a stronger weapon? Toss the hand grenade. Each of these takes up a 1 X 2 space in the inventory, unfortunately, but most of the time the effect you get from them makes it well worth it.

HANDGUN

The default gun for the game. You start with it and can very well keep it through the whole of the mission, if you're so inclined. The Hanguin is tied for the second-weakest of all the handguns, the difference between it and the weakest one is only 0.1. It fires slightly faster than the other guns, while being right about on par for the reload speed. With a 25 bullet capacity, it's nothing to write home about compared to the others, but by the time you get that far you're probably going to go full bore on the upgrades and this is where it really shines. Once you get the exclusive upgrade, you'll be five times as likely to get a killing headshot as you would otherwise. That may not seem like an amazing feat, but considering how fast the gun fires and how it has a decent capacity, a steady hand could empty the room right quick. As fun as this may be, most enemies later in the game have helmets and this tactic becomes a lot more difficult. Of course, by that time, you might be using different methods, but that still knocks this one down to my third favorite.

FIREPOWER: 1.0 > 1.2 (7K) > 1.4 (10K) > 1.6 (15K) > 1.8 (18K) > 2.0 (20K)
FIRING SPEED: 0.47 > 0.40(5K) > 0.33(12K)
RELOAD SPEED: 1.73 > 1.47(4K) > 0.87(10K)
CAPACITY: 10 > 13 (4K) > 16 (6K) > 19 (8K) > 22 (10K) > 25 (12K)
EXCLUSIVE: 5X headshots (57K)
HANDLING: ++
SPACE: 2 X 3 slots
COST: 198k (8k more if you bought it again)

PUNISHER

You can get this for free as your second gun by shooting down ten Blue Medallions, but if you're going to get it for free, you might as well shoot all fifteen medallions and pocket the level two firepower upgrade at the same time. Unfortunately, free, in my opinion, is about all this gun is worth. It's regular stats are about the same as the handgun: fires slightly faster, slightly weaker, slightly better capacity. As a default, it also has the unique feature of firing through two enemies at once, despite its power. This can periodically be a nifty feature, seeing as how it can technically shoot through wooden shields later in the game, but this and the nice firing rate are offset by the simple fact that you're going to have to shoot more often. Its exclusive upgrade is similarly useless, bumping up the number of bodies it can shoot through to five without changing the power any. This poses two problems in that 1) it's not often that you line up five enemies at once and 2) in the event you do, they're probably entirely too close to you and you'll want to get

something else out right away. Most useful for getting you some quick scratch for practically nothing. This can also be purchased from the merchant after the cabin standoff, but considering the cabin standoff is one of the few times it has potential to be useful...

FIREPOWER: 0.9 > 1.1 (10K) > 1.3 (15K) > 1.5 (20K) > 1.7 (25K) > 2.0 (35K)
FIRING SPEED: 0.47 > 0.40(10K) > 0.33(20K)
RELOAD SPEED: 1.70 > 1.47(8K) > 0.83(18K)
CAPACITY: 10 > 13 (8K) > 16 (10K) > 20 (15K) > 24 (18K) > 25 (24K)
EXCLUSIVE: Shoot through five enemies in a row (40K)
HANDLING: +++
SPACE: 2 X 3 slots
COST: 296k (20-30k less if you got it for free)

RED9

A Mauser of sorts, this is what you use when you want to take a hit of five slots in inventory space, about a second of reload speed, and slight hits in speed and capacity in exchange for raw power and style. You're never going to want to use it without the stock, and at its highest upgrade, it sill reloads slower than a fully-upgraded shotgun, but with the exclusive upgrade, it's as powerful as the Riot Gun is when you buy it. Considering its firing speed is decent, you can use it to take out bosses, if you're feeling adventurous (and I have on a number of occasions). This also will free up more potent ammo for more dire straits, bringing up the overall quality of your arsenal. The only complaint one could have about the gun is that without the stock, it handles horribly, and with it, you're down three more item slots in addition to the two more the gun takes up to begin with. If you're space conscious and never seem to have enough cash to get the case upgrades, or if you're new to the game and are probably going to need all the space you can get, then this gun might not be for you, but veterans to either this game or the series as while may want to check this one out. Probably my favorite gun. You can buy it after rescuing Ashley.

FIREPOWER: 1.4 > 1.7 (15K) > 2.0 (20K) > 2.4 (24K) > 2.8 (28K) > 3.5 (45K)
FIRING SPEED: 0.53 > 0.47(10K) > 0.40(15K)
RELOAD SPEED: 2.37 > 2.20(6K) > 1.67(10K)
CAPACITY: 8 > 10 (6K) > 12 (8K) > 15 (12K) > 18 (16K) > 22 (22K)
EXCLUSIVE: 5.0 firepower (80K)
HANDLING: ++
SPACE: 2 X 4 slots (+ 1 X 3 w/ stock)
COST: 331k (4k more w/ stock)

BLACKTAIL

If you're not comfortable with how much space the Red9 takes up, this is a very close second. Among all the regular handguns, it fires the fastest, topping out at 0.27, has a capacity of seven more than the next gun, is tied with the Punisher for the fastest reload speed, and has pretty solid power. If you get the exclusive upgrade, it tops out at 3.4, just below where the Red9 is without it. Even if you don't get this, the firepower is still 3.0, which isn't bad by any means. As a bonus, it handles better than any of the other guns, meaning your aim won't shift all that much with firing, and it's built for speed if it has to be. The only drawback is, as one of the fastest firing guns

in the game (fastest among all the non-automatics), it does take some getting used to and there will be an occasion or two when you'll waste an extra bullet or two. But considering the "survival" aspect of the game has been toned down quite a bit, this isn't really an issue. I've played through entire games with either the Red9 or the Blacktail, and the Blacktail almost ties the Red9 for my favorite. You can buy it at the beginning of the third chapter.

FIREPOWER: 1.6 > 1.8 (15K) > 2.0 (18K) > 2.3 (24K) > 2.7 (30K) > 3.0 (40K)
FIRING SPEED: 0.47 > 0.40(10K) > 0.27(20K)
RELOAD SPEED: 1.70 > 1.47(8K) > 0.83(15K)
CAPACITY: 15 > 18 (8K) > 21 (10K) > 25 (15K) > 30 (20K) > 35 (25K)
EXCLUSIVE: 3.4 firepower (80K)
HANDLING: ++++
SPACE: 2 X 3 slots
COST: 362k

MATILDA (SPECIAL)

This is one of your rewards after completing the game. It's basically the same gun that Leon had (once he upgraded) in RE2, with all the same pluses and minuses. On one hand, it's as powerful as a fully-upgraded Handgun and you can tweak it to get a capacity of one hundred using the exclusive upgrade, but it chews through ammo like nobody's business. I was taking a light approach in my time using it, just kind of screwing around in the village, but when I started, I had one hundred extra bullets in the bank. By the time I finished and the bell rang, even after I had picked up every bit of ammo I could find in the area, I still had only twenty-five spares, all the result of that fun three-round burst feature. That said, you can pretty much use this weapon on its own for most of the game, I'd imagine. That chainsaw maniac that came after me had no chance of touching me.

FIREPOWER: 1.0 > 1.2 (15K) > 1.4 (17K) > 1.6 (20K) > 1.8 (25K) > 2.0 (35K)
FIRING SPEED: 0.47
RELOAD SPEED: 1.73 > 1.47(6K) > 0.87(15K)
CAPACITY: 15 > 18 (7K) > 21 (10K) > 24 (12K) > 27 (16K) > 30 (20K)
EXCLUSIVE: 100 capacity (35K)
HANDLING: ++
SPACE: 2 X 5 slots
COST: 311.5k

SHOTGUN

Ol' reliable. On the whole, this probably the most cost-effective of the shotgun-type weapon, with a max power that is no different from the Riot Gun's (sans upgrade) and a capacity of one more. The exclusive upgrade provides another intriguing (albeit nonsensical) feature in that it will now have the same power from any distance, meaning that shooting someone from the other side of the field will do the same damage as if they were standing right in front of you. I won't claim to have the slightest idea how that would work, but depending on how you use your shotgun, it could prove to be valuable for keeping the larger groups at bay, particularly in those narrow areas where you have an absolute horde of enemies charging towards you. Picked up in just the second area of the game.

FIREPOWER: 4.0 > 4.5 (15K) > 5.0 (20K) > 6.0 (25K) > 7.0 (30K) > 8.0 (45K)

FIRING SPEED: 1.53
RELOAD SPEED: 3.03 > 2.43(7K) > 1.50(15K)
CAPACITY: 6 > 8 (8K) > 10 (10K) > 12 (12K) > 15 (15K) > 18 (20K)
EXCLUSIVE: Same damage from all ranges (90K)
HANDLING: ++
SPACE: 2 X 8 slots
COST: 312k (20k more if you bought it again)

RIOT GUN

Aside from that cool, sleek assault shotgun look from previous games, this is the same gun as the standard Shotgun. Well, I shouldn't say that... it does start out as having better power (though the regular Shotgun quickly closes that gap), and it's exclusive upgrade bumps the firepower up to 10, and it has one less in maximum capacity than the regular Shotgun. I don't know, I swore by this gun during my first run through the game (pre-FAQ), but it really isn't all that cost effective to get this unless you're planning on going all gung-ho into every group of enemies and firing off a round before any of them lays a hit on you. Personally, I wish they would have revived the old Western Custom from some of the older REs and at least give us some variety. You can buy it as soon as you get toe the castle.

FIREPOWER: 5.0 > 5.5 (20K) > 6.0 (24K) > 6.5 (28K) > 7.0 (32K) > 8.0 (50K)
FIRING SPEED: 1.53
RELOAD SPEED: 3.03 > 2.43(7K) > 1.50(20K)
CAPACITY: 7 > 9 (10K) > 11 (12K) > 13 (15K) > 15 (20K) > 17 (25K)
EXCLUSIVE: 10.0 firepower (120K)
HANDLING: +++
SPACE: 2 X 8 slots
COST: 415k

STRIKER

It took me a little while to warm up to this gun due to its slightly limited lateral range and the fact that you get it somewhat late in the game, but I'm glad I did. Those two facts aside, it is undeniably the best shotgun in the game, featuring a max firepower of 12, half the firing speed of any other shotgun, and an exclusive upgrade that bumps its capacity up to 100, which should give you no less than 72 free shells in the deal. In addition, it actually takes LESS money to fully load than the Riot Gun is, which borders on absurd. My recommendation is that you keep the Shotgun, don't upgrade it, trade it in for the Riot Gun at the beginning of Chapter Three, and then use the Striker as soon as you get the chance. It's not often that a shotgun weapon can be your primary gun, but this is it. Bought from the merchant after Leon is dumped in the spike pit.

FIREPOWER: 6.0 > 7.0 (25K) > 8.0 (28K) > 9.0 (32K) > 10.0(40K) > 12.0(60K)
FIRING SPEED: 0.73
RELOAD SPEED: 3.00 > 2.40(8K) > 1.50(15K)
CAPACITY: 12 > 14 (10K) > 16 (12K) > 20 (16K) > 24 (18K) > 28 (25K)
EXCLUSIVE: 100 capacity (60K)
HANDLING: +++
SPACE: 2 X 5 slots
COST: 398k

RIFLE

Third major gun you can get in the game. With a maximum power of 12 (18 with exclusive), it's easily one of the most powerful guns in the game. However, you'll be using it mostly for sniping purposes, so there's not too much point in maxing out the power (but do save yourself the trouble and pick up a scope). It's also fairly compact, taking only nine spaces to store (twelve with scope). However, it has one major flaw: its firing rate and reload speed absolutely blow. Don't be fooled by the firing speed, because every time you shoot a round off you have to pull back the handle again and eject the spent shell, which interrupts your aim and tends to throw the whole sniping process out of whack if you're not careful. The reload speed is also a full second more than the counterpart, which also can lead to some serious issues. It's not a bad gun, but I consider it to be mostly a placeholder until you get the semi-auto. You can buy it the first time you meet the merchant.

FIREPOWER: 4.0 > 5.0 (10K) > 6.0 (12K) > 8.0 (20K) > 10.0(25K) > 12.0(35K)
FIRING SPEED: 0.67 (total lie)
RELOAD SPEED: 4.00 > 3.23(8K) > 2.33(18K)
CAPACITY: 5 > 7 (6K) > 9 (8K) > 12 (12K) > 15 (18K) > 18 (25K)
EXCLUSIVE: 18.0 firepower (80K)
HANDLING: ++
SPACE: 1 X 9 slots (+ 1 X 3 w/ scope)
COST: 289k (7k more w/ scope)

SEMI-AUTO RIFLE

Now THIS, is a gun. Starts off with a power of seven and fully upgraded is up to 15. The capacity is also great, topping out at 24, a full six more than the regular Rifle. But clearly, the best part of the Semi-Auto is that your sniping periods can only be broken up by reloading or getting hit. No more ejecting every shell after you fire. Add in the exclusive upgrade, which allows you to fire this baby as fast as a regular handgun, and you're in business to do some serious damage. I've played through a number of games using a number of weapons, but regardless over whatever else I have in my inventory, I always keep the Semi-Auto Rifle around. Bought off the merchant at the beginning of the castle.

FIREPOWER: 7.0 > 8.0 (15K) > 9.0 (18K) > 11.0(24K) > 13.0(30K) > 15.0(40K)
FIRING SPEED: 1.43 >[0.40(80K)]
RELOAD SPEED: 2.33 > 1.90(9K) > 1.33(18K)
CAPACITY: 10 > 12 (10K) > 14 (12K) > 17 (15K) > 20 (20K) > 24 (25K)
EXCLUSIVE: 0.40 firing speed (80K)
HANDLING: ++++
SPACE: 2 X 7 slots (+ 1 X 3 w/ scope)
COST: 351k (10k more w/ scope)

TMP

Eh... Generally speaking, I try to carry only three guns at a time in the beginning of the game, before I get access to the bigger attache cases.

However, on my first (pre-FAQ) run through this game, I was going into one of the big battles in the village with almost nothing in terms of ammo for my weapons, so I opted to get the TMP, upgrade it a few times, and clip a stock to it. While I did get out of that battle alive (barely, and after a few tries), I found on later trips that it really just doesn't make sense to lug this thing around. It is useful for mowing through enemies, but until you get the exclusive upgrade, you might as well have an automatic peashooter for all the good this thing will do you in serious melees, which is the only time you should consider using it anyway. You're better off not wasting your money and just selling every bit of TMP ammo you come across. Can be purchased the first time you meet the merchant, but really, don't.

FIREPOWER: 0.4 > 0.5 (7K) > 0.6 (14K) > 0.8 (18K) > 1.0 (24K) > 1.2 (35K)
FIRING SPEED: 0.10
RELOAD SPEED: 2.37 > 1.93(5K) > 1.17(15K)
CAPACITY: 30 > 50 (7K) > 100 (15K) > 150 (20K) > 200 (25K) > 250 (35K)
EXCLUSIVE: 1.8 firepower (100K)
HANDLING: ++
SPACE: 2 X 3 slots (+ 2 X 2 w/ stock)
COST: 335k (4k more w/ stock)

BROKEN BUTTERFLY

Generally, in RE games what you look for in a magnum is power and nothing else. The Butterfly has power in excess, topping out at 50 with the exclusive upgrade (28 without) and you can pick it up for free midway through the castle. It doesn't reload too quickly (at best, it's as good as a fully-upgraded rifle) and the capacity is pretty lousy, but with that kind of firepower, it's hard to care about those minor setbacks. If you're following the guide as much as you can, you should have enough cash to get all of the upgrades too. You could buy this baby at the beginning of the third chapter, but you're better off picking it up for free at the beginning of the fourth, seeing as how you really won't need it until then anyway.

FIREPOWER: 13.0 > 15.0(25K) > 17.0(30K) > 20.0(35K) > 24.0(50K) > 28.0(70K)
FIRING SPEED: 0.70
RELOAD SPEED: 3.67 > 3.00(15K) > 2.33(20K)
CAPACITY: 6 > 8 (15K) > 10 (20K) > 12 (25K)
EXCLUSIVE: 50.0 firepower (150K)
HANDLING: ++
SPACE: 2 X 4 slots
COST 305k (38k more if you didn't get the free one)

KILLER 7

Named after another Capcom game, the Killer 7 isn't bad, but for the purposes you need a magnum, you're probably going to want to stick with the Broken Butterfly. Sure, it's power is almost twice that of the standard BB, but you can't even buy this gun until the beginning of the fifth chapter, and by that time you've probably already had to upgrade the Butterfly a few times. It's cheaper, more powerful (excluding exclusive upgrade to the Butterfly), reloads quicker, handles better, and has a better capacity, so it should be the choice if you're tight on cash, but you probably can't afford to wait that long, and paying another 100,000 or so pstas for 15 more in firepower isn't that bad an

investment. Bought at the beginning of chapter five.

FIREPOWER: 25.0 > 30.0(62K) > 35.0(78K)
FIRING SPEED: 0.70
RELOAD SPEED: 1.83 > 1.53(20K) > 0.93(30K)
CAPACITY: 7 > 10 (30K) > 14 (40K)
EXCLUSIVE: N/A
HANDLING: ++++
SPACE: 2 X 4 slots
COST: 337.7k

HANDCANNON (SPECIAL)

Unlocked by getting a five star rating with every player in every level of the Mercenaries game. If, at the beginning of the game, you sell off all your worldly possessions, you should be able to upgrade this thing fully. Not that it needs it, but going from 50 firepower and 3 capacity to 99 firepower and infinite capacity is hard to argue against. The merchant will tease you about "hunting an elephant", but one shot brings a Gigante to its knees and punch through the helmet of a human enemy. Two can kill regenerators and iron maidens. Three shots will kill Salazar and the U3. A few more shots and the Verdugo is dead, frozen or unfrozen.

FIREPOWER: 30.0 > 35.0(40K) > 40.0(50K) > 45.0(70K) > 50.0(90K) > 60.0(120K)
FIRING SPEED: 1.17
RELOAD SPEED: 3.67 > 2.87(25K) > 1.83(50K)
CAPACITY: 3 > 4 (15K) > 5 (20K) > 6 (25K) > 8 (35K) > 10 (50K)
EXCLUSIVE: 99.0 firepower and infinite capacity (200K)
HANDLING: ++++
SPACE: 2 X 4 slots
COST: 790k

MINE THROWER

This is really two different weapons, though you should be familiar with both if you played the Hard Mode of RE3 for long enough. The first version is what you would expect; a simple gun that places timed mines on creatures or things. The second comes after the exclusive upgrade, at which point the mines become homing darts that attach themselves to enemies and blow up sometime later. Both achieve the same basic effect, but you might want to use the scope for the first version as there isn't much way to aim them otherwise. Also be sure to note that the firepower actually represents blast radius in meters. Mine darts are about as powerful as the average hand grenade in terms of their killing ability, which makes them pretty fun to use, but for the prices and explosion delays involved, I'd prefer to stick to regular grenades. Like many of the other weapons, it can be bought from the merchant at the beginning of the third chapter.

FIREPOWER: 2.0 > 4.0 (25K) > 6.0 (45K)
FIRING SPEED: 1.33
RELOAD SPEED: 3.43 > 2.57(18K)
CAPACITY: 5 > 7 (25K) > 10 (40K)
EXCLUSIVE: Added homing ability and increased blase radius (30K)

HANDLING: +++++
SPACE: 2 X 5 slots (+ 2 X 2 scope)
COST: 211k (8k more w/ scope)

ROCKET LAUNCHER

There's not much to be said about this weapon, as it's clearly capable of speaking on its own behalf. You can find this about halfway through the game on a shelf, or buy it from the merchant at just about any time, but for the price and the fact that it's a one-time use item, it's not all that worth it. Still... if you really want something dead...

FIREPOWER: Certainly
FIRING SPEED: It's a rocket!
RELOAD SPEED: N/A
CAPACITY: 1
EXCLUSIVE: Unnecessary
HANDLING: +++++
SPACE: 2 X 8 slots
COST: 30k

INFINITE LAUNCHER (SPECIAL)

What you use when you want to proudly display your complete and utter contempt for every living thing. If you haven't figured out how to use this yet, you're wasting your time by reading.

CHICAGO TYPEWRITER (SPECIAL)

It looks like a gun, sounds like a gun, and fires like a gun. So it must be a gun, right? Well, not exactly. Simply put, the Typewriter is far ahead of every other gun in the game and there's a very good reason as to why it will set you back one million pesetas: it's the last gun you'll ever have to buy. Infinite capacity? Quick firing? Decent power? Check, check and check. You can even use it to fire single rounds fairly easily, unlike other weapons of its type. Under the assault of this, many enemies will die in a single shot and a good number of them will be dead before they hit the ground no matter where you hit them. The only drawback is that it takes up a huge amount of space, but hey, who needs other weapons?

FIREPOWER: 10.0
FIRING SPEED: 0.10
RELOAD SPEED: 1.63
CAPACITY: N/A
EXCLUSIVE: N/A
HANDLING: +++
SPACE: 3 X 7 slots

BOW (MERCENARIES)

This weapon is unique to one of the characters in the Mercenaries minigame.

While the arrows it fires ARE NOT explosive in nature, it does enough damage to kill most Ganados-types in a single shot. Fires rather quickly, but it will take some time for the arrow to get there and you'll reload automatically after firing. The only issue is that, while steadier, aiming it compared to the other guns is slightly awkward seeing as how you have to be rather precise. Otherwise, a downright studly weapon.

FIREPOWER: 10.0
FIRING SPEED: 0.03
RELOAD SPEED: 0.03
CAPACITY: N/A
EXCLUSIVE: N/A
HANDLING: +++
SPACE: 3 X 7 slots

CUSTOM TMP (MERCENARIES)

Another weapon used exclusively by one of the characters in the Mercenaries game. Actually, it's their only weapon, and under normal circumstances with a TMP that would be bad news, but this one has a little bit more power to it than the raw stats lead one to believe. Even better for dealing with large crowds, and just fine at taking out single enemies as well. For the latter's purposes, I generally start firing into the gut of whoever's in front of me and moving my aim up until I hit the head, which stuns them and allows me to deal a killing melee attack.

FIREPOWER: 1.0
FIRING SPEED: 0.10
RELOAD SPEED: 1.17
CAPACITY: 100
EXCLUSIVE: N/A
HANDLING: ++++
SPACE: 2 X 4 slots

=====
= 06: WALKTHROUGH =
=====

CHAPTER 1-1: The Beginning

PATH TO PUEBLO

ENEMIES: FIVE CROWS and...

Well, here we are at the beginning of another game. Ahead of you, you'll be able to see a CROW on a branch in a tree. There's another CROW beneath him and one more CROW to the left of that one. To kill them all, I recommend staying at a distance, getting the one on top, then the one on the left, then the one on the right. This will yield a few hundred pstas and a SPINEL. Now make your way into the house nearby. Continue into the house and you'll get a scene. This is the first GANADO type enemy. Shoot him in the head, kick, and repeat. He'll fall quickly. You'll get a couple more scenes and then be faced with a pack of three more GANADOS. I recommend jumping out the lower window and standing them off by the crate. When you're done, pick up the items they

dropped and go back upstairs to grab some HANDGUN BULLETS (10).

Back along the path, you'll find a small storage shed, where you'll find a typewriter and some more crates to break open. Use your knife on these (using the L button). You should get another HANDGUN BULLETS (10), a GREEN HERB, and some pstas out of this.

In the distance along the main path, you'll see a couple of CROWS, sitting around doing as crows do. Kill them both to get some pstas and a HAND GRENADE, which could prove quite valuable in the not-too-distant future. You'll also find a wolf trapped in a beartrap. Release him or don't, but remember that no good deed goes unrewarded. Stick to the main path to avoid further beartrap incidents and continue on to the two trees.

A GANADO should have noticed you by now. You, on the other hand, should've noticed the beartraps between the trees and the dynamite traps strung on either side of them. You can lead this guy into the dynamite traps, no problem, but be careful that you're at enough of a distance so that you don't get blown up.

Further along the path you'll find another shack with some odd fixtures inside, and a GREEN HERB, plus some random items in the boxes, await you. Outside, there's a bridge, and two more GANADOS waiting, but they can be taken out from a safe distance. Cross the bridge (ignoring the dudes) and head down the path to one last shack, where a GANADO waits. In here, you'll be able to pick up HANDGUN BULLETS (10) and two more random items. Now head through the gates...

PUEBLO

ENEMIES: ELEVEN GANADOS, ONE CHAINSAW MANIAC (First wave)

FIVE GANADOS (Second wave)

~TEN GANADOS, ONE CHAINSAW MANIAC (Third wave)

Walk ahead and you'll be given the option to scope out the area ahead. In front of you, you'll be able to see four GANADOS rather plainly, but what you can't catch right away is that there are two GANADOS on the rooftops to the left, another GANADO on the side there, the two GANADOS on the right side of the houses, and the two GANADOS accompanied by a CHAINSAW MANIAC in the northeast corner of the village. That last group will rarely, if ever, come after you, but the CHAINSAW MANIAC does yield a RUBY, which is worth a cool 10000 pstas...

STUPID/GREEDY/PRO METHOD

Have two grenades handy on this one, of the regular variety. One will do, but two definately makes things easier. Run down the left side of the village, killing the female GANADO or just running past, and make your way for the northeast corner where you'll spot the CHAINSAW MANIAC and his two GANADO posse. Immediately toss one grenade as soon as they're in range. Usually, the CHAINSAW MANIAC will be blown forward, in which case you can stake out the area near the gate (which you can't open yet). Even if you can't, get into some kind of position where you can see the CHAINSAW MANIAC and have a clear line to throw the second grenade when he gets up. After that (or if you don't have the second grenade), you should switch to the handgun and start plugging at his head. Depending on how much damage you did to him earlier, he should drop fairly quickly, leaving behind the RUBY. Odds are that the major group of GANADOS will still be on their way, so you should have enough space.

When you're done here, skip down a bit...

EASY METHOD

Forget about the RUBY, start killing GANADOS covertly (preferably on the left side) and wait. Stay alert as you'll probably have to pick a GANADO or two off the rooftops to keep them from throwing things at you.

END METHODS

Eventually, you'll have a scene which involves another group of GANADOS giving a battle cry and charging in from somewhere in the village where you aren't at the moment. This is the second wave. Kill however many you need to in order to get inside the two-story house in the village. If you're at all familiar with the previews, you should know what's going on here, but if you don't, this triggers the third wave.

To your right, you're going to find a small group of GANADOS hammering on a window, so you might want to push the shelf in front of it. Ignore the barrels behind the stairs for now (or don't, there are also some HANGUN BULLETS (10) on a shelf back there) and head up to the second floor, grabbing the SHOTGUN off the frame (no trap this time). Next to you is a glass case, which you should knife to grab out the HAND GRENADE, and 1000 PSTAS nearby. Make a turn and run to the edge of the bed, where you'll find some more SHOTGUN SHELLS (5). Grab them and push the ladder out of the nearby window. From here, it's up to you; you can either back yourself into the corner near the bed and hold them off from there, chuck grenades out the window until you fill your kill quota, or you can toss a grenade out to clear the area beneath the window, then dive out into the fray where you'll meet more GANADOS and, if you're lucky, the CHAINSAW MANIAC which your newfound weapon should allow you to kill rather easily. He drops 10000 PSTAS, so it's well worth the trouble.

After you're done, you'll want to start exploring the village area. On top of one of the chimneys next to the two-story house, you can find some HANDGUN BULLETS (10), and around the roof of the two-story, there's a SPINEL. Head back down and go inside the single-story, grabbing the RED HERB in the box out back, then pick up the INCENDIARY GRENADE and SHOTGUN SHELLS (5) from the boxes and barrels. The busted shack beside the two-story has a box as well. Climb up the bell tower and you can find more SHOTGUN SHELLS (10). There's some HANDGUN BULLETS (10) by the wood sheds at the bottom too.

Now to explore the other side of the village. The crate behind the cowshed holds a valuable YELLOW HERB, and the path leading to the (blocked) door next to that has a shack with two boxes, one of them holding a FLASH GRENADE. The only thing left is the other big house on this side. Break the barrel inside, then go to the lock on the door and start kicking it until it busts (or, alternatively, use the knife to break it). On the bed you'll find 1000 PSTAS, and the box will yield SHOTGUN SHELLS (5). Outside of this house, you can also find a GREEN HERB by the wood shed.

Head up the path where the Chainsaw Maniac was (gone now) and pick up the HANDGUN BULLETS (10) and the file on the wall. You're finally done here, so go through the door.

FARM

ENEMIES: FIVE GANADOS

Seems a little peaceful by comparison. Dead ahead you'll see a FILE and a blue

thing hanging from the tree, which is explained by the file, but don't do anything with those just yet. Head around the corner and into the shack instead, break the barrel, and save if you have to. There's a GANADO in the barn, tossing hay, and another GANADO behind him tending to the cows. Kill them (this should go without saying) and crack open the barrel in the barn. There's another barrel further along behind the shack that holds an INCENDIARY GRENADE.

Continue to the far side of the house and kill the GANADO tossing hay there. This may alert the GANADO in the loft of the house, and the one adjacent to the house, but neither should pose any difficulties. Inside the house, you can find a SPINEL and 1000 PSTAS after opening the cabinets, and HANDGUN BULLETS (10) and 1000 PSTAS after breaking the barrels. In the loft, you can find more HANDGUN BULLETS (10) in the cabinet. Now climb out the window and run to the left, jumping off by where the ladder is. You can't go through this door just yet, but in the crate and in the barrels inside the shack you should be able to find some goodies, including another SPINEL. Climb back up and run to the edge of the platform, then jump off and break the box to find a BEERSTEIN. Don't sell it right away, as you can add three items to increase its value. Push the shelves out of the way to get out of this area.

You may think it's about time to blow this popstand, but there are a few things we should take care of first. To start, head over to the well that's by the typewriter hut, shoot out the plank holding the lid up, then shoot the shiny to get a PEARL PENDANT. The other matter is the file and the blue objects. The file states that if you destroy ten of the blue medallions, you'll get a reward, and if you shoot all fifteen (seven of them here, eight later on), you can get a bonus. Well, start off by plugging the one hanging from the tree in front of you, then continue by shooting the second out of the top window of the barn. Behind the barn you'll find the third in a tree on the right side. The fourth will be hanging from the top window in the house, and the fifth will hang from the roof on the other side. Climb into the loft again and head to the left, and you'll see the sixth hanging from the windmill and the seventh above and to the left of the blocked door.

NOW, you can move on.

****PATH TO SHANTY****

ENEMIES: SEVEN GANADOS

Whenever you see a couple of skulls hanging from an X-shaped sign, learn to take it as a sort of warning. Run down the path, but keep your thumb close to the A-button and your index fingers near the L and R. You may need the B too.

Once that's over with, continue down through the tunnel. There's no point in heading back, other than to shoot a couple of GANADOS standing on a bridge that will throw things at you. In the tunnel, plug the two shyns for two SPINELS. Stop before the end, as there's a GANADO there rocking back and forth with a dynamite in his hand, and he can make things difficult for you if he gets up and notifies his buddies. They'll find out either way, as you'll have to kill them eventually, but go around the right side of the building to get in, as to avoid the beartraps and dynamite wires. Climb into the building and somehow kill the three GANADOS inside without blowing yourself up. You may be hearing some explosions from the other side now, and that's because there's another GANADO on that side. Luckily, you can just poke your head out the hole and shoot him dead. Inside this building, you'll find some HANDGUN BULLETS (10) in the barrel and a HAND GRENADE on the shelf in the other room. Outside, near where the other GANADO was, there's a lean-to that has a SPINEL in one of the boxes. Before you go charging into the big shanty, shoot down the nest from the tree to get a RED CATSEYE, for use with the beerstein, and break the

box on the right side of the house for a chance at more goodies. Knock the lock off the shanty and enter.

Inside, you'll see HANDGUN BULLETS (10) on the table right off, and there are 1000 PSTAS in the cabinet nearby. Save if you have to, but continue on and back yourself into the near corner of the hall, then shoot the trap. Do the same in the next room, then grab the 1000 PSTAS and the GREEN HERB from the cabinet. Push the shelf out of the way to get into the other part of the room, then open the armoire inside to end the chapter.

CHAPTER 1-2: Escape From the Valley

****VALLEY STORAGE****

After some scenes and a little button pressing, you'll be on your way. Pick up the HANDGUN BULLETS (10) on the shelf and some RIFLE SHOTS (5) on your way out. Save again, if you really have to. Outside and around the corner, break the barrel for a GREEN HERB, then head around the other side to meet up with the merchant.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* Attache Case M (30k) * Handgun FP (1.2, 7k) *
* Treasure Map (Village) (10k) * " " FS (0.40, 5k) *
* Handgun (6k) * " " RS (1.47, 4k) *
* Shotgun (20k) * " " CAP (13, 4k) *
* Rifle (12k) * Shotgun FP (4.5, 15k) *
* TMP (15k) * " " RS (2.43, 7k) *
* Rocket Launcher (30k) * " " CAP (8, 8k) *
* Scope (Rifle) (7k) * Rifle FP (5.0, 20k) *
* First Aid Spray (10k) * " " RS (3.23, 8k) *
***** " " CAP (7, 6k) *

Sell what you don't need here, like the SPINELS, the PEARL PENDANT, and RUBY, if you picked it up. Buy the larger Attache Case M and the RIFLE and SCOPE (RIFLE). Anything else is gravy, but on the whole, rather unnecessary once you're accustomed to the game.

Further along this path are two more barrels for smashing, but you're probably more concerned with leaving this place. Combine the rifle and scope, then equip them and head for the small opening to the right of the exit. Start picking off various GANADOS with headshots. All told, there are about seven of them wandering around that you can pick off without anyone noticing. Even if one of the GANADOS on the right charges you with the pitchfork, you should keep going and try to collect 'em all.

****VALLEY FORTRESS****

ENEMIES: FORTY GANADOS (including those you may have picked off)

Basically, as soon as you enter this place and are noticed, music will start playing and GANADOS will start spawning non-stop. There isn't any specific way of strategizing this other than to warn you. A lot of them have dynamite as well, but try to play that into an advantage for you.

First, you'll want to run up the criss-crossing cliffs on the right side until you reach the sandbags. Break the barrels, get the goods (RIFLE SHOTS (10) and

PSTAS), and open up the chest to get the EMBLEM (LEFT HALF). Before running back down, you might want to wait for a bit and let some more GANADOS come to you, provided you have the red explosive barrel still there waiting to be popped.

Make your way down the cliffs (a lot of GANADOS will charge you here, so come prepared). By this time, it's possible that you've killed around thirty GANADOS, so you'll be close to killing the last four, which are stationary. At the edge of the bridge, pull out your rifle and snipe the one on top of the building to your left. Inside that building are three more GANADOS. If you're entering it by making a left and going over the short plank bridge, two GANADOS will be next to the ladder and another will be further along near a door (assuming that your firing didn't alert them). You can pick up SHOTGUN SHELLS (5) in the first room here as well. In the second room with the ladder, you can pick up some HANDGUN BULLETS (10) on the box and a FLASH GRENADE in the locker. Now climb up the ladder and open the chest to get the EMBLEM (RIGHT HALF). Combine it with the other piece to get the HEXAGONAL EMBLEM. There's a barrel on top here, and another behind where the locker was on the outside.

By now, you should have killed all the GANADOS and the music should stop playing, but if it hasn't, you still have a few more to go. Run up to the high ground on this side and break the barrels, then turn around and face the GANADOS that spawned behind you. Inside the nearby building, you can pick up 1000 PSTAS and a YELLOW HERB from the lockers. There's also a barrel for the breaking if you climb both ladders nearby.

When you're done here, use the HEXAGONAL EMBLEM on the door and open it.

****VALLEY REFINERY****

ENEMIES: TWELVE GANADOS

Head down the path to the doors. There will be a barrel on the right just before it, and another two to the left. Inside, there's a barrel on the left, but the door on your right is the goal. Down the path are four more GANADOS, so kill them and move on until you find the windows. Beyond them are five GANADOS hiding behind a barricade, a number of which will be tossing dynamite. See if you can't alert the group, then kill one of them holding the explosive to take out the whole group. As you go deeper into the room, shoot the traps on the right and grab the HANDGUN BULLETS (10) and SPINEL from the furnaces, then break a barrel nearby.

The door near the barricade is your goal here, but there are two GANADOS inside so stay alert. Once inside, make a left and break the planks to get into a small room and pick up an ELEGANT MASK, which can be combined with some things you'll find later. Break the two barrels in the area and go through the door around the corner. Down at the bottom of the stairs and around the corner, you'll meet up with the last GANADO, who will probably make one of the alert yells despite there being no other enemies in the area. Kill him. After that, you might want to jump down to the pit on the left and kill some fish to get some life. You could also pick up a FLASH GRENADE, 1000 PSTAS, and HANDGUN BULLETS (10) down there. When you're done, climb up the ladder.

****MENDEZ' RESIDENCE (REAR)****

ENEMIES: THREE CROWS

There are some CROWS near a dynamite trap. Do the math, though you may want to subtract the crow closest to you beforehand. To the left is another well with a jewel, so shoot the plank out and grab the BRASS POCKET WATCH after it lands. There's some stuff to break in the shack to the left, but your goal is the back of the house in front of you. Just be sure to shoot the traps along

the way.

When you get to the top, you'll find your first puzzle of the game...

```
+++++
+ [INSIGNIA GLOBE PUZZLE] +
+ +
+ In front of you will be a globe with a mark shaped +
+ like a plus sign, flanked by two symbols identical +
+ to the one on the hex emblem. Get used to seeing +
+ it in this game. +
+ +
+ The goal here is to make the center globe look like +
+ that symbol. Now if you look very carefully at the +
+ globe, you'll see a little prong at the bottom that +
+ resembles one of the lower "arms" on the symbol. +
+ Flip it up once to gain access to that. +
+ +
+ Now you're looking at a spikey version of the +
+ symbol that doesn't quite look right. To change it +
+ to the more familiar form, rotate it either to the +
+ left or the right. Either way works. +
+++++
```

This will open the way to Mendez' bedroom. To the right is an armoire with 1000 PSTAS inside. Grab the FILE on the corner of the bed and get the HANDGUN BULLETS (10) from the desk, but your goal is the INSIGNIA KEY in the case in front of you. Now head out the door to the end of the chapter.

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CHAPTER 1-3: The Church and The Lake
*****
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****MENDEZ' RESIDENCE (FRONT)****
ENEMIES: TEN GANADOS, ONE CHAINSAW MANIAC

For some added fun, you can go back in the door next to you for a bonus scene. But more likely, you'll just want to get on with the game, so check the cabinet behind you for a GREEN HERB. On the other side, there are some stairs and a bathroom behind them, but there's just a GANADO in there, so don't bother. Turn right and explore the corridor to get an INCENDIARY GRENADE from the shelf and 1000 PSTAS from the cabinet. Head out (save at the typewriter, if need be) and go into the kitchen, opening the oven to get a BROWN CHICKEN EGG.

Outside, there are a bunch of GANADOS, but first you'll have to deal with three of them flanking a CHAINSAW MANIAC. Grenades help this situation immensely, and so does some proficiency with the rifle. You can safely plug the maniac in the head every time he stands up to avoid him getting too close. Pick up the RUBY once he bites it, then continue on and shoot a SPINEL out of the nest in the tree up ahead. Further along there's a shack with a GANADO couple and a RED HERB in-a-box, and beyond that, another tree with a nest (this time, it's TMP AMMO (50)). Still not done here though, as a pack of four GANADOS guards the exit. Again, grenades are loads of fun here.

****PUEBLO****
ENEMIES: TEN GANADOS

There are ten GANADOS that appear in this area, but only eight of them will come charging up the hill at you. The other two are atop the buildings in the distance, so use your rifle to pick them off. Again, there's no real strategy

here other than backing yourself into a corner and fending them off, so don't worry about it. When you're done, you can use the INSIGNIA KEY to unlock the door with the same symbol near the tower.

****VILLAGE TUNNEL****

It's a save room! Pick the HANDGUN BULLETS (10) off the shelf and break the box on the stove. The door beyond will lead you to a barrel (with TMP AMMO (50) inside) and a ladder. First, shoot down the oil lamp to get another SPINEL. Jump down the trap door and run down the hall until you get to another oil lamp. Shoot that down and some shyns will start to appear on the walls. Knock 'em all down to get two SPINELS and an ELEGANT HEADDRESS. There might also be some PSTAS in the box.

Further along you'll find your friend and mine, the merchant. Sell the RUBY, the SPINELS, the BRASS POCKET WATCH, and the ELEGANT HEADDRESS. I sell my TMP AMMO too, but I never use the blasted thing anyway (nor do I recommend it). There's not much that's new and exciting to buy here, so you may want to head through the door and up the ladder.

```
*****
*****MERCHANT*****
*   BUY (NEW)      *   TUNE UP (NEW)   *
* Stock (TMP) (4k) * TMP FP (0.5, 7k) *
***** TMP RS (1.93, 5k) *
***** TMP CAP (50, 7k)  *
*****
```

****CEMETARY****

ENEMIES: THREE CROWS, TEN GANADOS, ONE SNAKE

Walk up the path and shoot down the nest overhead for some RIFLE SHOTS (10). At the edge of the cemetary, you'll get a scene and a view of three CROWS scattered about. Kill them and this will alert the two GANADOS in the area nearby, leading them both to charge you. Deal with it, then enter the shack for some HANDGUN BULLETS (10) and two boxes, one of which will have more HANDGUN BULLETS (10).

You may be noticing the return of the blue medallions here, so shoot one of of the tree on the left, one out of the tree on the right, and one from the tree next to the shack. That's ten down, but for the purposes of getting the special upgrade, don't go and retrieve your prize just yet.

Instead, climb the path where you'll meet up with three more GANADOS, one of which will have dynamite. Kill 'em all and take the goods, then examine the church door as you can't progress without at least trying that.

After the scene, shoot the eleventh medallion on the left side of the church.

Now you're going to want to head down the right side of the church to search the area. The door you'll find is locked, but beyond that is a GANADO couple, one of which has more dynamite.

When you kill them, you can progress and find the twelfth blue medallion on the far corner of the roof, but what of the pedestal in front of you? Kind of smells like a puzzle to me...

```
+++++
+ [TWIN SYMBOL PUZZLE] +
+ +
```


****MINING FORTRESS****

Nothing else to do here but take a right and go out the door.

****SWAMP****

ENEMIES: TWENTY-FIVE GANADOS, SNAKES!

See the skull sign, and be aware of it's connotations. But first, check the shack next to you for a barrel and some HANDGUN BULLETS (10) on the table. After you've evaded danger again, turn around and fire at the shiny to get a SPINEL.

Further along in the swamp, you'll see a few GANADOS and a few dynamite traps. Try to combine the two if you can. As you continue along the bridge, the GANADOS that pushed the boulder, about five of them, will start coming at you from behind, so fend them off. Once things cool down a bit, you might want to search the shack, where you'll find boxes containing SHOTGUN SHELLS (10), TMP AMMO (50), and a SNAKE. Also on one side of the beginning of the bridge, you can pick up a HAND GRENADE. Another pack of GANADOS should charge you, but that's nothing unusual.

Now, it's time to search the right side of the swamp. Blow up both of the dynamite traps (or just the the second, if the first was already triggered) and continue on until you see a tiny bit of dry land with a tree to the left. Shoot the nest in the tree and you'll get an ANTIQUE PIPE. There's also a little slope that can lead you back up to the bridge, where you can find an INCENDIARY GRENADE. Once you reach the other side of the swamp you should find the last pack of GANADOS, about seven all told. Kill them all then go inside the shack to get more HANDGUN BULLETS (10). The box just has a snake in it, so do with that what you will. Continue along the path and go through the door.

****LAKE (WEST)****

You can head down the upper path if you want an extra scene, but it's really rather unnecessary. On the lower path, shoot the nest from one of the trees to get a GOLD BANGLE W/ PEARLS. Inside the shack, you'll find a box with a YELLOW HERB and a pack of HANDGUN BULLETS (10). The shack further along has a typewriter, a GREEN HERB, and a barrel. You might want to save soon. When you're done, get in the boat and drive to the other side. Don't shoot into the water unless you want something bad to happen.

|[BOSS FIGHT #1: DEL LAGO]+ |
|[DIFFICULTY: EASY]+ |
|Not exactly what you expected, and I don't know that it's involved with the |
|the parasites either. Del Lago will mostly drag you around the lake and |
|occasionally into the stumps floating in the water, which you ought to steer |
|around. Sometimes it'll make a quick turn and try to knock you off course, |
|but again, keep steering around it and you'll be fine. Keep throwing the |
|harpoons at it when things are clear, and don't worry about ammo, as they're |
|infinite. It's third attack is to disappear under the water and then |
|reappear on one of the far sides of the lake. You won't be able to tell |
|where at first, but some arrows will come up on the screen pointing to it. |
|Throwing harpoons at it in this stage seems to deter it from knocking your |
|boat over, so there's little risk. After 20-25 harpoons, it'll die and the |
rope will start dragging you under, so think fast and keep hacking at it.

LAKE (EAST)

After a few scenes, you're in a cabin on the east part of the lake. Pick up the FILE on the bed, the HANDGUN BULLETS (10) on the table, the FLASH GRENADE on the shelf, and whatever's in the box, if anything. Save on the typewriter if you want.

Head back out to the docks. There are a lot of fish out here, so if you're in dire need of refilling your health, you can go hunting, either with your gun or inside the boat using the infinite harpoons. Get back into the boat either way and head across to the blue lights, which indicate a merchant shop.

LAKE SHOP

Before you talk to the merchant, you might want to break the three barrels on the right (one has HANDGUN BULLETS (10)), then shoot up at the torch to make it drop a SPINEL. Go to the left, break the barrel, then then push the crate to the end, hang a right, break the other two barrels, and climb the ladder. Solve the box pushing "puzzle", and break the barrels to get 1000 PSTAS and a GREEN GEM, which you can combine with the Elegant Mask. You can also jump down the ladder to get behind the Merchant, where there will be some RIFLE SHOTS (10). Talk to the Merchant and do what you have to, selling off what goods you don't need, etc.

*****MERCHANT*****

* BUY (NEW) *	TUNE UP (NEW)	*
* Nothing new *	Shotgun FP (5.0, 20k)	*
*****	Shotgun CAP (10, 10k)	*
*****	Rifle FP (6.0, 12k)	*
*****	Rifle CAP (9, 8k)	*
*****		*

LAKE (EAST)

Head back for the docks you just came from, which are straight ahead and slightly to the left. You could go to the other side of the lake, if you wanted to, but there's nothing new over there, save for some HANDGUN BULLETS (10), and beyond that there's a new vicious enemy you'll find out about later, so don't bother. Get off at the docks and go down to the door.

UPPER WATERFALL

ENEMIES: ONE GANADO and...

Walk forward and you'll get a scene which will reveal a frightening new enemy, along with a GANADO behind him. These enemies will appear at random, and there's no particular way to kill them aside from shooting the head, hopefully with something powerful. If you have a flash grenade, these will also kill them instantaneously.

When the parasite head dies, it drops 5000 PSTAS. Continue on and jump across the platforms. You'll have to cross back further on, but first off you'll want to break the barrel at the end of this path for a HAND GRENADE. Jump back over to the other side, then pull out your rifle. Walk to the edge and on the left side, there's a small tower where you can snipe a GANADO. Now climb down the rope...

LOWER WATERFALL

ENEMIES: FIFTEEN GANADOS (including the one you sniped)

Walk forward a bit, then snipe the SPINEL off the wall. If you climb up the nearby tower, there's a HANDGUN BULLETS (10) and a barrel. From here, shoot the chain on the box to open up a path across the river. On the other side, turn right and climb up the ladder to break a barrel and get a GREEN HERB, and shoot the shiny on the pipe to get an AMBER RING. Now repeat the process you just used with the boxes to get another bridge across the water. There's another barrel on this sidke, but the goal is the ladder, where you can flip a switch to divert the current.

As you cross the boxes on your way back, the other fourteen GANADOS will make their appearance. If you really want it easy, jump over the boxes again and wait for the GANADOS to try to do the same. You can shoot them off easily and they'll drown.

In the cave, you can grab the ROUND INSIGNIA that will let you open the church, then the path will lead to...

****LAKE CAVE****

Two barrels here. Get on the boat and ride to...

****RIVER SHOP****

There's nothing here that's new, but you can save and you might want to. When you're done here, climb up the ladder and prepare yourself.

****MINING FORTRESS****

Two barrels in front of you, and one will have a GREEN HERB. Head to the left and into the main arena and you'll get a scene...

|[BOSS FIGHT #2: EL GIGANTE]|
|[DIFFICULTY: EASY]|
|There's nothing to like about this fight, particularly with how he'll break |
|the houses which typically hold goodies. It doesn't seem to matter where |
|you shoot him, but I still try for the head with the RIFLE or SHOTGUN. |
|After some time passes, the dog that you saved earlier will come to help you |
|distract it which makes things easier. El Gigante will either charge you, |
|stomp on you, or grab you for his main attacks. The grabbing can be solved |
|via the knife, but everything else you should be able to dodge easily (you |
|can run through his legs). He has been known to bowl rocks at you, so stay |
|alert. If he walks over and grabs a tree, he'll start swinging that at you, |
|so get around that by tossing flash grenades, which will cause him to drop |
|it. When you do enough damage to him, he'll fall to his knees and the |
|parasite will appear on his back, so hop on and slash at it. Do this |
routine three times and he'll drop dead.

Gigante will drop 15000 PSTAS upon death. Depending on how you fared in this battle, the three shacks will be either secure or shattered. The east one has a SPINEL, SHOTGUN SHELLS (10), and 1000 PSTAS, the middle one has HANDGUN BULLETS (10) and 1000 PSTAS, and the west one has TMP AMMO (50), a SPINEL, and a GREEN HERB. There's also some additional treasure around here, and back by the carts and kindling you can find a RED HERB, a YELLOW HERB, and HANDGUN BULLETS (10). There's another barrel on the way to the door as well.

****CEMETARY****

ENEMIES: THREE COLMILLOS

Head up the path, jumping the gaps when needed. The shack will have two new boxes to smash. Continue on, but get your shotgun out, and when you see a dog-like figure ahead, fire. These are COLMILLOS, and there are three of them. Kill them all quickly because they get nastier if you leave them alone. Once you've killed them all, use the ROUND INSIGNIA on the door and go inside.

VILLAGE CHAPEL

Up ahead, you can raid the collection plate for 3000 PSTAS. To the right of the entrance is a barrel with a FLASH GRENADE, but your goal is the ladder on the left side. On the upper level, jump across on the chandelier, and run around the right side to break two barrels, one of which will hold an INCENDIARY GRENADE. But now, it's puzzle time...

```
+++++
+ [KALEIDOSCOPE PUZZLE]           +
+                                 +
+ Well, it's not really a kaleidoscope, but still. +
+ The goal here is to get each of the individual +
+ color wheels to match up with the whole image in +
+ the center.                                 +
+                                 +
+ Notice the large red chunks on the ride side of the +
+ central image? Turn the red twice to make it fit. +
+ The green is primarily on the left side, so turn it +
+ three times to line up those pieces. Last, we have +
+ the blue wheel. It's kind of hard to tell with +
+ this one, but notice how there's more blue at the +
+ top and bottom and it's purple in the middle? Turn +
+ that once to get it in order, then combine them. +
+++++
```

Now you have access to the door in the center, so it's time to head right and visit Ashley. Break all the barrels in here to get some goods, two boxes of HANDGUN BULLETS (10), a GREEN HERB, and other goods, then turn around and jump down the ladder. Catch Ashley, then continue into the chapel to end the chapter.

CHAPTER 2-2: The Great Standoff

CHURCH STORAGE

No enemies here, but you can get 1000 PSTAS, a RED HERB, and HANDGUN BULLETS (10) here. Exit when you're ready.

CEMETARY

ENEMIES: ~TEN GANADOS

You may be thinking it could be bright idea to charge back into the church, but the crossbow monks are still there, so don't.

Instead, walk forward, pause for a second, then shoot the cart to run down most of the GANADOS. In the shack, the boxes are back and you can grab more HANDGUN BULLETS (10), and the nest from last time will also yield HANDGUN BULLETS (10), but your goal should be the ladder and the tunnel.

huge battle as soon as you cross this bridge, so be prepared.

Once you're inside the cabin, Luis will be helping you and Ashley will be in hiding. Don't shoot at Luis. It's not like he can get damaged, but if you shoot him too much, the game is over. Push the shelves to barricade the windows and then run around collecting the items on this floor, which will include some SHOTGUN SHELLS (10), a RED HERB, and a YELLOW HERB.

The group outside will eventually bust in, and there will be forty of them all told that you'll have to kill. If you have grenades, huck 'em out the windows when there are too many GANADOS coming from any one of them. Use flashbangs only when overwhelmed by parasite heads (this will happen). Otherwise, you can snipe through the windows for giggles, but it's really not advised.

During the fight, Luis will toss you HANDGUN BULLETS (10) at fairly regular intervals.

After a certain length of time, Luis will suggest the two of you run upstairs. Ladders will start crashing through the nearby windows, but push them out with some regularity and you should be safe. In the meantime, other groups of GANADOS will be charging up the stairs and you'll just have to deal with that, preferably by standing guard at the top with a shotgun. On the top level here you'll find another FLASH GRENADE, a GREEN HERB, and an INCENDIARY GRENADE, all of which you can probably find a use for. When you've filled your kill quota, the chapter will end.

CHAPTER 2-3: Two Paths and a Duel

CABIN

The enemies are all gone, so run through the house and see if there's anything you've missed or didn't have a chance to pick up the first time. To your left upon leaving is a box of HANDGUN BULLETS (10) atop a woodpile, and another pack of TMP AMMO (50) next to the house. Chat with the merchant and do your business, but then you might want to check out the shack and grab the FILE, which will explain what you're up against, and the typewriter. I recommend saving.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* Punisher (20k) * (none) *

From here, depending on how you choose to handle this, you'll be taking the left path, which will feature a ton of ganados and a couple of female chainsaw maniacs, or the right path, which will feature a fight with an El Gigante in very tight quarters. Me, I pick both, but let's start out with the left side. Scroll down if you want info on the right (hope you have fire grenades for the left side and flashes and standards for the right).

LEFT PATH

LEFT PATH
ENEMIES: ELEVEN GANADOS (First wave)

FIVE GANADOS, TWO CHAINSAW MANIACS (Second wave)

~TWELVE GANADOS (Third wave)

The first thing you'll want to do here is stash Ashley in the box ahead. The second thing? Run like hell back to the door and wait for the standoff. Two female GANADOS charge you right off, followed by three GANADOS from the sides and one GANADO from atop. Shoot the cart to clear out a few of 'em. Continue on and you'll see a female GANADO pacing the high ground, and male GANADO further along. Kill them both (rifle) and climb up the ladder. There are three more GANADOS circling the central pit here, and you should kill them all. You can move Ashley up to the safety of the new dumpster up here, but you don't have to just yet. Before you go jumping into the central pit, you'll want to break the barrel on the platform for a GREEN HERB, then jump down the smaller, secondary pit for some SHOTGUN SHELLS (10) and a RED HERB in a barrel.

Now you should be ready to take on the central pit and the second wave (after you've reloaded, of course). Go to the far side of the pit and kick down the ladder next to the dumpster. When you jump in, this triggers the second wave, two female CHAINSAW MANIACS and five GANADOS. Climb up the ladder on the opposite side, then kick it down. This buys you a good chunk of time with which you can back yourself into a corner and start sniping off anyone in the area, particularly the chainsaws. Keep knocking that ladder down in the meantime. When you've killed both of them, one will drop a RUBY and the other will drop the CAMP KEY. Jump back down into the pit, break the barrels (HANDGUN BULLETS (10)), then call Ashley out and catch her when she arrives.

The third wave is a bit tricky, so tell Ashley to wait behind in here where they won't be able to find her. Unlock the door, then hang a right and break the box for more HANDGUN BULLETS (10). Open the door, break the barrel, and jump down into the hole where there's another barrel (HANDGUN BULLETS (10)) and a HAND GRENADE. Climb back up and break the planks to the right of the door and continue on to some breakables and, inside, a FLASH GRENADE and a RED GEM. Around the other side of the path you can find the third wave, twelve GANADOS total. Kill 'em all, then break all the barrels nearby, which contain at least two boxes of HANDGUN BULLETS (10), then call Ashley out. Unbar the door here, then either head out or go back to the interchange and take the right path.

RIGHT PATH

RIGHT PATH

ENEMIES: EL GIGANTE

I don't recommend doing this unless you have at least two hand grenades.

Walk forward for a bit and the El Gigante will drop in from behind you. With Ashley around, this is, in a lot of respects, much more difficult than it would be solo. Not only are the quarters incredibly tight, but Ashley spends the first half-minute of the fight gawking at the boulder overhead, and if you try shooting she's just going to waste your time by ducking as the Gigante approaches. If you haven't gathered as much already, Gigante isn't too fond of Ashley and will kill her rather easily, either by falling on top of her or by conventional means. Thus this whole ordeal can take FOREVER to complete because she's too stupid not to get killed. Shooting down the boulder is a nice fix to stun him, but it does too little damage for how much pain it is to aim at it, so you're better off hucking what grenades you have (flash and standard) in an effort to knock him down and get your slashes in. If he gets too close, run between his legs just as you did in the previous fight. You may also choose to shoot the chains off the nearby door and continue running, but

if you do that, Gigante will eventually destroy the goodie huts, which are one of the few reasons you have for taking this path. When you know you're about to kill him, tell Ashley to wait a ways away, then jump on and do the stabby. 15000 PSTAS is your reward after the battle.

Continue on and you can get HANGUN BULLETS (10), TMP AMMO (50), 1000 PSTAS, and a SPINEL, and an INCENDIARY GRENADE in the first hut, a box outside, and the OLD KEY, three boxes of HANDGUN BULLETS (10), and 2000 PSTAS in the second hut, along with yet another box of HANDGUN BULLETS (10) outside. You can also aim at the shiny in the bucket to get a PURPLE GEM.

If you've finished up around here, use the OLD KEY on the door at the far end and either exit or take the left path, if you're feeling more adventurous.

END PATHS

UPPER CANYON

ENEMIES: THIRTEEN GANADOS

Which path you came out of will determine your location, but if you came out on the left side, you should double back to the right where there's a house with HANDGUN BULLETS (10) outside, and a FILE, RIFLE SHOTS (10), and a typewriters inside. When you're done there, you might want to head over to the nearby merchant platform, where you can break a barrel for a HANDGUN BULLETS (10) pack and sell your junk, but there's nothing new and exciting available.

Head to the left side of the path, past the big door you can't yet open, and you'll find a gondola service. There's HANDGUN BULLETS (10) in the barrel on the right, but before you get on the gondola, you should head over to the left side, pull out your rifle, and snipe the two GANADOS in the distance. This will make your life a lot easier.

Reload when you're done and hop on. You'll have to shoot another eleven GANADOS off the neighboring gondolas, but keep using the rifle and you'll do fine.

LOWER CANYON

ENEMIES: THREE GANADOS

In the control center nearby, you can grab a FLASH GRENADE and a pack of HANDGUN BULLETS (10). Continue along down the first set of stairs, but tell Ashley to wait here. Go into the cave and see if you can edge around the corner until you have a clear shot of the dynamite in the hand of one of the GANADOS. Shoot it to take out both of them. Further along, there's a ladder with a GANADO waiting at the top, so snipe him off and climb up. Inside the chest here, you'll find the YELLOW CATSEYE to complete the Beerstein.

Get Ashley and head down the second set of stairs, where you'll find the merchant, a typewriter, and some SHOTGUN SHELLS (10) and TMP AMMO (50). Continue on when you're ready.

TORTURE CABIN

ENEMIES: ...

You'll tell Ashley to wait once you reach the house (don't bother going down the side). Once inside, you'll have to dodge something pretty soon, and then, it's on.

|[BOSS FIGHT #3: BITORES MENDEZ A]|+
|[DIFFICULTY: INFANTILE]|+
|AKA, the Mendez-pede. For as large and imposing as he is, this form is |
|surprisingly easy to beat. Mendez lacks the ability to charge and will |
|maintain the same approximate pace whenever he walks towards you. His |
|attacks, which consist of swinging his shoulder blades grabbing you and |
|swinging you around, or doing a bear hug on you, which will likely follow an |
|attack where he smacks you upside the head to stun you (though it does no |
|damage at all). His attacks are rather easy to dodge, and there is more |
|than ample space to use on the sides. So whenever he gets too close to you, |
|run straight past him (dodging, while you do this, will cause you to dive |
|back in front of him, which makes it rather pointless to try, though he |
|can't usually attack you in time even if you do mess up). The weakpoint you |
|should aim at is the spinal column (head works too), either sniping it with |
|the RIFLE or pulling out the RED9 or PUNISHER and blasting it at a much |
|faster rate (which I highly recommend). I wouldn't use the SHOTGUN here, as |
|it wastes ammo. There's an explosive barrel you can blow up near the ladder, |
|and that can take a significant chunk off his life. Your attacks will stun |
|him periodically on their own, either causing his jaw to drop or making him |
|lose balance and fall backwards while his legs keep going, but neither seem |
|to be dependant on quality shots or how much life you've taken away. You |
should be able to kill him without taking any damage at all.

After a yucky mutation scene, you get to play around some more with this...

|[BOSS FIGHT #4: BITORES MENDEZ B]|+
|[DIFFICULTY: EASY]|+
|Mendez got no legs now and seems pretty pissed about his future inability to |
|dance. The appendages on his back are now used to allow him to swing from |
|pipe to pipe at the top of the room. This makes it a bad idea to stay down |
|on the floor, so take it to the upper level via one of the ladders. Get to |
|the end of the room and snipe him at a distance, then either TMP or SHOTGUN |
|him when close. Just be warned that if he does get close, he'll try to maul |
|you with his claws or stab you with his shoulder blade, which ends up doing |
|a lot of damage. Either run to the sides when he gets too close or just |
|bear it and pick up any healing items you can find nearby. An unusually |
|solid tactic here is to stay on the short end of the upper level (i.e. near |
|the ladder) and run from one side to the other there shooting Mendez as he |
|tries to track you at a much slower pace. Another trick is to toss out |
|flash grenades. When they go off, Mendez will lose his grip and fall down, |
|but be warned, he pops up rather quickly and you should plan ahead for that. |
|There are a few spots on the upper level where you can hide from Mendez |
|successfully and avoid attack. I've done it in the upper left corner |
|(relative to the ladder), but I had more success hiding behind the pillar of |
|the barricade on the left side of the second floor. It isn't necessary to |
|hide (and sometimes difficult to do, so don't bank on it), as this is the |
last boss fight for a while, but it does make things easier.

There's a lot of things to pick up here, including TMP AMMO (25), an INCENDIARY GRENADE, a SPINEL, a GREEN HERB, SHOTGUN SHELLS (10), and HANDGUN BULLETS (10) on the lower level, and more HANDGUN BULLETS (10), a HAND GRENADE, a RED HERB, a YELLOW HERB, and another GREEN HERB up top. Don't forget the FALSE EYE and your 30000 PSTAS before jumping out and leaving this place.

LOWER CANYON

Take the gondola back up. Nothin' doin' here.

****UPPER CANYON****

Head for the big door and use that FALSE EYE to open it.

****PATH TO CASTLE****

ENEMIES: ~TEN to TWELVE GANADOS

Grab the HANDGUN BULLETS (10) next to you, then pull out your rifle right away because there's gonna be trouble soon. Walk forward and the three GANADOS ahead will be run down by a truck. Snipe the driver as soon as you're able, then wait for the truck to crash, yielding 5500 PSTAS if you check it. GANADOS will start pouring out soon from the gate behind you, so whip around and kill the sods. Up on an outcropping ahead you can get a VELVET BLUE and HANDGUN BULLETS (10) from the barrels, but your goal is the bridge ahead.

CHAPTER 3-1: Castle Gates

****DRAWBRIDGE****

You're safe for the time being, and there's also a bunch of items to get in this room. Talk to the merchant inside the hut and trade in your rifle for a SEMI-AUTO RIFLE and scope. Also, if you aren't planning on using the shotgun to the end, trade in for a RIOT GUN. You should also by the ATTACHE CASE L, but that goes without saying. When you're done bartering/upgrading, pick up the GREEN HERB and save near the typewriter, if you wish.

*****MERCHANT*****

* BUY (NEW)	* TUNE UP (NEW)	*
* Attache Case L (40k)	* Handgun FP (1.4, 10k)	*
* Treasure Map (Castle) (10k)	* Handgun FP (1.6, 15k)	*
* Blacktail (24k)	* Handgun FS (0.33, 12k)	*
* Broken Butterfly (38k)	* Handgun RS (0.87 10k)	*
* Riot Gun (32k)	* Handgun CAP (16, 6k)	*
* Rifle (semi-auto) (35k)	* Handgun CAP (19, 8k)	*
* Mine Thrower (28k)	* Shotgun FP (6.0, 25k)	*
* Scope (semi-auto rifle) (10k)	* Shotgun RS (1.50, 15k)	*
* Scope (Mine Thrower) (8k)	* Shotgun CAP (12, 12k)	*
*****	Rifle FP (8.0, 20k)	*
*****	Rifle RS (2.33, 18k)	*
*****	Rifle CAP (12, 12k)	*
*****	TMP FP (0.8, 18k)	*
*****	Red9 FP (2.0, 20k)	*
*****	Red9 CAP (12, 8k)	*
*****	Blacktail FP (1.8, 15k)	*
*****	Blacktail FS (0.40, 10k)	*
*****	Blacktail RS (1.47, 8k)	*
*****	Blacktail CAP (18, 8k)	*
*****	Butterfly FP (15.0, 25k)	*
*****	Butterfly CAP (8, 15k)	*
*****	Semi-auto FP (8.0, 15k)	*
*****	Semi-auto RS (1.90, 9k)	*
*****	Semi-auto CAP (12, 10k)	*
*****	Riot Gun FP (5.5, 20k)	*
*****	M.Thrower CAP (7, 25k)	*

In the barrel by the stairs, there's a SPINEL. By the trees, a pack of SHOTGUN SHELLS (10), and in the two boxes and a barrel, 2500 PSTAS and a SNAKE. Behind the merchant shack, you can pick up 5000 PSTAS as well. When you've finished up here, head up the stairs and go for the door.

****EXTERIOR GATES****

ENEMIES: Wait and see...

This area up ahead is pretty dangerous, but take Ashley with you anyway as the consequences if you don't could be messy.

Head around the corner and pick up some RIFLE SHOTS (5) from the box, then whip out that weapon and take out the two ILLUMINADOS pacing up ahead on the second level. As you get to the top of the stairs, there will be a scene, and bad things will start happening...

Pause for a second and wait for the blast, then run forward, hanging a left at the first opportunity. Down there, in a small room with a canon, you'll find some goods in the form of a VELVET BLUE and an INCENDIARY GRENADE in the barrels. Now run up and take a left under the small covered area. In there, pull out the semi-auto again and aim up, sniping both the red and black ILLUMINADOS. Alternatively, you can just aim at the exploding barrel nearby and take 'em both out. One down, three to go. Head around the corner and up the stairs, but at the opening you should pull out the rifle and snipe the explosive on the other side. Two down. Third one's a little tricky; first get on to the stone bridge, turn around, and moonwalk until you see the exploding barrel, then snipe that. The fourth one can wait, in the meantime, head for the little brick hut and kill the helmeted ILLUMINADO inside. Headshots will be completely ineffective. In the chest is a YELLOW HERB, and in the boxes are a VELVET BLUE and 2500 PSTAS. Around the corner outside, you'll find a chest next to the shack with a GOLD BANGLE. Now head for the upper bridge and, just before the stairs, peek through the hole and try to snipe the ILLUMINADO by the last catapult on your right. Once that's done, run up, find the crank, and start turning that until the canon appears. Fire it and you're done here. [If you're wondering why you can't leave Ashley behind for this, a stream of ILLUMINADOS will come pouring from the lower area once the catapults are triggered, and they stop once the cannon is fired. Chances are, you heard them chanting at some point during your ascent.]

Once the gates are blown up, you can head on through. You can also head down to where the gazebo got blown up and find a SPINEL, if you want it. There's a merchant waiting for you on the other side of the walls (?), but the only new thing he offers is an upgrade to the Riot Gun, and I generally avoid spending money on that anyway. There's also a SPINEL in the torch near the door, if you blow that up.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* (none) * Riot Gun FP (6.0, 24k) *

****SWORD ROOM****

ENEMIES: NINE ILLUMINADOS (one red)

This room can be a little tricky for those of you new to the game, and even some veterans. Take Ashley with you, lest bad things happen.

There's some HANDGUN BULLETS (10) ahead on the table, and 2000 PSTAS in a cabinet nearby. Equip a good gun (your shotgun or handgun) and head up the stairs, and around the right corner as you reach the top. Three ILLUMINADOS will be waiting for you up here, but you should only see one or two in front of you. After a scene, another wave of three will come up the stairs, followed by two more as you hear the door slam again. Kill them all, then start going down the stairs. You'll see a red ILLUMINADO, but the poor fellow is so insane you can shoot him from the top of the stairs and he'll never attempt to chase you. He will take forever to kill though, and chances are he's got parasites on the brain (new type, can instant kill at close range), but when he does bite it, he drops 4500 PSTAS.

On the table upstairs, if you haven't grabbed it already, is a box of PSTAS and inside the cabinet is a RED HERB. One of the boxes on the other side has a SPINEL. Go to the door here and take the GOLDEN SWORD, then go downstairs, take the PLATINUM SWORD there, replace it with the GOLDEN SWORD, and use the PLATINUM SWORD on the door upstairs. This will open the way.

****INTERIOR GATES****

ENEMIES: NINE ILLUMINADOS (Guardhouse area)
FIVE ILLUMINADOS (Storage area)

This area can be a little tricky with Ashley around, so I recommend leaving her by the big doors to the right that you can't open yet.

Go through the small door and you'll see an ILLUMINADO standing guard ahead. The guardhouse he's standing by contains five other ILLUMINADOS so be prepared, and use the explosive barrel to the right for added devastation. Inside the guardhouse, you can find a SPINEL in one of the barrels, 2500 PSTAS in a cabinet, and HANDGUN BULLETS (10) on the table. From the guardhouse, use your rifle to snipe the bow-wielding ILLUMINADO ahead. Continue on, but watch out for the two shield ILLUMINADOS down the path, as they can kill you with some ease in this small area.

In the storehouse, you'll find a GREEN HERB and a barrel with a VELVET BLUE. In the chest nearby is the CASTLE GATE KEY, which is your whole reason for being here. Unfortunately, once you snatch that, ILLUMINADOS start pouring in, so you may want to use that explosive barrel to your advantage. Use the key on the gates by Ashley when you're done.

****ENTRANCE HALL****

Head forward and you'll get a scene which will explain your surroundings (to a certain extent). When it's over, head to the top of the stairs, turn around and shoot the object down from the wall behind you to get a GREEN GEM (yes, this means there's a mask later). Smash the clay pots on either side of the stairs to find a VELVET BLUE and a random item. Save by the blocking panel if you need to, then head through the door on this side. The door on the other end of the hall is locked from the other side.

****OBSERVATION ROOM****

To the right along the enclave you can find HANDGUN BULLETS (15) and 5000 PSTAS behind the portrait. Opposite the portrait, there's a pot with a random item and, if you aim between the columns, you should be able to see a green box which you can shoot down. Turn right and grab the FILE at the end of the hall, then break the two barrels nearby, one of which has a YELLOW HERB. Continue to the left towards the fire, then hang a right to grab the PRISON KEY from the painting. Now go back to the entrance and take the turn leading to the large metal door. Break the barrels here as well (an INCENDIARY GRENADE is in one),

then tell Ashley to wait. Use your newfound PRISON KEY to open it up.

****CASTLE PRISON****

ENEMIES: I wonder...

Head down the stairs, for starters. When you reach the bottom, follow the wall around to the left where you can find a GREEN HERB. You can also pick up the SHOTGUN SHELLS (10) you knocked down a few moments ago. To the left, you'll notice the central cell and a switch inside, but the cell seems to be occupied. After the scene, knock it down and try to enter. This will be your first encounter with a GARRADOR. If you haven't figured it out already, the garrador is completely blind and follows you by sound, so avoid running unless you're headed around a corner and planning on slowing down after that. Those claws are deadly, and will either knock a sizeable chunk off (swinging) or kill you outright (charging). You may have noticed the bells on either side of the room by now, so shoot those to distract him. He'll probably charge the wall and get his claws stuck in it, at which point you should pull out the rifle, zoom in on the parasite on his back (his only weakness) and fire until he goes down. Repeat the process as many times as necessary, and he'll drop 15000 PSTAS. When the battle is over, pull the switch in the cell to stop the fire in the other room, then head on up to get Ashley again.

****OBSERVATION ROOM****

ENEMIES: SIX ILLUMINADOS

When you get into the main part of the room and face down the hallway, an ILLUMINADO should run out, shout something, and leave again, which will trigger two more ILLUMINADOS to enter. Kill them, possibly by dropping the oil lamp on them, and continue on.

In the next part of the hall, where the fire was, you should encounter a dynamite ILLUMINADO followed by two crossbow ILLUMINADOS. Careful timing can take out all three at once, but the dynamite one is your biggest concern. The others you should be able to pick off without too much difficulty. In the room after that, you'll find the ILLUMINADO that signaled the others earlier, but most of the time he'll be mindlessly wandering around like the red leader from before. Plug him, grab the HANDGUN BULLETS (20) on the table, and prepare yourself for a serious melee on the other side of the door.

****GREAT HALL****

ENEMIES: SEVEN to NINE ILLUMINADOS (one red) (first wave)
SIX ILLUMINADOS (second wave)
TWO ILLUMINADOS (non-wave)
TEN to TWELVE ILLUMINADOS (third wave)
FIVE ILLUMINADOS (one red) (fourth wave (?))
TWELVE ILLUMINADOS (final wave)

This battle is a huge pain as the setup for it tends to be completely random. The first thing you'll want to look at is the upper balconies to the left and right of the center. Are there crossbow ILLUMINADOS there? If so, snipe them down immediately. By this time, a couple of shield ILLUMINADOS are in front of you, so drop an explosive or use your shotgun to blow them apart. There should be a mace ILLUMINADO on either side now (there were two initially, but one tends to run off), so knock one down and use the space to fend off the others. There are two unarmed ILLUMINADOS now in the area, but the red leader should continue to look on.

Once you've killed most from the first wave (or enough time passes), the second wave will start, and you'll be notified by one mace and one shield ILLUMINADO coming out each side of the hall. The bad thing about this is that the

remaining illuminados (three or so) have now taken notice, and since they'll catch up to you rather quickly, there's not right place to stand and fend them off. But use the shotgun to break through shields and take out groups and you should be okay. It's possible that not all of them will attack you right away, but picking off stragglers is easy. Now you can raid the jars adjacent to the door (HANDGUN BULLETS (20) and VELVET BLUE), the 2000 PSTAS from the right side, and the four jars on either side of the center (INCENDIARY GRENADE).

Further on, you'll find four staircases and two ILLUMINADOS at the bottom near the center, which can be sniped off rather easily. The right one will probably notice you and start running before the left one will though. At the bottom of these stairs, two more jars (HAND GRENADE in one). Go through the door, grab the GREEN HERB on the table and the SHOTGUN SHELLS (10) from the chair, then position Ashley on one of the yellow panels (while telling her to wait) and stand on the other. This triggers the third wave and makes the crank in the central area rise up.

You might think it clever to leave Ashley in this area while you fend off the badies, but this is an exquisitely bad idea, and the game will punish you severely for it by spawning an ILLUMINADO in the room (probably with a shield) who will probably tear into Ashley as opposed to just grabbing her. The best option you have is to get out of the room, run to the right past the yelling helmeted ILLUMINADO, and up the stairs past all the others until you can stake out a safe spot. There will be about ten ILLUMINADOS you'll have to face in all, and about four of them will have shields.

Upon clearing the room, start working on the crank. Every once in a while (but not all the time), five scythe ILLUMINADOS, including a red, will come charging down when you finish, but this isn't too much of a threat. Just make sure they don't throw them at you, either with a grenade or a shotgun. When you're done with those, access the balconies on the sides to get a FIRST-AID SPRAY. Ashley will signal the cranks as you move on, but break the jars near the water first for SHOTGUN SHELLS (10) and RIFLE SHOTS (10), which you'll need shortly.

Boost Ashley up to the upper level to start the final wave. You'll want to pull out your rifle for this one, because ILLUMINADOS will be coming out of the walls above to grab Ashley. Of course, that's not all you'll have to deal with; there's a smaller group that will appear and attack you at regular intervals, so don't hold that finger on the R button for too long. Snipe the ones above, keep the ones below in check. After finishing one crank, Ashley will run across and start the other. Repeat the process, there will be about twelve ILLUMINADOS you'll have to deal with in all, with about two-thirds of them up top. When Ashley's done, meet up with her and grab her when she calls. Jump across the water pits and exit from this crazy place. At least the red illuminados drop a huge chunk of change.

****CASTLE CHAPEL****

Safe area, for the time being. Run between the two statues ahead, then turn around and shoot the SPINEL out of the eye of one. In the chest on the right, you can get a HAND GRENADE, and to the left, HANDGUN BULLETS (20) and jars containing SHOTGUN SHELLS (15) and a GREEN HERB. Do what you have to at the merchant shop and go to your first shooting range, if you so desire (or need the scratch), but the goal is the hallway, where a scene will occur.

```
*****
*****MERCHANT*****
* BUY (NEW) *      TUNE UP (NEW)      *
* (none) * Handgun FP (1.8, 18k) *
```

***** Handgun CAP (22, 10k) *
***** Rifle FP (10.0, 25k) *
***** Rifle CAP (15, 18k) *
***** TMP FP (1.0, 24k) *
***** TMP RS (1.17, 15k) *
***** Punisher FP (1.5, 20k) *
***** Punisher FS (0.33, 20k) *
***** Punisher RS (0.83, 18k) *
***** Punisher CAP (20. 15k) *
***** Red9 FP (2.4, 24k) *
***** Red9 FS (0.40, 15k) *
***** Red9 RS (1.67, 10k) *
***** Red9 CAP (15, 12k) *
***** Semi-auto FP (9.0, 18k) *
***** Semi-auto CAP (14, 12k) *
***** Riot Gun RS (2.43, 7k) *
***** Riot Gun CAP (9, 10k) *

CHAPTER 3-2: Mazes

You're still in the same area as before, but you'll want to head out a door behind you to continue on.

SEWER ENTRANCE

ENEMIES: What he said...

A couple of barrels will greet you on the right, containing HANDGUN BULLETS (20) and a FLASH GRENADE. Hop down into the sewers and don't worry about what happens next. At the end, make a quick u-turn into the hole to get a random item in a box. When you get out of there, pull out the rifle and zoom to the right. Notice a slight breathing in the corner, with something that looks like a mouth whipping around? Fire on it, then grab whatever eye it leaves behind. Around the corner in the pit are two more of them, but you can repeat the process rather easily. Around the pit, you can find HANDGUN BULLETS (15), a VELVET BLUE, and (useless) TMP AMMO (50). Climb up the ladder and go through the door when you're done.

SEWER PRISON

ENEMIES: THREE NOVISTADORS (first wave)

NOVISTADORS (second wave)

Head into the open area, but that big pipe is just as bad as you might think, and a NOVISTADOR will drop down. Another will come from the left. Deal with them, then start examining the cells. Upper right has HANDGUN BULLETS (20) and a YELLOW HERB, upper left has an INCENDIARY GRENADE (and a NOVISTADOR that will drop behind you), and lower left has SHOTGUN SHELLS (10) and a FILE. Head around the other part of this area (water keeps you from going on), killing the third one if it's around, and continue on until you reach a small room beyond some broken cells. Open the chest for a BUTTERFLY LAMP (used for combining with the eyes), and two boxes, one of them containing a GREEN HERB and the other, SHOTGUN SHELLS (15). Turn the handle to drain the water and trigger the second wave.

When you exit, stay put in the doorway and pull out the rifle, sniping up into the hole in the corner. Shoot the NOVISTADOR down, then keep your sight on that same spot and shoot the second NOVISTADOR when it spawns. Continue on to the main prison and a NOVISTADOR will bust out of the lower right cell,

while another drops from the hole in the center. Kill them both and continue to the recently drained area, where the last NOVISTADOR will drop down and try to get you from behind. Use the shotgun to tell him you'll be having none of that, then grab the VELVET BLUE from the corner. Break the barrels up top (if you feel like it), then head through the door.

****AXE ROOM****

A bit excessive, isn't it? The axes travel in a set path that coincides with the black lines below. Use those to gauge when and where it would be a good idea to run. At the end there's another VELVET BLUE to the right, and a door.

****SEWER EXIT****

Two barrels up top here, and one of them has a SPINEL. Head out.

****CASTLE CHAPEL****

ENEMIES: ELEVEN ILLUMINADOS (one red)

Hope you have a grenade handy. Go to the right and toss one down into the crowd (or pick the ricochet of your choice), but try to take them all out. Jump down and pick off the stragglers if you missed. The red leader will probably have survived, but pick him off you want a valuable ILLUMINADOS PENDANT. The rest drop off SPINELS, which isn't bad, but the pendant is much better. If you kill them all, the entrance to the sewers won't be blocked off, which is kind of funny, but there's not much point in going back through there anyway.

Once you've cleaned out this area (and increased your net worth a bit), you'll want to climb back up the ladder and walk to the balcony that overlooks a chandelier. Use it to cross the gap, and break the pots (VELVET BLUE) on the other side. Now go to the second balcony and repeat the process. There's a chest with an ELEGANT MASK on the other side, and a switch you can flip to unlock the next area. There's nothing new with the merchant, so head through the red door.

****GALLERY****

ENEMIES: EIGHT to NINE ILLUMINADOS (one red) (first section)
FOURTEEN to SEVENTEEN ILLUMINADOS (second section)

A rather large area, so be prepared. Ahead of you is a RED HERB, so grab that before you head on up the stairs. In the upper room, there's a FILE and more HANDGUN BULLETS (20). You may be hearing some muttering by this point, which should be a sign to you. Bust through the door, rifle equipped, and begin picking off the two crossbow ILLUMINADOS on the upper level. The red ILLUMINADO will run off, so you can't snipe him right away (or rather, it's difficult to pull off). Two more ILLUMINADOS will be attacking you from the ground, but there's an explosive barrel to the left that can be used to your advantage. When you've killed these four, run around breaking things and acquire a VELVET BLUE and a GREEN HERB, among other goodies.

Now it's time to head through the second door. Break the barrels for random items, then snipe up the stairs to tag the ILLUMINADO waiting up there. He has a helmet, so be aware of that. On the upper level (beyond the door), you'll have a better view of the two helmeted ILLUMINADOS guarding the door. Kill them, then prepare yourself for a little exercise. The red ILLUMINADO will begin running towards the gallery entrance. In his alcove, you can pick up more SHOTGUN SHELLS (10) and four sets of 1000 PSTAS, but you really should kill him as soon as you can. If you have to follow him back, you'll encounter

a shield and mace ILLUMINADO, and if the red guy gets too far along... well, there's a minigun in the main area, and that could pose a problem (aiming at him requires running around, which can be a pain). Either way, you're going to come out of it with the GALLERY KEY in your hot little hand. Make your way back to the door at the end and open it with the key.

You can shoot a VELVET BLUE out of the deer's eye here, and there are breakable pots (one containing SHOTGUN SHELLS (10)), but the goal here is the puzzle at the panel.

```
+++++
+ [GALLERY PUZZLE]          +
+                            +
+ On examination, the panel will inform you that "the +
+ sacrifice of six lives shall make way the true     +
+ path", which is crazy person speak for "make sure +
+ the portraits show six bodies.                    +
+                                                    +
+ Numbering the portraits from left to right, there +
+ is one in 1, three in 2, and two each in 3 and 4. +
+ Of course, by selecting one portrait to flip, you +
+ also flip the adjacent portraits, so 1 flips 1 and +
+ 2, 2 flips 1, 2, and 3, and so on. Each portrait +
+ has a different image on the opposite side as well, +
+ and there will be two sacrifices on the 1 and 2    +
+ reverse, one on the 3 reverse, and three on the 4 +
+ reverse.                                           +
+                                                    +
+ To line them up properly, flip 4, 3, 1, and 2 to  +
+ get the six (which is the smallest number possible) +
+++++
```

Solving it will reveal a door that will lead you deeper into the gallery...

Oh beans, you're surrounded again. Well, there's four ILLUMINADOS in front of you and you want to be where they are (there's some rocket launcher nonsense going on if you don't move). Two more ILLUMINADOS will be coming from the side staircases, and if that's not bad enough, four crossbow ILLUMINADOS will be joining them with the scene (which only shows two, but you get the idea). Two more will join once you start killing them all. Use the oil lamps to your advantage if you're able to, the crossbows tend to run around a lot. Of course, once you've cleared the area, you can grab SPINEL off the chair, a YELLOW HERB in the side stairwell, and a GREEN HERB on the opposite side from the spinel. There's also some HANDGUN BULLETS (20) in front of the danger portrait, so grab those and hit the red switch near the white door to your right. Now run for it, again to the right, by where you found the greenie. There's still ammo left in those things. Head inside the small room, break the pot, and flip the switch inside. Now once you open the door, there will be the two rocket launcher ILLUMINADOS waiting for you, so back up immediately and let them catch the door. Without their toys, though, they're almost harmless, so pick them off at will. I've only seen this happen on rare occasions, but sometimes, at this point, three helmet and scythe ILLUMINADOS will bust up the stairs, hungry for blood. If you hear any odd laughs, that would probably be them, so be aware of that. When you've cleared the area, open the chest to get a GOAT ORNAMENT. The white door will unlock and you'll be free to go.

****GARDEN BALCONY****
ENEMIES: VARIOUS CROWS

There's a typewriter just sitting there waiting for you, if you want it. Down

Not pretty or to scale, but it'll do for our purposes. Basically, this is the plan to get from X to 11 and back, collecting what items you feel like getting along the way, though 7 (MOONSTONE (RIGHT HALF)) and 10 (MOONSTONE (LEFT HALF)) are the most crucial. Otherwise, you can take your pick of the VELVET BLUE (1) GREEN HERB (2), SPINEL (3), HANDGUN BULLETS (10) (4), FIRST-AID SPRAY (5), RED GEM (6), YELLOW HERB (8), SHOTGUN SHELLS (10) (9), and TMP AMMO (50) (10).

The downside to this is that the whole place is filled to the brim with COLMILLOS. Just inside the gates, break the barrels to the left to get a VELVET BLUE, then get the shotgun out and prepare to do battle. A COLMILLO will run out from the left side of the high ground, so kill it and continue on to grab the GREEN HERB from the barrel. Bust the gate down and continue on, proceeding to point 3 if you want the SPINEL. You should've already heard the COLMILLO inside the gate near point 4, so pull out the rifle and snipe it. Head around the corner for your HANDGUN BULLETS (10) and FIRST-AID SPRAY. Now go under the high ground, where another COLMILLO will ambush you. Continue to point 6 for the RED GEM to accompany the mask from earlier, then climb the stairs to pick up the MOONSTONE (RIGHT HALF) from the fountain. Head around to point 8 for the YELLOW HERB. Here's where things get a little tricky. On your way to 9, there's a small indent in the lower half and a gate in there. This is another cage, except there are the three COLMILLOS in it this time. The best route here is to toss a grenade, but I HIGHLY RECOMMEND having an incendiary grenade handy for use after point 11, and you should have that already. If you have the grenade for the cage, use it, if not, get all rambo with the shotgun. Point 9 has SHOTGUN SHELLS (10) anyway, albeit with two COLMILLOS waiting to ambush you after you collect. Cross the upper platform, get the TMP AMMO (50) at point 10 if you absolutely have to, then grab the MOONSTONE (LEFT HALF) at 11. If you think the puppies are done with you, well, they aren't, so as soon as you round the corner, you'll want to throw the incendiary grenade near the stairs. There are three more COLMILLOS here, but this should thin their ranks considerably. Now get back to the high ground on the stairs, hop off, and exit through the gate.

When you get to the door, combine the halves to get a BLUE MOONSTONE for use on the door.

CHAPTER 3-3: Deeper Into The Castle

BEDROOM

Back at the entrance is an INCENDIARY GRENADE in the pot. Near the chairs, a box of HANDGUN BULLETS (20) waits, and further along, you can shoot a SPINEL down from the top of the inside of the bedm then collect another SPINEL from the pot nearby. There's a FILE by the merchant in the other room and another pot to smash, but the big thing to get here is the MIRROR W/ PEARLS & RUBIES from the armoire. Do what you will with the merchant here, then go to the other door near the entrance, saving at the typewriter if you want to.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* (none) * Blacktail FP (2.0, 18k) *
***** Blacktail CAP (21, 10k) *
***** Butterfly FP (17.0, 30k) *
***** Butterfly RS (3.00, 15k) *
***** Riot Gun FP (6.5, 28k) *
***** Riot Gun CAP (11, 12k) *
***** M.Thrower FP (4.0, 25k) *

****DINING HALL****

ENEMIES: Not just yet...

Ahead is a pot with SHOTGUN SHELLS (10) inside. On the table to the left, a GREEN HERB and HANDGUN BULLETS (20) on the table beyond that. If you haven't noticed them already, there are a bunch of stone tablets with random sayings on the walls, but the most important one is the one next to the door, which gives you a hint about breaking bottles. Of course, you might want to run down the other end of the hall first, break more stuff, and collect some random item. Just don't go through that door yet. Back in the main part of the room, there's a bell near the door which you should aim. Home in on the bottle and fire to open the door.

Before you go opening that treasure chest, you might want to snatch the FLASH GRENADE from the cabinet to the left. Now head towards the middle of the room (there's no avoiding it) and badness will occur. A GARRADOR and a pack of ILLUMINADOS (FOUR?) will jump down into the cage you're now trapped in. Well, grab the prize in the box (HOURGLASS W/ GOLD DECOR) then work on getting out, via attacking whatever locked door isn't by the garrador, but probably after clearing the area slightly. The pain of this is that ILLUMINADOS will continue to drop down, almost indefinitely, and most of them have weapons that will attack you through the cage. Let me emphasize again, it is CRUCIAL that you get out of there ASAP. Once you do, it is your responsibility to be where the GARRADOR isn't. If that means running back into the cage at some point because he's tearing around outside, do it. First clear the area of most or all of the ILLUMINADOS, then go after him. Like before, he'll drop 15000 PSTAS when he dies. ILLUMINADOS, possibly with the type-three parasite heads, will continue dropping, so you'll want to finish up pretty quickly. Get behind the bell to get the MAGNUM ROUNDS (3), then head for the door ninside this area to exit.

****BLUE HALL****

ENEMIES: ELEVEN ILLUMINADOS (two red)

This is an area where it's rather beneficial to have an excess in rifle shots. The door on the opposite end is your goal, but you can't get to it without raising the platform, and aside from that, you have to deal with one ILLUMINADO on the opposite end, three ILLUMINADOS on the floor (two red), and more later. Bust the pot to the left of the opening for RIFLE SHOTS (5), then begin sniping the targets on the lower level. Jump down there once you've sniped all four targets. There might be a shield ILLUMINADO behind the gate down here, and it would be wise to bust him up while it's especially convenient to do so.

Now flip the switch and climb back up. This triggers a new wave of ILLUMINADOS to enter through the door you used, but there are only two of them. The bad news is, three more shield ILLUMINADOS come from behind you, so get a grenade ready or something. Alternatively, you could also fire at the oil lamp on the other side and get the job done that way. Cross the platform, but be warned that a crossbow ILLUMINADO is hanging around a window on the other side once you make it around the corner. Snipe him and grab the 1800 PSTAS from the table below. Now, you have a choice. If you have a 2 X 8 spot left in your inventory, by all means, jump down, but if not, hold off and scroll down. Below, there's a pot on the right with a VELVET BLUE, and a mace ILLUMINADO who might take a sudden interest in you, but the goal is the centerpiece, which contains a ROCKET LAUNCHER. Flanking it are RIFLE SHOTS (5), SHOTGUN SHELLS (5), a FLASH GRENADE, HANDGUN BULLETS (10), and an INCENDIARY GRENADE, but you should be able to figure out which one you'll need in the not-so-distant

future. But first, I must give a disclaimer...

DO NOT USE THE ROCKET LAUNCHER UNTIL I TELL YOU TO. DOING SO WOULD BE A WASTE REGARDLESS OF THE CIRCUMSTANCES. I AM NOT EVEN KIDDING.

That said, climb up the stairs, break the lock and exit through the door, go to the opposite end and through that door, break the pots in this area (SPINEL), and talk to the merchant. If you want/need it (and surely you do), buy the new ATTACHE CASE XL. Save if you have to after that, and head through the door for a scene and the end of the section.

```
*****
*****MERCHANT*****
*      BUY (NEW)      * TUNE UP (NEW) *
* Attache Case XL (73k) *      (none)      *
*****
```

```
*****
CHAPTER 3-4: Ashley's Big Adventure
*****
```

INTEROGATION ROOM
ENEMIES: Sure...

Heading around the room clockwise (and ignoring the platform and doors), you can pick up HANDGUN BULLETS (20), RIFLE SHOTS (5), a FLASH GRENADE, more RIFLE SHOTS (5), 5000 PSTAS (portrait), and a SPINEL. Now, you're free to pull the rifle out and snipe the bars off Ashley.

Unfortunately, she's not alone. Three ILLUMINADOS will come in, and once you've killed them, seven more ILLUMINADOS (two crossbows and one red in the mix) will join them. Makes you glad you picked up all those shots, doesn't it? (Though I've done it with just a handgun, I don't recommend it).

ASHELY'S HALL
ENEMIES: TWO ILLUMINADOS

Now you're playing solo as Ashley. Her abilities are limited to a few actions, picking up items, dodging, and throwing the occasional lantern. While this side trip isn't particularly pleasant, it isn't impossible either.

Take a turn to the left to grab a SPINEL near the dresser and a YELLOW HERB in the little enclave. Save at the typewriter if you have to. Further along, you'll see your first ILLUMINADO. There are three lanterns in this area, two on the near side, and one near the crank in the corner. There's also a GREEN HERB on the table. While there is a passage you can crawl under on the near side, the crank is a decent method as well. I don't recommend using the lanterns just yet, as there are two enemies, both of whom take three lanterns to kill, and six lanterns total.

Start off with the crank. If the ILLUMINADO gets too close, crawl underneath the table, wait for him to chase, then repeat. When the gate is lifted, run through, alert the other ILLUMINADO, then crawl under the table in the corner to get a prime spot to throw a nearby lantern. There are two more lanterns here, one near the two other cranks and one on the opposite side. You don't have to do it, you can even keep running and cranking just enough to get through the openings, but I prefer to kill both the ILLUMINADOS and take my time with the rest. You'll have to come back through this area anyway. One method is to use the lever and trap them in the first area. Anyway, when you're done, use both cranks until you can get through.

Don't take the door on the left just yet, as it isn't worth it to do so. Grab the RED HERB on the right-hand dresser instead, and continue down that hall.

****DUSTY ROOM****

ENEMIES: Yes...

This is less A room, and more a series of rooms, but for the purposes of the guide, I'll list it as a single location as its all connected.

Turn left as you enter and crawl underneath the table, pushing the button on the wall. Examine the fireplace to get the STONE TABLET, then press the switch on the left side to open another gate. Walk through the new opening, pick up the GREEN HERB on the table, then push the bookshelf out of the way to reveal the third and final switch. Go through the new opening and pick up the 1800 PSTAS from the cabinet and the VELVET BLUE from the table, then head through the door.

This area's a great deal darker than the last, so be aware of where you're going. There's a SPINEL ahead on the chair. The path will eventually lead down to a panel, which you should examine...

```
+++++
+ [SLIDING PUZZLE]                +
+                                 +
+ Chances are, you've probably seen one of these +
+ before; the classic sliding puzzle that forms an +
+ image upon completion. The difference is that you +
+ probably aren't familiar with the Salazar insignia +
+ that it eventually forms.                +
+                                 +
+ To solve the puzzle, flip the pieces in the order +
+ given: right, top right, top middle, middle, left, +
+ bottom left, bottom middle, bottom right, right, +
+ middle, top middle, top left, left, bottom left, +
+ bottom middle, middle, right, bottom right.    +
+                                 +
+ There's still one piece missing, so add the STONE +
+ TABLET to complete the puzzle            +
+++++
```

In the opened room, there's a GOLD BANGLE in the chest opposite the door, and a SPINEL in the cabinet on the right side. Examine the statue here to get the SALAZAR FAMILY INSIGNIA, and grab the SERPENT ORNAMENT after the statue rotates.

Unfortunately, the ARMADURAS in the other room (four of them) are awake now, and will follow you into the room, but they aren't particularly fast, so you can run through them with little trouble. More dangerous are the three ARMADURAS in the hall, which you have to dodge in the traditional buttonmash method. You should be able to find your way out of here though.

****ASHLEY'S HALL****

Open the blue door across from you. In the drawer nearby is another VELVET BLUE, and there's a SPINEL on the desk near the end. The lower area has a FILE and a drawer with HANDGUN BULLETS (15). Use the SALAZAR FAMILY INSIGNIA on the round object in the center, then turn the handle so the ladder appears (the only ladder in the game, I might add, that you can climb down). To the right is 3300 PSTAS (total), but further along you can find the all-important,

chapter ending door.

CHAPTER 4-1: Castle Gates, Revisited

INTEROGATION ROOM

I'm sure that you're eager to find out what's behind the mystery door you've been neglecting ever since you entered the room, but now is not the time for that. Now is the time to go hunt down a magnum.

Go through the door you used to enter this place.

BLUE HALL

Nothing new with the merchant. Save here if you want to, but there's nothing left to do here.

DINING HALL

ENEMIES: SEVEN ILLUMINADOS

Four helmet ILLUMINADOS will be in and around the cage area, and three of them have scythes. Due to the risk of a ranged attack, you should probably use something more powerful than the pistol if you have it available. At the end of the actual hall, there's two more helmet ILLUMINADOS, which you can kill, but your goal is to the left, where the last helmet and scythe ILLUMINADO is waiting. Kill him and continue to the door you haven't used yet.

WESTERN STORAGE

ENEMIES: TWO NOVISTADORS, ONE SNAKE

DON'T. MOVE. Pull out the rifle and zoom above where you're facing and shoot down the first NOVISTADOR. Now follow the wall to the corner, turn right, and across from you, there should be the second NOVISTADOR hanging from the ceiling. Plug that one and you're safe.

Now it's time to collect the goodies. Back near the entrance, there's a cabinet with 5000 PSTAS. Next to it, a pot with a random item, and two boxes, one with SHOTGUN SHELLS (10), beyond that. Take the GREEN HERB from the table and continue to where the second NOVISTADOR was. There's a random item in the box, but the pot on the right here has a SNAKE, so be prepared to double slash. One of the barrels near the door has a SPINEL for the taking. Slash the lock off when you're done, and exit into...

GARDEN BALCONY

How about that? Follow the path to the right until you get to the door by the fountain. Examine the door, then piggyback Ashley into the room, where she'll unlock the door. Don't forget to have her rejoin you. Inside this room are a bunch of chests. Clockwise from the left, you can find 5000 PSTAS, a RED HERB, the BROKEN BUTTERFLY (score!), and the ELEGANT PERFUME BOTTLE. Now exit, taking whatever route you see fit until you're back in the...

INTEROGATION ROOM

Take the door in the north here.

EAST TERMINUS

There's a typewriter ahead and to the left, if you want it. To the right are HANDGUN BULLETS (10), and the jars around the typerwriter will yield a VELVET BLUE. To the left here is one the transport carts, but don't use it just yet. We're on a quest here, to find out what's on the other side of that lava pit. Don't worry though, you'll leave Ashley behind for this. This next part will require some quick thinking and a steady shot with a rifle...

****DRAGON ROOM****

ENEMIES: ~>SEVEN ILLUMINADOS (probably more) (three dragon riders)

This isn't too difficult, just know you have to move fast. As you approach the first set a of stairs, there will be a scene that triggers two ILLUMINADOS running out to man the dragons. Immediately shoot down the ILLUMINADO in front of you, which will drop his dragon, then run back to the door and snipe the second ILLUMINADO as quickly as possible. If you've done this properly, two chests are your reward, the first containing 5000 PSTAS and the second containing an ILLUMINADOS PENDANT.

Go down the stairs for the first chest, then up the next set to reach a cage mechanism. Just wait for the action button to change. Don't worry; the cage can't knock you down. Make your way to the other side and you'll find two ILLUMINADOS waiting. Switch guns and take them out, then access the second chest.

Here's where things get a little tricky. Up ahead there are two stone panels on either side of a small opening. This is where the third dragon-riding ILLUMINADO comes in, and if you haven't gathered as much already, he'll be breathing fire down your back for the duration. To make matters worse, a steady stream of ILLUMINADOS will pour out from around the second chest. The goal here is clearly to slay the dragon, but the fire makes it difficult. Hide behind one of the panels, fending off the wave of ILLUMINADOS while the stream of fire is blocked. Get pretty much right on the far edge of either one of them. When the time is right (i.e., when you won't be interupted by the flunkies), run to the opposite side and to the unprotected corner, pull out a shotgun, and fire at the dragon rider until he dies. Repeat as necessary. While this may sound complex, it isn't rocket surgery and can be accomplished in a VERY short amount of time.

Run up the new staircase to get the LION ORNAMENT from the chest, then descend and pick off the stragglers. Make your way back to the door.

****EAST TERMINUS****

Grab Ashley and head for the cart.

****WEST TERMINUS****

Break the pots you see for SHOTGUN SHELLS (10) and a SPINEL. Exit through the door to find yourself back in...

****ENTRANCE HALL****

Head for the central panel and use all your ornament items on it to reveal the chimera and your ticket out of this part of the castle.

You may be all gung-ho about running for the door dead ahead, but hang a right first and you can go back up to where Salazar first greeted you. Behind the Saddler portrait is 5000 PSTAS, as usual, and the pot will yield a valuable HAND GRENADE. Now, go through the door.

****SOUTH TERMINUS****

Nothing to do here except admire the scenery, then get on the cart.

****NORTH TERMINUS****

The more interesting stop. The pot close to you has HANDGUN BULLETS (20), the one on the other side, a VELVET BLUE, and the portrait (which you wouldn't otherwise think to check) has 5000 PSTAS. Neat, huh?

****PORTRAIT HALL****

First, and probably most importantly, you'll want to take the door on your immediate right and find a merchant room, where there's a typewriter, a pot with a random item, a cabinet with a box of HANDGUN BULLETS (20), and a door to the latest incarnation of the shooting range. You're also free to snag a few new upgrades for your arsenal.

```
*****
*****MERCHANT*****
* BUY (NEW) *      TUNE UP (NEW)      *
* (none) * Shotgun FP (7.0, 30k) *
***** Shotgun CAP (15, 15k) *
***** TMP FP (1.2, 35k) *
***** TMP CAP (150, 20k) *
***** Semi-auto FP (11.0, 24k) *
***** Semi-auto RS (1.33, 18k) *
***** Semi-auto CAP (17, 15k) *
*****
```

Right now, you have two choices. There are two items required to open up the path leading onward, but you'll have to endure two trials in order to get them. Typically, I go right first, and if you go right, you'll need two flashbangs. If you only have one, you can pick up another FLASH GRENADE on the chair opposite the main door.

For the sake of continuing the guide, let's say you've met these qualifications. Head to the right, open the cabinet for SPINEL, grab the YELLOW HERB and FILE off the table, and head through the door.

****KNIGHT'S HALL****

ENEMIES: Wait...

Leave Ashley here, as there's no sense in dragging her into trouble. Bust out the shotgun, as you'll need it shortly. There are HANDGUN BULLETS (20) ahead on the lion statue, so grab those and continue down the hall, where you'll have to dodge twice.

Depending on your inventory, you may want to grab the SHOTGUN SHELLS (10) and the GREEN HERB before opening the chest and getting the KING'S GRAIL. Once you do, three lower-grade ARMADURAS will come out of the walls. Aim for their heads with the shotgun, and when you knock the helmet off all three (revealing the parasite), toss a flash grenade. They'll drop a GREEN HERB, HANDGUN BULLETS (20) and SHOTGUN SHELLS (15). Three more ARMADURAS will now join the fight, but these ones are considerably more difficult, and you may want to use a magnum on them. Repeat the process once the helmets are knocked off, then pick up the 19500 PSTAS they leave behind. Now rejoin Ashley and leave this crazy place. Oh, and don't reload the butterfly, you'll just be upgrading the capacity again soon.

****PORTRAIT HALL****

Run across to the door at the opposite end.

****NORTHERN STORAGE****

ENEMIES: Yeah, sort of...

This isn't really a puzzle, it's just another form of what you did in the melee in the hall. Push two of the statues onto switches (any switch), put Ashley on another, and stand on the final one yourself.

In the next room, there will be a scene and you'll have to shoot at four switches in the ceiling, preferably with the shotgun so accuracy isn't an issue (technically, you can shoot them all out before entering, but I'm not supposed to tell you that. It takes away from the horror). Grab the HANDGUN BULLETS (10) in the corner (clever little devils...) and go to the hall.

At the end of the passage, the gate will slam down, trapping Ashley, so pull out your rifle and snipe the two ILLUMINADOS at the mechanism. This will allow her to get through. There are more HANDGUN BULLETS (10) nearby (devils again!) and a bunch of boxes containing a SPINEL, a VELVET BLUE, and RIFLE SHOTS (5). In the cabinet nearby, there's also an ELEGANT CHESSBOARD. Open the chest to get the QUEEN'S GRAIL, then head through the locked door and out to...

****PORTRAIT HALL****

ENEMIES: SIX ILLUMINADOS,

There's the FLASH GRENADE here to the left, if you haven't taken it already. Further down the hall are six ILLUMINADOS, four scythes (two with helmets), and two shield and maces. Destroy them to continue on, but before you go solving any puzzles, you might want to check out the statues. Shooting down the objects, you can collect two SPINELS, a PURPLE GEM, and a VELVET BLUE. The gem should complete your mask from earlier. Place the QUEEN'S GRAIL on her side of the door and the KING'S GRAIL on the other side (not like you can do otherwise) and head through the door.

****BALLROOM****

ENEMIES: You bet...

Well, we're not quite to the dance yet, but we'll get there. Break the pots on the left to get HANDGUN BULLETS (20), and on the right for a SNAKE and a VELVET BLUE (double slash). The cabinet further along has a box of 1800 PSTAS, and the one after that has 2800 PSTAS. The jar at the end has SHOTGUN SHELLS (15).

Don't go through the door yet. Instead, hop out near the door onto a balcony, where there's a RED HERB and a ladder. Up the ladder is a chest with another BUTTERFLY LAMP, which can only mean one thing. Head for the nearby window and begin shooting at the hive with whatever weapon you deem fit. It doesn't take a whole lot to drop the thing, but it is in your interests to do so. Now hop down or head for the door. Either way, trouble awaits in the center of the room.

A pack of NOVISTADORS will attack you now. You may feel more comfortable running to a corner and fending them off, or you may want to stand them down, but you don't have to worry about falling off or anything. Once you've killed all of them, there are four GREEN EYES, three RED EYES, and one BLUE EYE lying where you shot down the nest, enough to complete the lamp and then some (but if you still have an unfinished lamp lying around, don't worry, there will be more later). Make your way around to the far side and pull the lever to lower the

bridge. Problem is, it stops midway, and you have to shoot them down from there, but that's less than challenging.

****PATH TO CLOCK TOWER****

ENEMIES: Absolutely...

On this side you can find HANDGUN BULLETS (10), a typewriter, and our good friend the merchant, with more tune-ups for your guns.

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*****
*****MERCHANT*****
* BUY (NEW) *      TUNE UP (NEW)      *
* (none) * Handgun FP (2.0, 20k) *
***** Handgun CAP (25, 12k) *
***** Rifle FP (12.0, 35k) *
***** Rifle CAP (18, 25k) *
***** Punisher FP (1.7, 25k) *
***** Punisher CAP (24, 18k) *
***** Red9 FP (2.8, 28k) *
***** Red9 CAP (18, 16k) *
***** Blacktail FP (2.3, 24k) *
***** Blacktail FS (0.27, 20k) *
***** Blacktail RS (0.83, 15k) *
***** Blacktail CAP (25, 15k) *
***** Butterfly FP (20.0, 35k) *
***** Butterfly CAP (10, 20k) *
***** Riot Gun FP (7.0, 32k) *
***** Riot Gun CAP (13, 15k) *
***** M.Thrower RS (2.57, 18k) *
*****
```

Further along, the hallway ends in a door that opens out to face the clock tower. Break the barrels here for a VELVET BLUE, then smash the left torch for a SPINEL. There are going to be two ILLUMINADOS pacing on the upper level, though you may not be able to see both right away (one is hiding on the right). If you kill them both, you'll have safe passage over the bridge. If not, you'll be spotted and have to deal with three catapults on the other end of the ravine raining down pain on you. Do what you will.

On the other side, you'll find a set of stairs leading up, and two more ILLUMINADOS on the top. Opposite from where the stairs are, you can find a door leading in, but on the right side of the tower, there are two barrels, one with RIFLE SHOTS (5). Might want to grab those before continuing on.

****CLOCK TOWER****

ENEMIES: Not just yet...

God, this feels like Castlevania.

Basically, your first goal here is to bust up three wooden planks hidden in the gear. There's a file that mentions this later, but I'm sparing you the BS and going for it now.

To the right is a little platform with a ladder. Stand there and aim up to the left slightly, and you should see the first plank. Fire on it, then climb up the ladder. On this level, there's a box to the right, and around on the other side, the next ladder and some HANDGUN BULLETS (20). On this ladder platform, aim up and a little to the right, to fire down the next plank. The top level has a path that winds upward, and along it you'll find a GREEN HERB and the aforementioned FILE. Continue on and fire on the last plank, which you'll find

at the end, and then pull the lever to move the bridge.

As you start moving down again, you'll hear a door open. This is pretty much what you think it is. Hop down a level, turn, kill the ILLUMINADO, repeat with two ILLUMINADOS on the next level. Don't exit through the door here, just keep on going down.

There will be a scene, and a stick of dynamite will fall down in front of you. Wait for it to pop, then continue running, going down the stairs and killing the ILLUMINADO you meet, along with the four ILLUMINADOS beyond him. Break the boxes for a HAND GRENADE, then continue on, past both doors, for another box. Now open up the door closest to you, but you might want to reload all your weapons before going for it.

****PATH FROM CLOCK TOWER****

ENEMIES: SIXTEEN ILLUMINADOS

There are three shield ILLUMINADOS walking towards you, so if you have any sort of killing grenade, now's the time.

As you start to cross, six ILLUMINADOS will appear in front of you and three ILLUMINADOS behind you. The ones in front are considerably more dangerous (the leader has a rocket launcher), so handle them first, either with another grenade or the shotgun. As if things weren't already bad enough, four more ILLUMINADOS will drop down, two from either side of the door. I recommend cornering yourself and fending them off from somewhere where you know they can't get your back. Along with the numerous random items, the leader will drop a GOLD BANGLE. Reload again before heading through the door.

****BELL HALL****

ENEMIES: SIX ILLUMINADOS, TWO GARRADORS

The bonus here is that none of the enemies notice you right away, so if you're good, you can snipe two of the ILLUMINADOS right away, before the GARRADORS charge you. Run around one of the pillars and up the stairs to avoid the claw men, then turn left and kill the helmet ILLUMINADO quickly for a FIRST-AID SPRAY. Continue down the passage to three more ILLUMINADOS, and kill them all. The garradors will continue to patrol the area, but there are two bells here, one on the upper level and one on the middle level, that you can shoot to distract them. Hopefully by now you've perfected your technique to where you can get a few shots in a row on their parasites, but if you haven't keep using the tunnel on the left side of the room. These ones tend to get stuck a lot, which leaves them open to all kinds of attacks. The key here is get the other enemies cleared right away, so you can focus solely on the garradors, from a distance if possible. As usual, each will drop 15000 PSTAS when they're killed. You can find SHOTGUN SHELLS (10) on the upper level in a pot, an INCENDIARY GRENADE and a random item on the middle level, and a GREEN HERB on the lower level. Open up the double doors and continue on, taking (not shooting) the two SPINELS off the statues, then open the doors ahead to get a scene (be prepared to dodge).

****SPIKE TRAP****

Clockwise from here, you can find a VELVET BLUE (on the right), and TMP AMMO (50), MAGNUM ROUNDS (5), a YELLOW HERB, a merchant, an INCENDIARY GRENADE, and a typewriter further along. Beyond that, there's a CROWN, which you should pick up, but don't sell it just yet. You can pick up a striker from the merchant now, which I'd recommend.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* Striker (43k) * (none) *

Climb up the ladder and pick up a VELVET BLUE from the drain pipe on the left, a RED HERB further along to the right, and SPINEL to the left again. Go through the door again.

NITROGEN HALLWAY
ENEMIES: The biggest!

Keep running forward after you enter. The goal is the hallway at the end, but you may have to dodge a few times as you go along. Go around the corner inside the room, then a left at the end, where you should find a lever on the right. Pull it and examine the door. This triggers a scene and a boss fight.

|[BOSS FIGHT #5: VERDUGO]+ |
|[DIFFICULTY: VERY EASY]+ |
|After so much dodging, the monster finally shows itself. Run past it into |
|the main part of the room and find the cannister. Knock it over and the |
|liquid nitrogen will freeze the Verdugo. From here, just shoot it with your |
ROCKET LAUNCHER and it's done for.

Now wasn't that just the prettiest explosion you've ever seen? Pick up the CROWN JEWEL from the ice, then you're free to explore this area. You can find SHOTGUN SHELLS (15) and a GREEN HERB opposite the lever in this room, and in the room on the right further along, TMP AMMO (50). In the room on the left (which has the elevator you need to be using), you can find HANDGUN BULLETS (25) and a FIRST-AID SPRAY. Now go down to end this section.

CHAPTER 4-2: The Pit

MINE ENTRANCE

GREEN HERB, dead ahead. Down the stairs, a merchant, barrels with RIFLE SHOTS (5), a HAND GRENADE, and a SPINEL. There are HANDGUN BULLETS (20) on one side of the typewriter, and a FILE on the other. A new shooting range quest is now open, so you might want to check that out as well.

*****MERCHANT*****
* BUY (NEW) * TUNE UP (NEW) *
* (none) * Riot Gun CAP (15, 20k) *
***** M.Thrower FP (6.0, 45k) *

MINING COMPLEX
ENEMIES: TWO GANADOS (pre-waves)
TWELVE GANADOS (first wave)
FOUR GANADOS, ONE CHAINSAW MANIAC (second wave)

Right ahead are a pair of GANADOS, but they're only as strong as they were in village and can be dispatched rather quickly. In one of the carts ahead, you can get a VELVET BLUE. There's HANDGUN BULLETS (20) and a random item in the barrels near there.

Further ahead, you'll see a bunch of GANADOS standing around in the complex, not really doing anything. There are two GANADOS beyond the boulder, one on the machines, four wandering around below, and two on the other side. About three of them will pay enough attention to try to climb up the ladder, so stake out that spot until it's safe to head down. Safe in relative terms, of course. Down there, four of the remaining GANADOS should charge you now, while the remaining three will stand oblivious on the other side. Since he's not a concern, pick up SHOTGUN SHELLS (10) and the 2800 PSTAS on the upper semi-circle, and a VELVET BLUE from the cart near the switch, which you should pull. This will alert the last three, so be prepared for combat as you head up the stairs on the other side. Behind the switch up here is 5000 PSTAS, so grab that before you do anything else. Now pull the switch.

Jump down off the ledge to the lower level. This will alert the CHAINSAW MANIAC, which means some serious danger. Run back into the little metal alcove where the cart should be to fend off him, and the four GANADOS that jump down from above the ladder. If the maniac doesn't notice you, you can always snipe him through the grate to lure him over. The good doctor is as dim-witted as ever and will keep running into your fire until he dies and drops a 10000 PSTAS. Now flip the switch he was by and grab the DYNAMITE from the cart, using it on the boulder and running away before it detonates. Two barrels, containing MAGNUM ROUNDS (5) and a HAND GRENADE, will greet you on the other side. You'll probably need both shortly.

****SMELTING ROOM****

ENEMIES: Boo-yah...

To the right, you can grab a FIRST-AID SPRAY and a FLASH GRENADE. To the left, a box of SHOTGUN SHELLS (15). Now head to the door beyond...

|[BOSS FIGHT #6: LOS GIGANTES]|+
|[DIFFICULTY: MEDIUM]|+
|This is the hardest boss battle in the game, so far as I'm concerned. You |
|may not believe that from the start, but each of these Gigantes has a much |
|bigger damage resistance than any of the ones you've fought previously. In |
|spite of your advanced weaponry, these things take very little damage from |
|your attacks, and fighting both at once is a guaranteed method for draining |
|all of your healing items. The solution is to climb up the ladder on the |
|side of the room and wait until one of them starts shaking the platform. |
|Ride the rope swing down to the other sided and operate the lever, which |
|will start up a different camera angle. When one of the Gigantes is over |
|the circle in the middle, pull the switch again, which will drop it into the |
|pit. That will leave you with one Gigante to fight, but STAY AWAY FROM THE |
|PIT! The Gigante in there has a nasty habit of trying to drag you down with |
|him. For the remaining Gigante, use your most powerful weapons, including |
|whatever hand grenades you have. This battle will be a lot more difficult, |
|and the Gigante has a new trick which involves kicking you into the air and |
|immediately pounding you down again with his fist (rarely works), but you |
|should be able to pull through so long as you have a lot of healing items. |
You can keep on using the ladder and swing method if you want to as well.

Each Gigante will drop 15000 PSTAS upon dying. If you dropped one in the pit, you'll have to exit the room first, then re-enter to find the 15000 PSTAS for that one. Two barrels by the door ahead will hold an INCENDIARY GRENADE and SHOTGUN SHELLS (15).

****NOVISTADOR CAVES****

ENEMIES: Take a wild guess...

The name says it all, you'll be fighting a lot of Novistadors here, so be prepared. Remember that by shooting them out of the air, you instantly kill them.

To the left as it opens out, you can pick up a GREEN HERB. The statue also gives a hint, but it's kind of obvious, so don't worry. About five NOVISTADORS are floating around here, so kill them before you take the path to the right, where there's a FLASH GRENADE. As you continue up this path, you'll be attacked by about seven more NOVISTADORS. Pick up the SHOTGUN SHELLS (15) after clearing the area, then continue to the right and into the cave. Pick up the GREEN HERB there, then push the white panel.

This solves the first part of the puzzle, but it also releases a wave of six NOVISTADORS that will try to kill you before you can continue. Go along the path from before, and you'll meet two more NOVISTADORS. Further along, a pack of TMP AMMO (50), four more NOVISTADORS coming out a cave, and HANDGUN BULLETS (20). Go into the cave, grabbing the GREEN HERB, and repeat the process from before.

Just like last time, six NOVISTADORS will attack you, so fend them off and continue out. As you head across the natural bridge, four more NOVISTADORS attack, one from behind. Kill them all, pick up the RED HERB, and open the gates by pressing the switch.

This is a new continue point from now on, so don't worry too much about messing up. The first two presses are pretty straightforward, just run underneath them as the opportunity arises, jumping down in front of the second press right as it starts to come up. Flip the lever on the left ahead, which will stop the second of three consecutive presses ahead. That'll leave you a little space to hide in before you run under the last press. When the room opens to a stone panel, pick up the ROYAL INSIGNIA and check the panel to end the chapter.

CHAPTER 4-3: Ancient Ruins

UPPER RUINS

ENEMIES: TWO GANADOS (outside fire)
EIGHT GANADOS (near fire)

Ahead are two barrels with a GREEN HERB and HANDGUN BULLETS (20). There's a FILE posted on the merchant shack, so grab that before you go in and conduct business.

*****MERCHANT*****

- * BUY (NEW) * TUNE UP (NEW) *
- * (none) * Handgun EX (5x headshots, 57k) *
- ***** Shotgun FP (8.0, 45k) *
- ***** Shotgun CAP (18, 20k) *
- ***** Rifle EX (18.0 FP, 80k) *
- ***** TMP CAP (200, 25k) *
- ***** Punisher FP (1.9, 35k) *
- ***** Punisher CAP (28, 24k) *
- ***** Red9 FP (3.5, 45k) *
- ***** Blacktail FP (2.7, 30k) *
- ***** Blacktail CAP (30, 20k) *
- ***** Butterfly FP (24.0, 50k) *

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***** Butterfly RS (2.33, 20k) *
***** Semi-auto FP (13.0, 30k) *
***** Semi-auto CAP (20, 20k) *
***** Striker FP (7.0, 25k) *
***** Striker FP (8.0, 28k) *
***** Striker RS (2.40, 8k) *
***** Striker CAP (14, 10k) *
***** Striker CAP (16, 12k) *
*****

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Ahead there will be a scene that shows the area around you, but don't worry, there isn't a whole 'nother castle you'll have to run through. Beyond the torches on the path, you'll find two GANADOS, one dead ahead and one on the right, so kill them both. To the right, there's a SPINEL, and to the left, you can find 2200 PSTAS and RIFLE SHOTS (5). Climb up the ladder ahead and take a glance at the crowd around the fire. There are eight GANADOS there, so toss a grenade (hand) directly into the fire and kill them all. You have to do it by feel, but it's not that hard. To the right, you can find 1800 PSTAS, a VELVET BLUE, and a random item up the ladder. The barrel holds a FLASH GRENADE. There's a door to the left here, but it requires an item to unlock, so run around back and climb through the window, picking up the random item from the box, then cranking the crank until you reveal the ladder.

****UNDERGROUND RUINS****

ENEMIES: SIX GANADOS, TWO CHAINSAW MANIACS (pre-door)
 FIVE GANADOS (post-door)
 THREE GANADOS (post-key)
 TWO PARASITES (ceiling trap room)

Head around the tablet and go down the path, breaking the two boxes if you feel like it (there's a VELVET BLUE, you should). The path will lead to a mazy set of ruins, where you'll see four GANADOS in plain view and a CHAINSAW MANIAC up in the upper level, if you look close enough. Kill those four and one more GANADO will run up from below. If you stand to the right of the room, you can see another GANADO in the distance, which you can snipe. You can probably hear the maniac going just nuts right now, and it is possible to keep sniping him from below, but it's not as fun and it leaves you open to having someone else sneak up on you. Go down the left side and make a quick U-turn to the right to pick up a VELVET BLUE. Continue around and down to find a coffin with a STAFF OF ROYALTY. Now return to the main level and shoot the three beartraps that block your way. To the far right at a blocked junction, you can find another VELVET BLUE. Shoot the next three beartraps and go through the cleared path. Now, you CAN climb up the ladder and face off with the maniac, but for the purposes of the walkthrough, I'll assume you just turned to the right and went for the door where the ganado was earlier. Shoot the door down or kick it open, but know that one CHAINSAW MANIAC, which you haven't seen before, is behind there.

Once you go inside, five GANADOS will spawn behind you. This means a serious melee if you aren't careful, but when you clear it, you should have 20000 PSTAS, 10000 each from the maniacs. Inside, break the crate to get a HAND GRENADE and the barrels to get a random item. Upstairs, grab the KEY TO THE MINE, and the YELLOW HERB from the barrel.

There are now three GANADOS on the lower level outside, ready to attack you, but they're nothing special at this point. Climb up the stairs and head around for a RED HERB, then use the key on the door, breaking the box in the left for a random item, and continuing down to the bottom.

Through the door you'll find a ceiling trap much like the one in the castle.

To make things worse, two PARASITES will be running around to make your life more difficult. You don't have to kill them, as solving the puzzle will eliminate them, but it will make your life easier. As usual, there will be a box of HANDGUN BULLETS (10) in the upper left corner, and there's 5300 PSTAS total in the coffin nearby. Down the stairs, break the barrel for a VELVET BLUE and a random item, then go through the door.

****MINE CART TUNNEL****

ENEMIES: Lots...

To the right ahead, there are two barrels, one with a random item, one with SHOTGUN SHELLS (10). Around the left corner is a GREEN HERB. Jump into the second cart and fire on the lever to the left to start the madness...

A lot of people recommend the rifle for this thing, but it's hard to zoom in while moving, so I go with the striker, because you can fake out the ganados into jumping too early and getting run down by the cart. It's really up to you, but your goal here is to shoot down the ganados before they land in your cart and try to attack you. If you do, there's a minor bonus later, but it's nothing too exciting.

The first leg has three GANADOS on the first left, three GANADOS on the first right, a pause, five GANADOS on the left platform, a pause, a place you need to duck, and a platform with a GANADO and a CHAINSAW MANIAC on the left and two GANADOS on the right. Another GANADO will flip the switch and stop the cart, but if you fire on him and the lever, you can get through without any more (five more, actually) jumping down.

The second leg has three GANADOS ahead on the left, a place to duck, a GANADO and a CHAINSAW MANIAC on the left and two GANADOS on the right (again), a sizable pause, a duck, four more GANADOS split between left and right, and a jump plus a button-mash climb. The door ahead will lead to another chamber, much like the entrance, where you can find a ton of PSTAS, depending on your mine cart success, in a pile of bones to the immediate left, and a STONE OF SACRIFICE ahead on the central tablet. Climb up the ladder that is revealed.

****UPPER RUINS****

Take a left and use the STONE OF SACRIFICE on the lion door and use the elevator to end the section.

CHAPTER 4-4: The End of the Castle

****STATUE TOWER****

ENEMIES: TWELVE ILLUMINADOS (pre-switches)
FOUR ILLUMINADOS (first switch)
SIX ILLUMINADOS (second switch)

Run ahead and on the left you'll find two boxes of HANDGUN BULLETS (15 and 10) and a typewriter. Save if you want to, I recommend it. Down the hall is a ladder and two pots. Don't climb the ladder just yet, but break the pots for a VELVET BLUE and a random item. Now head down the stairs and try to cross the water bridge and there will be a scene. You'll now have to flip two switches to cross it for real, just like the other water bridge earlier.

One ILLUMINADO will await you up the stairs, so floor him and continue up the ladder. Shoot the ILLUMINADO behind you here, then the two others on the platform ahead. Two more ILLUMINADOS may jump down from up top, and you can

plug two on the opposite end as well. Steady your aim on the ladder until you're sure all eight are dead. Break the pot up the ladder now for a random item, and then hop on the moving hand to go to the upper level. Whip around and kill two ILLUMINADOS up there, then snipe the two on the opposite side. If the music stops, everything in the area is dead, and you're free to break the pots up here and grab the SPINEL. Now pull the switch to start the second wave.

Snipe the two ILLUMINADOS on the other side of the level. There's a crossbow ILLUMINADO on the mid-level across, so kill him too. Jump to the hand and ride it to the mid-level, then operate the switch to start the second arm. Ride it up to the top, break the pot on that side for an item, then get behind the head of the statue, smashing the pot for another item, and pull the switch nearby. This just synchs up the hands, so don't worry. Ride the near hand down to the mid-level again. Two pots here will yield a VELVET BLUE, but breaking them will alert the red ILLUMINADO from the scene. He'll drop 5000 PSTAS when you kill him. Down below, the pot holds SHOTGUN SHELLS (10) and the final switch is nearby.

As before, this triggers some enemy spawns, and three ILLUMINADOS will jump down to attack you. Climb up the ladder when you knock them down to keep out of danger, then kill them from above. On the opposite side of the mid-level is another ILLUMINADO, perfect for sniping. Two more helmeted ILLUMINADOS will climb up from below, but you can take them.

While crossing the bridge, bad things will start happening, so button mash A to keep running, hitting L, R, and L + R as you need to. Slash the lock at the end with a knife, then keep running through. You'll have to hit A some more, then jump, then climb up to get out of danger. Open the door to continue on.

****RITUAL TOWER****

ENEMIES: Lots of ILLUMINADOS

This area will open up with a scene, but don't get too comfortable, as you'll have to dodge near the end of it before you can continue on.

Once you're free to go, head to the left and grab the HANDGUN BULLETS (20), then go behind the row of boxes to get a chest with a YELLOW HERB.

There's nothing more on this floor, so start climbing the stairs on the other side of the room. This is what I refer to as the "Donkey Kong" section of the tower. You'll see why. If you keep running and take the first opening on the left, you can avoid any trouble. Cross the catwalk going around, and two scythe ILLUMINADOS will hop down on the other side, so plug them before they toss anything at you. The barrel nearby has a random item, so grab that and head up the ladder, plugging the last ILLUMINADO (if he hasn't accidentally blown himself up). You can stand here for a while, playing with the switch and sending more explosive goodies to your friends below, but eventually, you'll have to continue on up.

Up the stairs is a GREEN HERB, but to the right, you'll probably want to take out the dynamite ILLUMINADO with the rifle. Of course, he'll take out the other two ILLUMINADOS nearby, given enough time, so it's not a priority. Go around the other side of the lift (the thing with the crates) and bust up the barrels for SHOTGUN SHELLS (10), an INCENDIARY GRENADE, and a random item. Push the two crates off the side of the lift, then start this baby up.

This is going to be like any other elevator segment of the old school side-scrollers, but in this case you have to worry about the crossbow ILLUMINADOS

around you as well. There's one crossbow ILLUMINADO at the very beginning, and following him, the lift will stop momentarily and drop two red ILLUMINADOS. There's another crossbow ILLUMINADO slightly above you here, so you might take him out first. The lift keeps moving and one, then three more red ILLUMINADOS will drop down to join you. Nine more red ILLUMINADOS, one after the other, drop after that, so throwing a grenade may be wise if you get overrun.

After all that is over with, things will calm down quite a bit and you'll reach the top. Don't worry about any voices, as they can't get you up here. Head around the outer path, break the barrel for TMP AMMO (50), hop over the gap, break two more barrels for HANDGUN BULLETS (30) and SHOTGUN SHELLS (15), grab the RED HERB around the corner, then take the secondary lift up. Up the stairs, you'll find the merchant, a typewriter, and a whole lot of goodies including RIFLE SHOTS (5), FIRST-AID SPRAY, TMP AMMO (50), and MAGNUM ROUNDS (5).

```
*****
*****MERCHANT*****
* BUY (NEW) *      TUNE UP (NEW) *
* (none) * Red9 CAP (22, 22k) *
*****
```

Once you're ready, make your way through the big door...

****RITUAL ROOM****

ENEMIES: Some parasites, plus...

Walk ahead and you'll get a scene, which foreshadows the upcoming boss fight...

```
-----
|[BOSS FIGHT #7: RAMON SALAZAR]|
|[DIFFICULTY: EASY]|
|Plant 42 eats Salazar and the Verdugo and suddenly this happens. This fight |
|is a royal pain because most of the time Salazar is protected, but on the |
|whole it's not too hard. The left and right tentacles will constantly swing |
|about, but you can dodge them. If you don't they'll grab you and throw you |
|to the ground, where there are a bunch of detached Plagas running about |
|(speculation is that the plant is the hive for them). That leaves the head, |
|which usually bashes up and down on the platform, but if you hear Salazar |
|say something like "payback" or "now it's my turn", the head will open up |
|and the mouth will try to get a one hit kill on you. Run to the side as |
|Salazar will be revealed at this time and shoot him with the RIFLE, the |
|BROKEN BUTTERFLY, or a shotgun type. The other way to reveal Salazar is to |
|shoot the head in the eye on the right side until it's stunned and drops |
|down. This generally means that you'll be spending a lot of time on the |
|right side of the screen, so keep dodging and run to the left when you have |
|to. One thing that I've found works rather nicely is to stand at the very |
|front edge of the platform and fire a shotgun from that angle. This keeps |
|the head from turning too much and obstructing your shot, and seems to place |
|you mostly out of the reach of the tentacles. It's possible to get through |
|the entire battle unscathed from this position, but you may want to switch |
|to another weapon when Salazar is revealed. After enough shots to him, the |
|whole thing will die. |
-----
```

Your rewards for killing Salazar can be found all over the room, and include SHOTGUN SHELLS (15) on the right side, a GREEN HERB and HANDGUN BULLETS (20) on the left, 50000 PSTAS on the central platform, RIFLE SHOTS (10) and an INCENDIARY GRENADE on the left side of the platform and a GREEN HERB and TMP

AMMO (100) on the right, SHOTGUN SHELLS (10) and a FLASH GRENADE on the ground right of the starting position and HANDGUN BULLETS (20) and a FIRST-AID SPRAY on the left. That's a lot of goodies. When you're done, climb up the ladder to the central platform and exit.

****OUTER TOWER****

Two barrels on your left, containing a GREEN HERB and a random item. In upper right corner is a rope swing going down. Here, on the lower level, on of the barrels has a SNAKE inside, so train your aim on the lower part of the right one and fire twice to kill it. As usual, it will drop some sort of egg. The barrel on the left has a random item. Ride the elevator down.

Here, you'll find a barrel with a random item, a box with a SPINEL, a FLASH GRENADE, another barrel with a random item, SHOTGUN SHELLS (10), RIFLE SHOTS (5), and HANDGUN BULLETS (15). Talk to the merchant and do what you will, but you don't need to save just yet.

```
*****
*****MERCHANT*****
* BUY (NEW) *           TUNE UP (NEW) *
* (none) * Shotgun EX (Same FP at distance, 90k) *
***** TMP CAP (250, 35k) *
***** TMP EX (1.8 FP, 100k) *
***** Punisher EX (5x penetration, 40k) *
***** Red9 EX (5.0 FP, 80k) *
***** Blacktail FP (3.0, 40k) *
***** Blacktail CAP (35, 25k) *
***** Blacktail EX (3.4 FP, 80k) *
***** Riot Gun FP (8.0, 50k) *
***** Riot Gun FS (1.50, 20k) *
***** Riot Gun CAP (17, 25k) *
***** Riot Gun EX (12.0 FP, 120k) *
***** M.Thrower CAP (10, 40k) *
***** Striker FP (9.0, 32k) *
***** Striker RS (1.50, 15k) *
***** Striker CAP (20, 16k) *
*****
```

Go through the door beyond the merchant to end this chapter, as well as this disk.

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*****
CHAPTER 5-1: Disembarking
*****
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****LOWER CLIFFS****

ENEMIES: ~THIRTEEN COMMANDOS, ONE GATLING COMMANDO (you shoot the light)
~FIFTEEN COMMANDOS, ONE GATLING COMMANDO (you don't shoot the light)
TWO COMMANDOS (after the light)

After a few scenes (and one of the best Saddler lines ever), you'll be on the island. Follow the path around and hop off the ledge. Don't go across the wooden bridge yet, instead, go to the end fo the path ahead and climb up the two smaller cliffs to get to two boxes, one with a random item and one with an EMERALD. Climb down and cross the bridge from earlier and follow that around 'til you get a scene.

Now, you have two choices here, you can either shoot out the search light and reduce the number of enemies that will attack you here, or you can jump right

over and deal with the standard melee.

LIGHT OFF

On the other side, you can find HANDGUN BULLETS (10) on the box ahead. Inside the building, you'll see your first COMMANDO, which you shouldn't have too much trouble with.

Walking into the main area will alert the GATLING COMMANDO. Be warned as you should be using nothing less than a shotgun on him and more if you can spare it (not the magnum though). The gun is dangerous, so run around him if he starts firing. Don't try to climb up anything nearby either, as he can jump it in a few seconds. He'll drop 15000 PSTAS when he dies. A total of thirteen more COMMANDOS will join the fight after the gat, so be aware of your surroundings. These guys have everything the illuminados had and then some (cattle prods, for example).

LIGHT ON

You might have time to grab the HANDGUN BULLETS (10) across the way, you might not. More likely, you'll have to deal with enemies immediately, as the spot grabs you right away (ala the catapults at the clock tower).

Four COMMNADOS will charge you immediately, two from either side. In the main area, just like before, the GATLING COMMANDO will drop down to attack you, so take him out quickly and from a distance, if at all possible. He'll drop 15000 PSTAS once he falls for good. Eleven more COMMANDOS will be roaming the areas nearby, and you'll have to kill them before you can really progress.

END LIGHTS

There's quite a few things you can do here, now that the coast is clear. First off, you might want to grab the GREEN HERB underneath the tower the gat jumped out of. Since the rest of the items are along the way, head up to the door and check it to start the laser beam "puzzle" (don't worry, the beam doesn't hurt you).

Head back down and towards the lower tower that the light is pointing towards. In the bottom floor of the tower is some TMP AMMO (50), but the goal is the mirror on top, which you should adjust to fire at the other mirror on the upper tower. Don't worry about precision because once the beam is on, it's on.

Cross this area and go inside the first building to find a ladder. Climb up and grab the MAGNUM ROUNDS (3), then turn the mirror so that it hits the red spot on the other side of the door. This will unlock the next area.

Beyond the door are some sandbags, and there are some SHOTGUN SHELLS (5) behind that. Follow the path on, but be prepared to dodge just before entering the second cave. The barrels in there will yield a GREEN HERB, which you may need, considering the battle. The third cave will have a crossbow COMMANDO and a regular COMMANDO waiting, so be prepared to dispatch both. Before you climb up the ladder, though, you'll want to head to the left and pick up the SHOTGUN SHELLS (5) lying near the end.

****UPPER CLIFFS****

ENEMIES: ~TWENTY-FOUR COMMANDOS

Head forward and to the left, you'll see a COMMANDO, midlessly watching guard by the sandbags. Kill him quick and he won't alert anyone else just yet (perfect sniping opportunity). Grab the TMP AMMO (25) by where he was, if you want it. Turn around and head along the side of the cliff, jumping the gap when it comes. There's another spotlight ahead, but it's irrelevant and can't be capped. Jump through the opening on the right and pick up the RIFLE SHOTS (5) on the table, then turn to face three COMMANDOS, all with cattle prods. Take the right path first and grab the EMERALD off the box, then turn and take the left path, grabbing the RED HERB on the left, then blowing up the barrel to reveal a secret cave. Inside, there's a treasure chest with a GOLDEN LYNX, but don't sell that just yet, as you can add stones to it.

Make your way out of the tunnels and back to the path from earlier. One COMMANDO might dart past as he sees you. There are three more COMMANDOS on the upper level bridge, but two can be taken out immediately via timing a shot on the explosive barrel. Snipe the other off after that. Now, you'll be in a bit of a situation, because ahead there's a COMMANDO with a rocket launcher, and two more COMMANDOS with dynamite will join the fight soon. Kill one of them on the left and take the tunnel up to find the one that ran from earlier, and two new cattle prod COMMANDOS. At the end of this area is a GREEN HERB and some SHOTGUN SHELLS (5). Turn around and head down again. You can shoot the barrel cart on the right here and send that down a path of destruction, or you can kill the five COMMANDOS along the way manually. If you haven't killed the other dynamite guy already, now's a good time. On the box ahead are more SHOTGUN SHELLS (5), and there's an enclave on the left that has another COMMANDO and TMP AMMO (25). The guy who had the rocket launcher from earlier might be waiting on top here, if you haven't killed him already.

Unlock the gates and head inside. There's a merchant and a typewriter ahead, but heading into this area causes a COMMANDO to spawn behind you. Ahead, there are five COMMANDOS, one with a crossbow on the upper level, but you can snipe them all rather easily. Head for the door at the end when you're done.

```
*****
*****MERCHANT*****
*          BUY (NEW)          *          TUNE UP (NEW)          *
* Treasure Map (Island) (10k) * Butterfly CAP (12, 25k)   *
* Killer7 (77.7k)            * Semi-auto FP (15.0, 40k)  *
***** Semi-auto CAP (24, 25k) *****
***** Semi-auto EX (0.40 FS, 80k) *****
***** M.Thrower EX (Homing, 30k) *****
***** Striker FP (10.0, 40k) *****
***** Striker CAP (24, 18k) *****
*****
```

****KITCHEN****

ENEMIES: TWO COMMANDOS

Open the locker on the left for 2000 PSTAS. Continue down the hallway and when it turns to the right, open up the box for an INCENDIARY GRENADE. Open the door and you'll alert a nearby COMMANDO, who will rush you with little results. To the left there's a GREEN HERB, and in the alcove you could see through the busted up part of the wall, the case has SHOTGUN SHELLS (10).

Continue down the hall to the main part of the kitchen, but watch out for that oven... In the sinks on the left you can find a HAND GRENADE, and a door that leads out of here.

****MESS HALL****

ENEMIES: FIVE COMMANDOS

Head around the corner and you'll meet your first big COMMANDO, who is only vulnerable if you shoot him in the head. Ignore the door for now and head down the stairs. There's a crossbow COMMANDO down here and another big COMMANDO, so be prepared to dispatch them quickly. Two more COMMANDOS will join the fight as you move out of the stairwell, and one of them has a shield. Once you've taken them out, open the case for a RED STONE OF FAITH (for use in combining with the lynx), then continue around to a small pantry behind the table that holds a random item and a YELLOW HERB.

Now climb up the stairs and enter the room you skipped before.

Grab the HANDGUN BULLETS (10) ahead. A scene will follow once you progress far enough into the room. Turn around and examine the lockers behind you to get 5000 PSTAS, then exit through the door.

****FILING ROOM****

ENEMIES: SEVEN COMMANDOS

Turn left and grab SHOTGUN SHELLS (5) from the filing cabinet, then go right through the opening and pick up some more SHOTGUN SHELLS (5) and RIFLE SHOTS (5). Chat with the merchant and buy the SURVIVAL VEST if you can possibly afford it. This is extremely valuable for the next section of the game, so if you can't afford it, run through a session at the shooting range nearby and hope that's enough.

```
*****
*****MERCHANT*****
*      BUY (NEW)      *      TUNE UP (NEW)      *
* Tactical Vest (60k) * Striker FP (12.0, 60k)  *
***** Striker CAP (28, 25k) *****
***** Striker EX (100 CAP, 60k) *****
***** Killer7 FP (30.0, 62k) *****
***** Killer7 RS (1.53, 20k) *****
***** Killer7 CAP (10, 30k) *****
*****
```

In one of the filing cabinets in the other part of the room is an EMERALD. Unfortunately, there's two COMMANDOS on the other side of a shutter that opens and closes (depending on where you stand), and they keep throwing dynamite at you. There are a number of classy ways to handle this, but one of my personal favorites is to toss a flashbang, then snipe one of them, leaving him to blow the other up. As an alternative, you could also shoot the dynamite, but this is often surprisingly ineffective. A third dynamite COMMANDO will join up sooner or later, then three more crossbow COMMANDOS after him. Killing them will alert the COMMANDO that was "operating" the shutter (it's actually a script independant of the commando that runs regardless of his presence).

Inside, you can find a RED HERB near the operator's post, TMP AMMO (50) in a red cabinet, and a door to exit through.

****MEDICAL FACILITY****

To the left is a GREEN HERB and a door that leads back to the entrance (hint: don't use it). Inside the room near the herb, there's a box with a BRASS POCKET WATCH and a typewriter, so save if you need to.

Head out and up the stairs, and when you hit the junction at the top, head to the left and grab the INCENDIARY GRENADE from the red cabinet nearby. There's a box along the way that will hold some MAGNUM ROUNDS (3), which you could probably think up a few uses for. Enter the double doors you find at the end.

****OPERATING ROOM****

ENEMIES: Yes. That is foreshadowing.

The door in front of you will open automatically. When you get to the viewing window, there will be a brief scene. You can't get into that room though, so you'll have to access the panel on the right side...

```
+++++
+ [ARROW PUZZLE]          +
+                         +
+ The object here isn't obvious, but the goal is to +
+ turn the arrows so that there's a flashing current +
+ traveling from the upper left corner to the lower +
+ right. Each selection of a color will rotate all +
+ of the arrows of the same color counter clockwise +
+ once. You don't even have to light them all up. +
+                         +
+ Operate the blue arrow once, the green twice, and +
+ the red three times to unlock the door.          +
+++++
```

There's a FILE inside on the left that explains the next major enemy you'll have to face, so read up on that and then grab the TMP AMMO (50), if you want it. On the other side of the table you can find a FREEZER CARD KEY.

Something in the other room will start moving. This is your first REGENERATOR, but you can't kill it unless you have a ton of ammo or are extremely lucky in your shots, so either run into the room it came out of and pick up the EMERALD in there if you can manage it, or run out the door to get away from this thing.

****MEDICAL FACILITY****

ENEMIES: TWO REGENERATORS

Yes, you read that right, but fortunately, you'll only have to deal with one REGENERATOR that you'll find on your way down the hall. Go past the junction and into the first door on the right, which you can now unlock with your newfound key.

****CRYO STORAGE****

ENEMIES: Yup.

To the left is a pack of RIFLE SHOTS (5) (yes, devils), and in the glass cabinet at the end here you can pick up a GREEN HERB. Back near the entrance, the first door on the right has cryo device which you'll need to switch off to get to the major item in this room. You'll also want to use the key rewriter nearby to get the WASTE DISPOSAL CARD KEY. Now head into the other room and grab the INFRARED SCOPE after opening the valve. This can be used on either model of the rifle.

Right on cue, a REGENERATOR will drop down, so combine the new scope with your rifle, pull it out, and wait. When you see the glowing spots on the REGENERATOR, shoot 'em, as they're parasites that sustain the body and this is the fastest way to dispose of them. Pick up the 5000 PSTAS when the music stops and head out.

****MEDICAL FACILITY****

ENEMIES: TWO REGENERATORS

Now that you can take both of these on in [un]fair grounds, head to the right and stake out the alcove with the case, which holds an EMERALD. Gun down both REGENERATORS as they come, and if you've shot all of them off the front of one, but it keeps moving, shoot out one of its legs and search for another on its back. Repeat that process whenever you're stuck with these. Pick up each of the two 5000 PSTAS when you're done, and while you're at it, open up the red cabinet further down the hall and pick up some more RIFLE SHOTS (5). Use the new key at the end to open up the door.

****WASTE DISPOSAL****

ENEMIES: FOUR COMMANDOS

At the end, you'll find some more TMP AMMO (25) and a door. Open it and grab the HAND GRENADE next to the control levers. This is one of the more amusing parts of the game, as you can use the controls to pick up about three of the four COMMANDOS below and drop them into the pit. The remaining one or two will get wise to your scheme and try to climb up the ladder to where you are, but swift violence solves this problem.

Jump down and head around the waste bins, picking up a GREEN HERB that's lying around one of them, and the EMERALD that's on top of another. Behind the next door, there's more TMP AMMO (25) and a staircase leading upward. Pick up the SHOTGUN SHELLS (10) on the table in the control area and the YELLOW HERB by the desktops. One of the lockers before the door holds a FLASH GRENADE as well.

****HOLDING AREA****

ENEMIES: TWO COMMANDOS (both big)

There's some HANDGUN BULLETS (10) in the red cabinet on the righthand side of the hall. When you see the two big COMMANDOS, prepare yourself, as they'll be rushing you as soon as they see you. Once you've floored both, talk to Ashley to shut her up, but you can't get in just yet, so exit through the other door.

****X-RAY ROOM****

ENEMIES: SIX COMMANDOS

Down the hall there's even more SHOTGUN SHELLS (5) to stash away. There are six COMMANDOS behind this door, one of them has a shield and another has a crossbow. Pick up some RIFLE SHOTS (5) and the FLASH GRENADE (which you might want to hold on to for a while) from this floor, then head down the stairs, picking up the pack of MAGNUM ROUNDS (5) that hides behind them. Open the door and continue on, saving and grabbing the GREEN HERB through the door at the end if you have to, but otherwise heading through the left door.

****EXPERIMENT ROOM****

ENEMIES: Yeah huh.

Ready your rifle and head deeper into the room, beyond the door. You'll see something weird show up on the surveillance cam. That's an IRON MAIDEN which is like a regenerator, but creepier and more deadly. You may have to shoot its leg out to get to the parasite on its back. When you're done, pick up the RIFLE SHOTS (5) nearby and the TMP AMMO (25), if you really want it. Most important though is the STORAGE ROOM CARD KEY that the baddie drops.

There are a lot of neat goodies to pick up in this general area, like the RIFLE SHOTS (5) from the case on the right, the EMERALD from the vertical sample

shelves, the SHOTGUN SHELLS (5) from the side shelf, more RIFLE SHOTS (5) from the second valve lock, and a RED HERB and a GREEN HERB from the glass cabinets on the other side. Head through the automatic door and out the second door behind it.

****CONTROL TOWER****

ENEMIES: CROWS!

There's a pack of CROWS ahead on the metal girders, so pull out a flash grenade and toss it, trying to hit the same girder for maximum effect. They'll drop a lot of small pstas, HANDGUN BULLETS (10) 5000 PSTAS, and another FLASH GRENADE to replenish the one you just spent. Further ahead there's a merchant, though he doesn't have anything new to sell you, you probably have some stuff you can get rid of. In the barrels, you can pick up an INCENDIARY GRENADE and a YELLOW HERB.

Ride the lift up and turn left for another GREEN HERB. Inside the control tower, you'll have a short scene, and you can pick up SHOTGUN SHELLS (5) on the table. Leave the same way you came when you're done.

****EXPERIMENT ROOM****

Nothing to do here, unless you have more you can and want to pick up. Head out the other door.

****X-RAY ROOM****

ENEMIES: FIVE COMMANDOS

Once you reach the stairs going up, you'll meet three crossbow COMMANDOS, with two more COMMANDOS lurking behind them. Take 'em all out, using a grenade or the shotgun, then head through the doors.

****HOLDING AREA****

Head to the left and unlock the door using the key, then go inside to end the section.

CHAPTER 5-2: The Factory Depths

ENEMIES: FIVE COMMANDOS (one big)

There are some SHOTGUN SHELLS (10) to pick up on the left. As you exit, a FILE in the form of a paper airplane will fly into the room, so pick that up before you leave here.

Tell Ashley to wait, then head out the door. There's a full scope of COMMANDOS outside, one big one, one shield, one axe, one cattle prod, one crossbow. When you've killed them all, call Ashley back and head out the door on the left side.

****WASTE DISPOSAL****

ENEMIES: FOUR COOMMANDOS (first wave)
THREE COMMANDOS (second wave)

As you enter, four COMMANDOS will be alerted to your presence, and one of them will shut the door in front of you. Two of them with melee weapons will rush you while a third uses a crossbow (the guy at the panel is useless).

Accessing the panel to open the door will trigger the second wave of three COMMANDOS which will literally rush and surround you. Bust out the shotgun on them, then move on down the stairs and out to the dumpster area, where you'll decide on the bright idea of jumping into the pit.

****DUMP****

ENEMIES: TWO IRON MAIDENS

Leon knows what's up, because as soon as you flip the switch, the first IRON MAIDEN will get up. Take a right and grab the RIFLE SHOTS (5) sitting there, and flip the switch on this side. Back off, then finish off the baddie before it breaks through the gates. There's a dumpster that you can hide Ashley in, if it does indeed break through. Pick up the 20000 PSTAS (!) it drops, and activate the other switch to head into the next area.

You and Ashley will need to push the red block to get across, but ditch her as soon as you're done, and make the run around to the left, where you'll see the next IRON MAIDEN. Take care of it quickly, then pick up the GREEN HERB and RIFLE SHOTS (5) sitting around nearby (and the 20000 PSTAS). Call Ashley, then push the next red block away from the door to get out.

****DEMOLITION ROOM****

ENEMIES: Indeterminate!

Be prepared, because this next area has an absolute swarm of enemies and is grueling to get through.

A big COMMANDO will notice you when you enter and run over to bring the smack down, but a quick shot with the rifle (hopefully with the regular scope) will solve that problem. Two more standard COMMANDOS will follow him. Further along the path, you can find two barrels, one of which holds SHOTGUN SHELLS (10). A GREEN HERB waits at the end of the hall, then you can cross through the oversized vent to get to the pit and the wrecking ball.

This is where the real fun starts, as enemies will start pouring out from all directions, and all of them are terribly interested in turning you into a thin, red paste. Inside the small control room is a panel which you can use to move the ball into the wrecked part of the wall.

The first goon squad consists of four COMMANDOS, one big, who will run out to the left, and others will continue to pour down from the right and, eventually, behind you. I can't keep track of all of them, believe me, I've tried, but it's roughly the same amount as the swamp, but in a smaller locations.

Advice I can give you includes:

- * Don't be afraid to bust out the shotgun on occasion, as it's the only weapon that can knock a large group of enemies backwards for a short length of time.
- * Grenades of all types, but particularly flashbangs, are invaluable for this fight.
- * When all else fails, you can knock them into the the firey molten pit o' doom, so keep that in mind and try it out a few times.
- * The wrecking ball takes a while to get back into position, so start it off, run around and do some killing, then come back and set it off again.

Inside the control room, you can find HANDGUN BULLETS (10) and a RED HERB. Exit through the new door once you've opened the way.

****SHUTTER HALLWAY****

ENEMIES: TWO REGENERATORS

Before you go out and flip the switch ahead, head to the right and enter the small room behind the door. Pick up the RIFLE SHOTS (5) from the fridge and the INCENDIARY GRENADE from the cabinet, then leave.

Behind the first shutter is a REGENERATOR, which you'll have to deal with rather quickly. Grab the 5000 PSTAS it drops, then head down the hall where you'll find another REGENERATOR hanging around down the right fork. When you've killed it (and picked up your loot), take the left fork for another small room with SHOTGUN SHELLS (10) in the locker, a GREEN HERB in one corner, and a red switch you'll have to push to continue in the other.

Back in the hallway, send Ashley under the shutter to open the way. Take the YELLOW HERB ahead, then go to the right if you want to shop and save. If not, scroll down.

MERCHANT STORAGE

There's a RED HERB in the locker here, but otherwise, nothing new at the merchant. If you haven't had the cash for something previously, you probably will now, so upgrade what you will (it's an especially good idea to get the exclusive for the Striker) and head on out again.

SHUTTER HALLWAY

With the double-locked door ahead, position Ashley on one side of the door and tell her to wait, then operate the lock on the other side and she'll follow suit. When the lights hit the middle, pull the switch. It's absurdly simple.

BULLDOZER SOUTH TERMINUS

ENEMIES: Loads

This is the beginning of the always interesting bulldozer segment. Bust the boxes on the right to get some SHOTGUN SHELLS (5), then grab more SHOTGUN SHELLS (5), RIFLE SHOTS (5), and a FIRST-AID SPRAY in the box on the other side.

Climb into the back of the dozer and Ashley will take over at the controls. Leon's job is to stay in back and fire at all the enemies chasing after you.

Advice again, as there's no strategy:

- * Stand as far as you can to the back. The first leg of the course, you don't have to worry about any COMMANDOS dropping down from behind, but staying back gives you a wider scope to deal with.
- * Use a shotgun-type weapon, preferably a Striker, as often as possible. This knocks the hordes down rather quickly. Pistols can do it too, but using anything else is bad news.
- * Enemies have a lot less health in this segment than they would otherwise. That's part of the magic.
- * Don't worry about items. They drop, but there's nothing you can do to get them unless they fall on the 'dozer.
- * Ashley can be hurt. Rather easily. So don't screw around. Commandos will go after her.

When the truck comes, fire at it and it will eventually crash. It'll start up again later, but repeat the process and don't worry. Soon, you'll reach the...

BULLDOZER (MID-POINT)

ENEMIES: Less than before

This is a big pain in the arse because you'll have to climb up and pull a switch, and in the meantime, baddies will keep dropping down and attacking Ashley.

Get off and climb the left ladder. At the top, grab the TMP AMMO (25), pull out the rifle (regular scope) and snipe off four COMMANDOS. About now, Ashley will scream, so turn and snipe a COMMANDO that has dropped down. Once you run through the covered area, one COMMANDO will have spawned behind you and four more in front of you. Kill them, snipe the two COMMANDOS on the dozer, pull the switch, bust the boxes for SHOTGUN SHELLS (10) and TMP AMMO (50), run around the other side, take the GREEN HERB, hop down, and climb up to the dozer again.

****BULLDOZER NORTH TERMINUS****

ENEMIES: Another load

Use something to heal Ashley if she was hit, then pull out the shotgun and continue on. When Ashley notifies you that a truck is coming (just after the second stop), turn around and snipe it immediately. Don't worry, it's supposed to crash into you, but not in a bad way.

When you get off, grab the HANDGUN BULLETS (10), then head through the door.

****MEETING ROOM****

From the left to the right just in front of you, you can get 5000 PSTAS in a cabinet, SHOTGUN SHELLS (10) from the chair, and a HAND GRENADE from the other cabinet. Ahead is a GREEN STONE OF JUDGEMENT in a case, and a box of 1600 PSTAS on the shelf. There's nothing new at the merchant this time either, and no sense in saving as the door to the left will end this section.

CHAPTER 5-3: Experiments

****FACTORY CHAPEL****

On your own again. Grab the 5000 PSTAS on the left side of the stairs, then the FILE on the table up top. Enter the door on the left and there will be a short scene.

****BOILER ROOM****

ENEMIES: SEVEN COMMANDOS

Rather than taking the first left, take the second and grab the SHOTGUN SHELLS (5). On your way back, a COMMANDO might yell, but don't worry. Pull out your gun and shoot out the object from the window to get an EMERALD, then take the GREEN HERB at the bottom of the stairs.

Behind the door are the COMMANDOS, one of whom might be waiting as soon as you open the door. Around the corner, you'll find three more COMMANDOS, and up the stairs on the left, three more COMMANDOS. In the room up here, grab the SHOTGUN SHELLS (5) and the 1600 PSTAS in the locker. Before you go through the door at the bottom, hand a right into a small room that contains a FLASH GRENADE and 3000 PSTAS. Now use the door.

****WAREHOUSE****

ENEMIES: Sort of...

Outside the door ahead, you can find SHOTGUN SHELLS (10) near a chain-link fence. Grab them and take the elevator to the upper level.

==ALERT==

This next section will require that you dodge six times, in relatively quick succession, so keep your fingers around L + R and B + A. You'll dodge five times, then get knocked below where you'll have to dodge once more.

Following the sixth dodge, begin tapping A or B as quickly as possible, whichever one the screen says, then switch halfway through (as indicated). You might want to get a head start on that, because if you die, you'll have to start the second part over again and it's really rather easy to die in this part.

Hop down the ladder on the other end after the scenes, then head out the door.

LASER ROOM

This is an exceedingly bad idea, but it has to be dealt with nonetheless.

The first one is easy, just wait for the bar to rise up and the two verticals to pass, then run through. The second one, just wait until both bars are above you and continue then. The third one requires stupid matrix dodging, as will the fourth and fifth, in quick succession. When you get to the end, turn around and be prepared to dodge the sixth time. This comes on quicker than any of the others, so be prepared.

THRONE ROOM

While you can sit in the throne, it's better to turn around and shoot down the ELEGANT HEADADDRESS, grab the EMERALD on the left side of the throne, and continue on.

CONTAINER YARD

ENEMIES: Not immediately...

Behind the stairs, you can find a GREEN HERB and another EMERALD. Pick up the FILE by the merchant ahead (nothing but some magnum tune-ups), and save if you have to. Most importantly, grab the MAGNUM ROUNDS (5) in the tiny room and the RED HERB, if you need it.

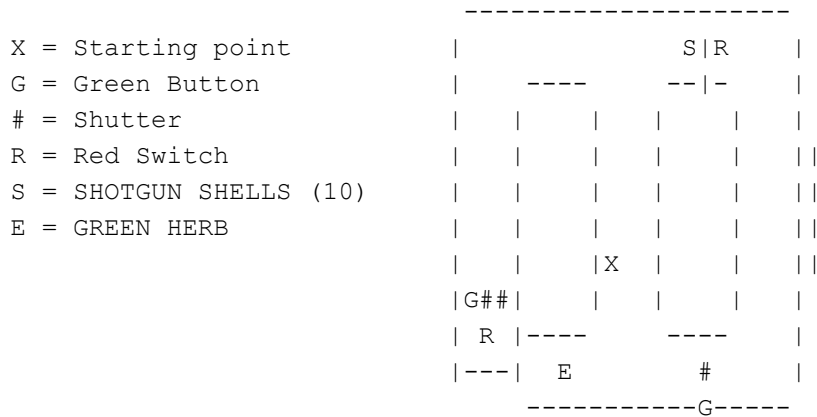
```
*****
*****MERCHANT*****
* BUY (NEW) *      TUNE UP (NEW)      *
* (none) * Butterfly FP (28.0, 70k) *
***** Killer7 FP (35.0, 78k) *
***** Killer7 RS (0.93, 30k) *
***** Killer7 CAP (14, 49k) *
*****
```

Once you're through the door, take the YELLOW HERB from the busted cage on the left side of the path. Near a burning barrel, you'll find some TMP AMMO (50). The next scene will give you a rough idea of the area you'll have to trek through next area, which isn't exactly... well, fun. Climb up the path and you'll get another scene, in which you'll meet "it".

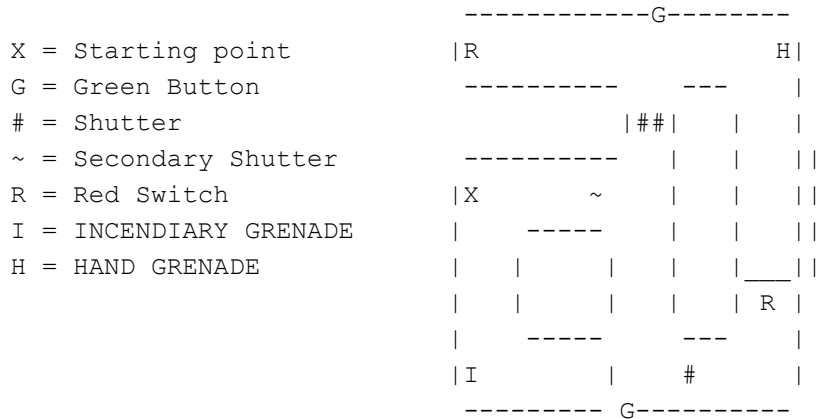
In here, your goal is to flip the switches to open the door on the other side. Unfortunately, this will also drop the container in thirty seconds and the "it" keeps on trying to mangle you. If it gets too uppity, fire at it a few times to get it away, but watch out for when you need to dodge and shake off.

If it says dodge, just

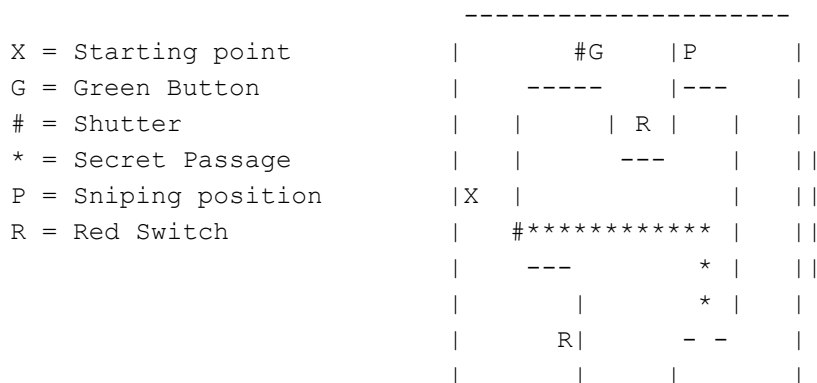
The actual containers each pose their own problems. To access those red switches, you'll need to fire at the green glass button to unlock the shutter. Sometimes, the green ones aren't in positions that are conducive to easy access. The first, rather simple map, looks like this....



First you'll want to run around the "it" and grab the shells, then turn around and head around the corner to the end, blast the green button to the right, then access the red switch. Head all the way around again and grab the herb, make a turn, and blast the second green button on the right to get through. Around the path you'll find another red switch to flip and continue on.



Here, run to the right and grab the incendiary (provided you have room), then head into the main area where "it" will drop down and the secondary shutter will close behind you. Turn to the south and fire on the green button, which should be up and to the right on a pillar. The first shutter will open and you'll be able to get to the red switch. The second green button is also up above, but it's behind the shutter (don't worry, it's an easy enough shot). When you blast that, head through to the left to hit the second red switch, and make a quick turn to get through to the exit on the east side, grabbing the grenade if you can fit it in.



The third one is a little more complicated as the "it" will mutate and get even more ornery, AND the green button is behind a shutter this time. Well, first, you'll want to run to the right and flip the first red switch. This will unlock the secret passage, but it will also attract the "it". "It" can't get to you in the passage though, so run through and exit through the other side, eventually positioning yourself at P so you can snipe the green button. Now head through the passage again, flip the red switch, and run through the secret passage to the exit. You'll have to open the door and jump to escape.

After all that you're probably thinking, "oh, swell, I've defeated "it" and am free to enjoy some quiet". No, not quite, because as soon as you cross that gate, it's going to drop and you're going to be left actually fighting "it".

```
|+[BOSS FIGHT #8: U3]+ |
|[DIFFICULTY: EASY]+ |
|After so much fanfare, it's time to actually fight Saddler's eponymous "It"! |
|Well, not quite, as going after it in an open area is not the brightest idea |
|in the world. Immediately turn around and grab the nearby GREEN HERB and |
|SHOTGUN SHELLS (10). Continue running until you get to a gate. Open it up, |
|run in, and close it again. Wait for the U3 to come around then pull out a |
|handgun type and blow up the explosive barrel behind it. Now back up a bit, |
|because the U3 is going to want to tear its way through the gate and will |
|attack you through it if you get too close. Pull out the BROKEN BUTTERFLY |
|or the SHOTGUN and begin firing at it, aiming for the parasitic head. Once |
|you get a few shots off, the gate should break and it will start chasing you |
|through the passage. You'll pass another explosive barrel along the way, |
|and some HANDGUN BULLETS (10) before that, but keep running until you've |
|successfully gotten through the gate. From there, steady your aim on either |
|the U3's head again or the explosive behind it and fire. A few more shots |
|coupled with the explosion should do it in, BUT more often than not, the U3 |
|will mutate a little more and take another method of attack, that being |
|digging underneath the ground and trying to rise up and kill you that way. |
|If it does do this, keep moving around and dodge when the buttons appear on |
|screen. It will eventually surface again, at which point you should keep |
|taking shots at its head. |
|-----
```

The gate will rise up again, and you'll find a cool 50000 PSTAS lying in the corpse. Pick up any items you might want from this area, then head through the door on the other side of the gate. Behind the stairs at the end of the tunnel is another GREEN HERB. From here, go up the stairs and you're left with two options. You can either ride the tram on the left back to the other side and pick up ANOTHER GREEN HERB, or you can climb up the ladder to exit this area entirely.

****SOUTHERN CAMP****

ENEMIES: EIGHT COMMANDOS

Climb up the ladder and help yourself to more SHOTGUN SHELLS (10) and a HAND GRENADE in the cabinet. Open the door and you'll be outside again, with some HANDGUN BULLETS (10) in the barrel ahead. Approach the edge and you'll see seven COMMANDOS crowded around some barrels. While there is a eighth COMMANDO below that can probably spot you, just shoot the barrels to take out the mob, then pick off any stragglers.

Hop down and bust up the barrels for some TMP AMMO (50). Beyond that in the main camp, there's some more TMP AMMO (50), but don't forget the YELLOW HERB

far to the right. Inside the tent are some boxes with SHOTGUN SHELLS (10), so grab those before you jump down the ladder.

In the lower mining area, aim up and to the right of the support beams and shoot the object down to get an EMERALD. There's also a barrel nearby. Further along the path, you'll find a small opening to the right where you can pick up the BLUE STONE OF TREASON to complete the lynx. Head back out, then down a path on the left to get 5000 PSTAS. Near the ladder you'll find a merchant, a typewriter, a door to the shooting range, a barrel with HANDGUN BULLETS (10), and a FILE that makes a negative amount of sense. You should've already completed all of the shooting range quests, but the merchant has a few choice upgrades to the butterfly that make the next big battle a lot easier. Also, take note that the merchant is quite infested now. Not that it matters or anything.

```
*****
*****MERCHANT*****
* BUY (NEW) *          TUNE UP (NEW)          *
* (none) * Butterfly EX (50.0 FP, 150k) *
*****
```

Climb up the ladder, bust up the barrel behind you for a random item, then exit through the door.

****ISLAND RUINS****

ENEMIES: In a manner of speaking...

Bust up the barrel on the left to get a GREEN HERB, then hop down at the end of the path. As you exit through the pillars, there will be a scene and you'll be under attack by Krauser. His bow shoots explosive arrows, so keep on the run into the small hut ahead. Try to open the door, but it will be on a time lock. This will attract Krauser.

I should probably stop for a minute to talk about Krauser as an enemy here. His main thing is to flip around and dodge all of your shots, then charge you and try to cut you with the knife. If you're not into getting hit, the only sure way out of it is to slash him before he does, which will stun him (and lead him to give you more props when he taunts you). If you turn your back on him, he'll grab you and try to slit your throat, which will knock you down to minimum life if you aren't careful. Sometimes, a special button mash dodge sequence will initiate. If you're hit here, you will die instantly, so keep dodging until you kick him out of the way. In other areas, you'll have to deal with him pulling out greandes or an SMG on you. Every time he's "defeated", he'll toss a flashbang and disappear.

The box here has MAGNUM ROUNDS (5) and there's a GREEN HERB next to it. Climb up top and wait for Krauser, the bust out a rapid fire weapon on him. He'll mostly huck grenades, flip and dodge almost constantly, and try to knife you here, so this is a perfect time to get your basic strategy down. When he's had enough, he'll toss a flashbang and disappear. The door will unlock now as well, so head out (unless you want the FLASH GRENADE and the TMP AMMO (50) up top).

In the next area, Krauser will wait behind a busted wall and shoot at you with his TMP until you've done something with him. Grab the SHOTGUN SHELLS (10) ahead, then deal with him as you did last time (dodging is more likely here). Head down the stairs to the relief wall. You can't do anything here yet, because you don't have the pieces, but you can grab some HANDGUN BULLETS (10) to the far left side.

Head back up the stairs and go straight and to the left this time. Krauser will fire his TMP at you from the tower across from you. Inside the tower are some barrels with a FIRST-AID SPRAY and more SHOTGUN SHELLS (10). Krauser will probably jump down to join you, so climb up the ladder and jump down the other side (grabbing the TMP AMMO (50) if you absolutely have to). Follow this path down the stairs ahead, then go up the passage, taking the GREEN HERB and coming to rest in the open area with the PIECE OF THE HOLY BEAST, PANTHER.

After the scene, you'll be fighting with Krauser again. His thing is to hide on the upper level and huck grenades down, so stand underneath his platform and wait for him to join you. You don't have to say anything if he taunts you, I don't think. Once he leaves, grab the RED HERB and the HANDGUN BULLETS (20), then push the statue north, then west until it's on the panel. Flip the switch to exit.

There may or may not be a crowd of flying robots waiting for you, but if there are, kill them. They aren't dangerous, but they are troublesome. This time, head right when you reach the bottom of the stairs. Make a left around the corner, then huck a grenade to the end near the gate to catch Krauser off-guard here. You don't have to kill him, but you will need to pull the switch to continue.

Some ground-based robots will be waiting here to the left, so blow them up. Pick up the TMP AMMO (50) nearby if you need it, and the GREEN HERB. Head around where the 'bots were, destroy another in the ground, then continue on. There will be a flybot to your right here, and two more groundbots around the corner. Krauser will taunt you, then you'll have to face another pair of 'bots. Take the YELLOW HERB and the gate will close behind you. Keep going up.

This area is eerily calm, but before you go ahead and grab the PIECE OF THE HOLY BEAST, EAGLE on the walkway ahead, you might want to take a side trip to the other side of this platform to pick up a MAGNUM ROUNDS (3) and a GREEN HERB.

|+[BOSS FIGHT #9: JACK KRAUSER]+ |
|+[DIFFICULTY: EASY]+ |
|Throw those old strategies you were using out the window because Krauser's |
|new arm is bulletproof. He's also lost any and all interest in knives, hand |
|grenades, and his sub-machine gun, so keep those fingers close to the dodge |
|buttons at all times. Krauser's modus operandi is to try to get you with |
|his mega-claw, which is a dodge move, but on occasion he'll jump back and |
|try to impale you with an overhead attack. You can dodge this, but if you |
|happen to be standing too close to the edge at the time, you'll get knocked |
|off, and Krauser will grind his foot into your hand, but some button mashing |
|will get your knife into his leg. Speaking of which, Krauser absolutely |
|HATES getting stabbed, so pull that knife out at every opportunity. Most of |
|the time, Krauser will be using his arm as a shield, but there is a little |
|open space near the feet. That should be where you fire at with a shotgun |
|type (or TMP if you aren't following my advice). Since there's enough space |
|on the field, use it to your full advantage and run back and forth to get |
|some space, just be warned that Krauser's pretty fast. After enough shots |
|to the knees, Krauser will drop, at which point you should switch to your |
|magnum and plug him in the head as often as you can. Another nifty method |
|is to shoot him with your best weapon while he's doing his roundhouse kick, |
|as he's completely open at that point. He'll recover quickly, though, and |
|return to the flipping and skewering pattern, but you should have more than |
|enough healing goodies and cunning to get out of this one under the three |
|minute limit, but if you're down to thirty seconds left, and still haven't |

|killed him, you won't make it. |

Krauser will drop the PIECE OF THE HOLY BEAST, SERPENT. Jump down the ladder hole, then run out the door, placing all the pieces in the relief and going through. Don't save though.

CHAPTER 5-4: Showdown

NORTHERN CAMP
ENEMIES: Metric tons

You'll hear an explosion from behind you, which means you can't exactly go back, but don't worry, there's nothing to see anyway. Take the GREEN HERB ahead and use the typewriter, if you want.

Walking up the slope will trigger a radio transmission, and a somewhat confusing one at that. After you head up the slope some more, there will be another transmission, which will introduce you to your "backup" for this extended area. He'll pretty much take out anything, and you can just hang out while he does it, but since he doesn't ever attack you, you might as well have some fun with it, right?

Hide in the tent, grabbing the SHOTGUN SHELLS (10), while the COMMANDO at the gat fires at you. Apparently, the tent is made of kevlar. Once the commando is shot down, break the barrels outside for another GREEN HERB and more MAGNUM ROUNDS (5).

You'll have your choice here as to whether or not you want to take the upper path or the lower path. The lower path takes longer, and will yield RIFLE SHOTS (5), a HAND GRENADE, and a YELLOW HERB, while you're forced to fight about fifteen COMMANDOS (with varying degrees of support). The upper path features a quicker route with nine COMMANDOS (one with rocket) and a measley GREEN HERB. For the sake of argument, let's say the upper path joins with the lower when the lower climbs the metal ladder and the upper breaks the lock on the door. Inside the room here, you'll find HANDGUN BULLETS (10) and a GREEN HERB, and a FLASH GRENADE waits outside (by the low path).

Open up the door with the red switch and head out. Ignore the GATLING COMMANDO and keep rushing up the hill (the barrel doesn't have anything either), blasting two COMMANDOS and finally reaching the wire swing, which you can use to crash into the gat. Kill the gat, and pick up the 15000 PSTAS he drops (and the HAND GRENADE nearby) before flipping the switch to open the gate. There's some SHOTGUN SHELLS (10) you might want to grab in the boarded area across from you before starting the second leg of this course.

This area has a lot of commandos manning stationary guns, so be on the watch. First run to the left and into the tunnel, grabbing the random item, then head up the ladder and wait for it to cool down a bit. A couple of COMMANDOS might wander in, but they're easily killed. After you hear Mike blow up one of the towers, run across the bridge and behind the shack for SHOTGUN SHELLS (10). There's also some TMP AMMO (50) by the dead gunner. Those in hand, knock the gate down and pull the right-hand switch. Now for the left one...

Avoid the fire and run back the way you came, killing the three new COMMANDOS on the upper levels. Jump down the ladder and run along the left side, picking off any COMMANDOS in the way, then pick up the GREEN HERB under the tower.

There's also some TMP AMMO (50) in the middle on the ground floor here, but grabbing it without killing everything else would be unwise. Climb up the nearby ladder and take MAGNUM ROUNDS (5) off the corpse above, then pull the left switch, hop down, grab the FIRST-AID SPRAY if you killed the gunner, and exit.

This is technically an entirely new area, but it's mostly the same old story, so I include it in this section. Enjoy as we explore the emotional spectrum in a short set of scenes.

Turn around and shoot the EMERALD off the top of the pillar when it's over. Pick up the random loot lying around, and smash the barrel in what looks like a palace entrance for a FIRST-AID SPRAY. Head out again, then down the right side, pausing to shoot another EMERALD off a pillar when you have a good aim on it. Go through the door at the end when you're done.

NORTHERN RUINS

Hop down the hole and turn around to grab a PEARL PENDANT off the block. You'll be treated to a scene in the next room. When that's over with, take the HANDGUN BULLETS (10) off the crate, then head through the next two doors.

ISLAND PRISON

ENEMIES: He's back!

There's a FLASH GRENADE to your immediate left. Also, in the red garbage bin is the mystery critter, though it is quite harmless. Open the drawer near the typewriter to get some MAGNUM ROUNDS (3), then save if you have to. The green box has some SHOTGUN SHELLS (10), and around the corner is a small room with a YELLOW HERB on a chair.

Head into the main part of the prison. In the first cell on the right, you can find some RIFLE SHOTS (5). Continue on, but be warned that the next cell on the left (which has the bars bent open) holds a REGENERATOR. Pick up the 5000 PSTAS it drops, then continue on, snagging the RED HERB by the stairs, then climbing up and exiting out the door.

PRISON YARD

ENEMIES: Oodles

Head down and around the stairs to get a random item in the box and a GREEN HERB on the ground.

Edge around the corner into the yard and you'll see a couple of crossbow COMMANDOS, standing around, completely failing to notice you. Punish them with headshots. Hordes of COMMANDOS will start pouring in from all directions, but there are a bunch of explosive barrels strategically lying around that can be used to thin out the crowds. Three COMMANDOS are in the immediate vicinity and should be the first to attack you. One of them has a shield.

Entering the main part of the yard will spawn a GATLING COMMANDO on one of the upper levels, so make a run for one of the covered areas so that he can't get to you. If he eventually decides to drop down on you, you should have enough room and time to start a series of headshots to fell him. Three barrels in this covered area will net you HANDGUN BULLETS (10) and a YELLOW HERB. Some COMMANDOS will drop down on you here, so take advantage of the excessive number of barrels to be blown up and conserve your ammo. An advanced tactic here would be to blow a large group back with the shotgun, then blow up the barrel next to them. Endless fun.

Eventually, you're going to want to try to head into the northwest corner of this area and open the door, but doing so will release the card key, which a lucky COMMANDO will snatch up immediately. This will also cause a bunch of COMMANDOs to spawn in the metal gate area and swarm towards you. Stand your ground here and fend them off until you've cleared out about five of them. Now it's back into the main yard (where the gat waits, if you haven't killed him already), and more explosions if you can help it. I've really lost track of the number of enemies in this area, but trust me, there are a lot. If any of them drops the EMERGENCY LOCK CARD KEY, snatch it up.

Assuming the area is relatively clear, head to the southwest corner near the ladder and pick up the INCENDIARY GRENADE, SHOTGUN SHELLS (10), and GREEN HERB from the barrels. Climb the ladder and take the FLASH GRENADE from the table here, then continue on, climbing up the next ladder you find. In the first room here, you can find TMP AMMO (50) in the locker and a random item in the box. In the second room is two barrels (random item), RIFLE SHOTS (5), a case with 5000 PSTAS, and the card reader you need to use the key on.

Climb down the ladder from before (though the other does lead to a RED HERB), and go into the room you haven't entered yet. Grab some HANDGUN BULLETS (10) in the locker, then use the lock in the corner and do the same for the first room at this level. Now you can access the door from earlier.

Inside the door at the bottom of the stairs, you'll meet up with two more shield COMMANDOS. Blast 'em, then pick up some SHOTGUN SHELLS (10) from the cabinet near the entrance. Exit through the door.

COMPUTER ROOM

You'll only be in this room for a single scene before you'll head out the door again. In this small outdoor area, take a quick right and snatch up a total of 10000 PSTAS from the barrels, then do business with the merchant if you want to. If you need 'em, pick up the TMP AMMO (50), the GREEN HERB, and the FILE before you leave.

EXIT TUNNEL

ENEMIES: FOUR COMMANDOS (two big)

Head down the stairs, then pull out the rifle to snipe off the two incoming big COMMANDOS. Take a right, and kill the two regular COMMANDOS, and head out the door they were guarding.

COMPUTER ROOM

Nothing dangerous here this time around, but there are some free goodies. Dead ahead are some SHOTGUN SHELLS (10). Climb the ramp and cross the catwalk to get to the control room, where there's MAGNUM ROUNDS (5) and a RED HERB. Stash those, then leave the room the same way you came in.

EXIT TUNNEL

This time, take the door that the big guys were guarding to end the chapter.

The Final Chapter

Nothing to do here, but head out the other door and grab the YELLOW HERB, the SHOTGUN SHELLS (10), and FILE on the upper level before you leave.

****FACTORY EXTERIOR****

Pick up the GREEN HERB, the INCENDIARY GRENADE, and TMP AMMO (50) from your surroundings. This is the last merchant and save point in the game, so make it count. Head down the stairs and a scene will start that will have you ditching Ashley for the big battle ahead.

****CONSTRUCTION DOCK****

ENEMIES: Take a wild guess...

Bunch of scenes, then you're left fighting the big thing. Surprise surprise.

|[BOSS FIGHT #10: OSMUND SADDLER]+ |
|[DIFFICULTY: EASY]+ |
|Ordinarily, this might be a pretty difficult battle, but you should have |
|enough healing items to survive it relatively unscathed. As you could |
|probably gather from the mutation scene, the weak point is the eye in his |
|head, but unfortunately, it's floating up in the air most of the time. You |
|have to do sufficient damage to the legs to knock it out, but don't worry |
|about that yet because you can get two cheap shots off right away. First, |
|charge forward until you're on the other side of the explosive barrel, then |
|wait until Saddler gets close and blow it up. Run up to Saddler's body and |
|hit A to jam the knife in his eye. One cheap shot down. Next run down the |
|narrower part of the path until you get to a platform with some controls. |
|When Saddler gets close, operate them and it will slam a bunch of metal rods |
|into his head. Dismount and jab the knife in his eye again using the same |
|methods. Those are your two cheap shots. The rest of the battle is a bit |
|of a pain because you have to attack his legs, which are invincible unless |
|one of the eyes is showing. If it is, shoot it with a shotgun type and |
|he'll react. Keep repeating the process with the other legs and eventually |
|he'll fall down. This sounds a lot easier than it is considering there are |
|tentacles swinging around cutting at you and the occasional leg to stomp on |
|or charge at you, but patience is really all it takes. Hand grenades also |
|work amazingly well, flooring him in a single toss. If you run out of |
|supplies, there's a SHOTGUN SHELLS (5) near the barrel, a GREEN HERB at the |
|controls, and a HANDGUN BULLETS (10) on the walkway to the controls. |
|There's another HAND GRENADE and a MAGNUM ROUNDS (3) on the bridge side of |
|the helipad as well, just know that the bridges drop of for no reason and |
|you may have to wait. If you get over there before Saddler feels like |
|joining you, he may throw girders at you from the other side. Either way, |
|once he joins you, there's another explosive barrel and another set of |
|controls on the other side, so that means two more cheap shots. After five |
|to nine knife jabs, Ada will reappear with the ROCKET LAUNCHER (SPECIAL), |
|which takes up a 2 X 8 space you'll have to clear. After that, knock |
Saddler down again and fire the rocket.

JET-SKI KEY in head, pick up the 100000 PSTAS Saddler dropped when he died, pick up whatever else you need, then get to the elevator as quickly as possible.

****FACTORY EXTERIOR****

Short scene, then you're gone...

****ESCAPE TUNNEL****

Keep running, and when you drop down a ladder, be sure to wait and grab Ashley,

or things will get messy.

The jet ski will wait ahead. There's no strategy for this, but accelerate as much as you can (up) and remember that you can retry this area from the jet ski if you mess up.

Enjoy the ending!

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= 07: REWARDS =
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There are no time, item usage, or save constraints when it comes to unlocking these. All of them just require that you complete some aspect of the game.

COSTUMES

Upon beating the game, you'll unlock the "special" costumes for when you start a new game (either "cleared" or "start"). These new costumes include Leon in his old school RPD uniform (which acts as a tactical vest, for some reason), Ashley in a white leather outfit, and Ada in her Assignment Ada getup.

ASSIGNMENT ADA

You'll also unlock Assignment Ada your first time through, a small, even more action-based minigame on the island where you control Ada.

MERCENARIES

The third thing unlocked on beating the game for the first time is the Mercenaries game, a timed killing spree played at various locations using characters from the game, with a few surprises.

INFINITE LAUNCHER

The final item received on your first completion is the infinite rocket launcher, though you'll have to buy it in the cleared game for one million pstas.

CHICAGO TYPEWRITER

Completing Assignment Ada will grant you the ability to access the Chicago Typewriter, a sort of high-powered machine gun. But like the launcher, the price is quite steep.

HANDCANNON

Getting a five-star rating with each character in every level of Mercenaries will give you access to the Handcannon in cleared games. It's power is better than that of any other magnum, once upgraded, but it uses a different type of ammo. Of course, if you fully upgrade it, its capacity is infinite, and it costs less to do so than it does to get any of the other special weapons.

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= 08: MEDALLIONS / SHOOTING RANGE =
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MEDALLIONS

One of the more "gamey" quests ever to appear in Resident Evil 4, there are a number of medallions scattered through the FARM and CEMETARY areas of the village early on in the game, split with seven in the former and eight in the latter. The goal, according to a file found in the farm, is to shoot ten or more. That much will get you a free Punisher handgun, but if you get all fifteen, the Punisher's firepower will be bumped up from 0.9 to 1.1, but ONLY IF YOU SHOOT ALL OF THEM BEFORE BUYING THE GUN. Even if you aren't planning on using the Punisher all that much, it's still worth buying and taking out for a spin before you sell it again for some decent loot.

FARM

MEDALLION #1: Tree w/ file
MEDALLION #2: Upper window, barn
MEDALLION #3: Tree behind barn
MEDALLION #4: Upper window, house
MEDALLION #5: Roof, right peak house
MEDALLION #6: Windmill
MEDALLION #7: Up and to the right of barricaded door

CEMETARY

MEDALLION #8: Left tree, graveyard
MEDALLION #9: Right tree, graveyard
MEDALLION #10: Near shack, outside barrier
MEDALLION #11: Left of church
MEDALLION #12: Behind church, far corner roof
MEDALLION #13: Under first gap, bridge
MEDALLION #14: Hanging above between gaps, bridge
MEDALLION #15: To the right of second gap

SHOOTING RANGE

The shooting range, in reality, has nothing to do with the medallions other than the fact that both of them are facilitated by the merchants.

Shooting ranges first start appearing at the end of Chapter 3-1, and come up a total of five times, even though the number of courses is four. The goal of the shooting range is to rack up a certain number of points using either the Sniping Set (Handgun, Rifle, Grenade) or the Burst-Fire Set (Shotgun, TMP, Grenade). Targets include male ganados (50 for chest shot, 100 for head shot), female ganados (50 for chest shot, 200 for head shot), Ashley's (-1000 points), and Salazars (500 points), if you manage to shoot down five consecutive targets without missing. The goal in each is to either shoot all the targets without hitting an Ashley or to rack up 4000+ points for the one-time prize, and rack up over 3000 points for each of the five other prizes. The highest possible total is 6000 and I've gotten pretty damn close to that.

There's no specific strategy for this, but I do have a few pieces of advice.

- * DON'T USE A WIRELESS CONTROLLER. The game as a whole isn't designed for the controller and every once in a while you'll get caught with Leon trying, and failing to raise up his gun four to five times, give or take a few.
- * DON'T USE THE BURST-FIRE SET. The game is set up in a certain way so that the shotgun's accuracy is determined by how much of the shot hits targets and the TMP will often continue firing (and missing) even if you've hit the target with a short burst. In other words, there's no chance of getting the special Salazar target.
- * DON'T JUST USE THE RIFLE. It's tempting, but will punish you in the same way

the the burst-fire set does.

- * DON'T MISS. This should go without saying, but a lot of people simply do not get this. If you miss, you run the risk of TERRIBLE THINGS happening in the background. This is rather innocent in the Village set, with just smoke or feathers or insects obstructing your view, but in the Castle set, you run the risk of triggering a catapult launch, which I've seen destroy many an Ashley target. Even if you take gut shots with all the targets, that's 1250 points right there, plus whatever you get from the Salazar targets (2500 possible points, 3000 if you don't miss at all), that's 3750 (4250) points you could get all the time.
- * DON'T PASS UP ON SALAZAR TARGETS. I know it's a pain to pull out that rifle and snipe some teensy little head sliding across the back row, but would you rather get 100-200 points from that headshot, or 500 big ones? Besides, Salazar targets DO show up on your consecutive kills counter.
- * DON'T MISS THE DYNAMITE MEN. Every once in a while, dynamite men will appear holding an explosive. If you shoot the explosive, you take out all the surrounding targets, sometimes earning headshot caliber points.
- * DON'T WORRY ABOUT AMMO. Seriously, there are twenty-five targets. You'd have to be nuts to waste all that ammo that quickly. Reload when you need to and during the designated reload times, but don't worry too much. Don't bother to reload after the game either, because once you hit the bell again, your supplies (and your current weapon) is automatically refilled.
- * DON'T USE THE GRENADE. This is more of a style thing for me, but I don't like using the grenade here because the blast radius thing is just a pain to calculate out and it wastes time to pick one up, throw, wait, explode, switch guns, etc.

You are rewarded for completing "rows" (five regular, one rare) of six bottle caps. Each row has a specific psta reward, so going to the shooting range is very much worth your while.

First Row: 15000 PSTAs
Second Row: 25000 PSTAs
Third Row: 35000 PSTAs
Fourth Row: 50000 PSTAs

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= 09: ASSIGNMENT ADA =
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Assignment Ada is a mini-game much in line with the previous RE mini-games, like 4th Survivor in RE2. You control Ada and make a run through some of the areas of the island that Leon already trekked through, facing an absurd number of enemies and struggling with the limitations of the character. Unlike the other mini-games in the past, you not only have an ultimate destination to reach, but you also have to pick up five PLAGAS SAMPLES scattered around the first part of the island. Though you won't have to face regenerators or anything of that sort, you will have your work cut out for you and will even have to face a boss character at the end of your journey.

Ada starts out with a setup much like her arsenal in Mercenaries mode. She comes with a PUNISHER (1.9 FP, 0.33 FS, 1.47 RS, 20 CAP), 30 bullets, a TMP (1.2 FP, 0.10 FS, 1.93 RS, 100 CAP), 50 ammo, a RIFLE (SEMI-AUTO) (15.0 FP, 1.43 FS, 1.90 RS, 12 CAP), a scope, 5 shots, a HAND GRENADE, and a FIRST-AID SPRAY, all crammed into a 6 x 10 case. In other words, you'll be dealing with a lot of item management in this mission. Fortunately, if you die, you'll just restart in the area you were just in, and you have an infinite number of chances to complete the mission.

LOWER CLIFFS

ENEMIES: FIVE COMMANDOS (before camp)
~SEVENTEEN COMMANDOS, ONE GATLING COMMANDO (in camp)
THREE COMMANDOS (after camp)

Head around and jump down the path after the scene plays. You'll see two COMMANDOS ahead, so plug both of them and move on. You'll reach a fork, with one COMMANDO ahead, and one across the bridge on the right. Go straight first, and climb up the cliffside (using some physics-hatin' moves) where you can find two boxes with a YELLOW HERB and a HAND GRENADE. You'll have to shoot them open, as Ada has no knife. Climb back down and cross the bridge to find another COMMANDO (one from earlier should have followed you to the cliffs), so kill him before moving on.

There's HANDGUN BULLETS (10) on a box on the other side of the jump. Three COMMANDOS will be waiting in the "courtyard", so kill all of them first. Climbing up the ladder in the right-hand building will net you a FIRST-AID SPRAY, but if you move around too much, you'll eventually release the GATLING COMMANDO and a few of his cronies. The best method here is to stay up on top, wait for him to jump up, and keep on plugging rifle shots into his head until he collapses (four or so). Keep aware, as COMMANDOS will keep coming up while you're here. The big guy will drop a valuable HAND GRENADE when he croaks. Since there's no time limit in this quest, stick around up here until you've killed all the COMMANDOS climbing up, roughly eleven, and sniped off the remaining three with crossbows.

Now to raid the encampment. There's TMP AMMO (25) below in the adjacent tower, a GREEN HERB near the boxes and sandbags, HANDGUN BULLETS (10) in the far tower, RIFLE SHOTS (5) on top of it, TMP AMMO (25) on the upper sandbag area, and a GREEN HERB to the left of the stairs.

Inside the caves, grab the YELLOW HERB behind the sandbags and continue on. In the entrance to the second cave, you'll see three COMMANDOS on the other side, so snipe them all before collecting the goodies in the barrels here. In the far corner, beyond the ladder in the third cave, there's a RED HERB for the taking.

****UPPER CLIFFS****

ENEMIES: TWENTY COMMANDOS

So much for being covert, as a COMMANDO will spot you and will alert the others as soon as you reach the top. Turn around and kill him, then head out. To the left, in barrels, you can find a GREEN HERB and RIFLE SHOTS (5). Two COMMANDOS will have jumped the gap to join you, so take them out (for some reason, this part is the worst in the game in terms of lag). Jump through the window and head into the cave interior, grabbing HANDGUN BULLETS (10) from the table, a YELLOW HERB from the right fork, and a HAND GRENADE from the lynx chest on the left fork. You may run into a couple of COMMANDOS on your way out of here.

Outside in the searchlight area, another COMMANDO will yell at you. Take him out and deal with the other COMMANDO incoming on the right. When you reach the box blockade, snipe the shield COMMANDO in the far distance, or failing that, get the nearby dynamite COMMANDO to blow up at a convenient time. Two more COMMANDOS, one of them with more dynamite, will be crowded around the explosive barrel above, so detonate that and take the two birds out. Head up into the upper cave area, which will alert more COMMANDOS (most importantly, kill the crossbow). Inside the cave is another RED HERB. On your way back down, you'll have one, possibly two COMMANDOS to kill. Grab the TMP AMMO (25) off the box on your way up the hill. At the top, a shield COMMANDO will come after you, but it's nothing the tmp can't handle.

On the other side of the door, you'll have to deal with three COMMANDOS that will spawn behind you, and one of them has a shield. Up ahead, on the box, you'll find RIFLE SHOTS (5) and two COMMANDO targets (with crossbows) in the distance. Snipe 'em and continue on, up the ladder, and use the amazing "infiltrate" command to get inside the base (the door below is locked).

****MEDICAL FACILITY****

ENEMIES: TWO COMMANDOS

Down the stairs to the left, you'll find a COMMANDO, and beyond him, a goodies room with TMP AMMO (25) and a GREEN HERB. Back up top, head to the left first, grabbing the GREEN HERB at the junction and the HANDGUN BULLETS (10) from the red box. The box further down has RIFLE SHOTS (5) and another COMMANDO, which is easily dispatched. Head through the double doors at the end.

****OPERATING ROOM****

ENEMIES: SIX COMMANDOS

Head through the auto-door and grab the TMP AMMO (25) from the desk. You'll be able to see two COMMANDOS through the window, so run inside and kill both (or shoot through the glass, whatever). Another YELLOW HERB inside is your reward.

Back in the other room, you'll find one COMMANDO inside and three more COMMANDOS will spawn behind you. Grab the HANDGUN BULLETS (10) off the table when you've dealt with all of the above, then pick up your first PLAGAS SAMPLE from the corpse on the other side of the table. Nothing left to do here...

****MEDICAL FACILITY****

Head to the other side of the junction and the...

****CRYO STORAGE****

No enemies here, but to the right near the freezer controls is some RIFLE SHOTS (5), to the left on the boxes is a GREEN HERB, in the back cabinets is a HAND GRENADE, and in the freezer itself, another PLAGAS SAMPLE.

****MEDICAL FACILITY****

ENEMIES: SEVEN COMMANDOS

By the case ahead is one crossbow COMMANDO, and another shield COMMANDO will round the corner to get to you. Two COMMANDOS, one big, will be in that area as well, and three more COMMANDOS, another big one and two shields, will come in from the other side. Back yourself in by the case and throw a grenade, then kill off whoever's stunned. The case holds more TMP AMMO (25), and the red box has a RED HERB. Head out the door at the end.

****WASTE DISPOSAL****

ENEMIES: FOURTEEN COMMANDOS, ONE GATLING COMMANDO

HANDGUN BULLETS (10) at the end of the hall. Open the door and take out two COMMANDOS inside, then grab the RIFLE SHOTS (5) from the desk. Down below in the lower area are three more COMMANDOS and the GATLING COMMANDO, so clear a path with a grenade, then snipe the gat 'til he's floored, being wary of any commandos coming from the ladder. When you jump down, two dynamite COMMANDOS will spawn and run out, but they're easily dealt with now. Grab the RED HERB near the dumpster, then leave out the other side. Up in the computer room, two more COMMANDOS will be waiting, but one will lock the door. Kill them, take the TMP AMMO (25) from the table, and unlock the door. Five COMMANDOS

will rush in, so kill them too before you leave.

****HOLDING AREA****

ENEMIES: THREE COMMANDOS

There's a YELLOW HERB on the right-hand corner as you're going down the hall, and you can find another HAND GRENADE in the red cabinet. Three COMMANDOS (two shields) will be waiting in the cell. Kill them, grab the HANDGUN BULLETS (10) from the table (if needed), the TMP AMMO (25) from the box (again), but the goal is the PLAGAS SAMPLE in back. Pick that up and take the other door out of here.

****X-RAY ROOM****

ENEMIES: FIVE COMMANDOS (pre-locked door)
FIVE COMMANDOS, ONE GATLING COMMANDO (locked door)
FIVE COMMANDOS (post locked door)

You won't have to deal with anything until you bust through that door on the right, but once you do, there's two COMMANDOS on the other side, and three more down the stairs. If you're able, take the TMP AMMO (25) from the desk on top, the RED HERB at the bottom of the stairs, and the HANDGUN BULLETS (10) in the windowsill.

Just when you think you're in the clear, a bunch of shield COMMANDOS (four or five) and a GATLING COMMANDO will bust in when you try to open the door. Huck a grenade up the stairs, then deal with the gat at your discretion. Gatty drops a FIRST-AID SPRAY when he croaks.

Behind the previously locked door are three COMMANDOs, one shield, to be killed as soon as possible. In the old save room beyond it are two dynamite COMMANDOs to be dealt with under the same philosophy. In their room is another YELLOW HERB and TMP AMMO (25).

****EXPERIMENT ROOM****

ENEMIES: THREE COMMANDOS (pre-lock)
THREE COMMANDOS (lock)
SEVEN COMMANDOS (post-lock)

Behind the door is a single COMMANDO, clearly asking for it. On the table beyond him, a GREEN HERB. Two more COMMANDOs will come in from the storage area, but they're just as easily killed. In the case on the right, there's some HANDGUN BULLETS (10). Jump into the storage area and pick up boxes of RIFLE SHOTS (5 x 2), TMP AMMO (25 x 2), and HANDGUN BULLETS (10 x 2) as you see fit, leaving enough room for one more item. On the far side of the room, there's a GREEN HERB, a RED HERB, and a YELLOW HERB too. Same principle applies though. Take what you need, the bust one of the bigger tubes and grab a PLAGAS SAMPLE.

This will lock the joint up. Three COMMANDOS will bust through the open area at this time, so kill them all and return to the area with the case to access the security panel.

More bad news once that happens, as seven COMMANDOS, two of them big, three with shields, are waiting on the other side. Kill them all, restock as needed (regular bullets are not a priority now, if you're stocking on need), and head through the door, taking the TMP AMMO (25) on the box if you need that too.

****CONTROL TOWER****

ENEMIES: Oh, just you wait...

Head forward to meet up with the boss of this mission...

|[ADA'S BOSS FIGHT: JACK KRAUSER]|+ |
|[DIFFICULTY: EASY]|+ |
|The first thing you'll want to do is to run to the far side by the lift and |
|stand ground there, seeing if you can snipe Krauser from there. This battle |
|will be a lot like Leon's, in that involves a lot of dodging, but Krauser |
|will also shield himself a lot more often, which means you either have to |
|shoot his legs out or toss grenades, which can be invaluable. When he slips |
|and leaves himself open for attacks, open up on him with either the TMP or |
|some carefully aimed rifle shots (his claw clips in a weird way). Keep |
|dodging and run back and forth as need be, but if you get a little tight on |
|ammo, you can pick up TMP AMMO (100), HANDGUN BULLETS (30), and a FIRST-AID |
|SPRAY from the barrels. The best route here is to shoot him when he pauses |
after an attack, particularly if he's attacking from above.

When Krauser's had enough (a lot less punishment than he does with Leon, mind you), he'll drop the final PLAGAS SAMPLE and you're free to take the lift out of here. Use the controls up above to signal for your ride. Enjoy the weird ending. The repeat showing, oddly enough, is sort of different from the original (wide screen, different colors, different music).

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= 10: MERCENARIES MINI-GAME =
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The Mercenaries game is a far cry from the version you knew from RE3. Instead of sending you on a mad course from one end of an area to another, the programmers have chosen to use four open locations and have five characters battle it out there with one thing on their mind: extermination of the ganados.

The system of pure time bonuses and kills for money has also been scrapped to make way for time capsules, bonus boxes, and additional points for consecutive kills. The last of which is probably the most crucial to gameplay as tens of kills in a row can translate to tens of thousands of points as you get to the higher numbers (30 consecutive alone can often net 20000+). Of course, it won't be that easy, and each level will feature a unique enemy that will appear after so many kills. Are you up for the challenge?

60000+ points = *****
30000+ points = ****
16000+ points = ***
7500+ points = **
<7500 points = *

=====
= CHARACTERS =
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Each character features their own attributes, weapons, and stage music. The only similarity is that each has a 6 x 10 attache case to store items in.

LEON SCOTT KENNEDY

Like almost all default characters, Leon has average abilities: average speed, average firepower, average endurance, average melee attack. Unlike all the

other characters that follow him, Leon doesn't start out with any grenades (though he can pick them up around the levels) and will instead have to rely on his Blacktail and Riot Gun. The Blacktail, as you should know by now, handles better than just about any other gun, so use it for sniping and gunning down distant enemies when you need to keep your consecutive kills run going. Use the Riot Gun in the traditional manner when enemies get too close, and take off heads when you get the chance. Since enemies drop a lot of ammo in this mode, there's no shame in using the Riot Gun about 90% of the time and switching over to the Blacktail when you need the range (as you should have figured out by now, the Riot Gun is all but useless when shooting at distant enemies).

INVENTORY:

BLACKTAIL (2.7 FP, 0.40 FS, 1.47 RS, 21 CAP, 2 x 3)
HANDGUN BULLETS (30, 1 x 2)
RIOT GUN (7.0 FP, 1.53 FS, 1.50 RS, 13 CAP, 2 x 8)
SHOTGUN SHELLS (10, 1 x 2)
FIRST-AID SPRAY

ADA WONG

Ada's a bit hard to get used to, unless you've already beaten her assignment by now. Following the pattern for a lot of female characters in video games, she is by far the fastest character (though her model seems to move at the same rate as every other), she can't take too much punishment, and her melees of fan kick and back kick are all but worthless in terms of damage. Her weaponry (no, not ballistics) isn't terribly inspired either, and hard to get used to. She has an upgraded Punisher, which is still pretty awful and means you'll have to get used to shooting through enemies. The other weapons include the best TMP in mercs (your bread and butter), a scoped semi-auto Rifle (for bigger enemies), and handful of incendiary grenades. The Punisher helps out in the narrower areas, while the TMP/grenade combo works wonders in the open ones. As for the Rifle, well, it's power is such that you can at least stun most of the bigger enemies and kill some of them (like the Garrador) outright. Get four stars in the village and she's all yours.

INVENTORY:

PUNISHER (1.9 FP, 0.33 FS, 1.47 RS, 20 CAP, exclusive, 2 x 3)
HANDGUN BULLETS (30, 1 x 2)
TMP (1.0 FP, 0.10 FS, 1.93 RS, 100 CAP, 2 x 3)
TMP AMMO (100, 1 x 2)
RIFLE (SEMI-AUTO) (15.0 FP, 0.40 FS exclusive, 1.90 RS, 12 CAP, 2 x 7)
SCOPE (SEMI-AUTO RIFLE) (1 x 3)
RIFLE SHOTS (5, 1 x 2)
INCENDIARY GRENADES (3, 1 x 2 each)
FIRST-AID SPRAY

JACK KRAUSER

You'll never defeat Krauser with your power! Hmm, I mean... Krauser comes equipped with a bow that, for the most part, will instant kill if you hit the head or the torso (and sometimes other places). The downside is that pulling back the bowstring takes some time and aiming it tends to be a pain. Krauser also comes equipped with a number of flash grenades, which come in handy as his

stationary kick tends to kill most things in one hit. While he doesn't have any wide spread weapon to speak of, you can press X to transform his arm when it glows red, then either A to attack or B to cancel. This attack will literally vaporize every enemy within a certain radius, including the uniques of each level. Controls crowds like no other. For that reason, I find him to be the easiest character to play as. You can acquire him by getting four stars in the castle level.

INVENTORY:

KRAUSER'S BOW (10.0 FP, 0.03 FS, 0.03 RS, 3 x 7)
ARROWS (20, 1 x 4)
ARROWS (10, 1 x 4)
FLASH GRENADE (4, 1 x 2 each)
FIRST-AID SPRAY (1 x 2)

HUNK

A favorite of the older fans. Hunk doesn't have anything resembling his equipments from RE2, and now comes with a Custom TMP which is about as strong as a handgun and a bunch of hand grenades. So far as large masses of enemies go, and even the occasional unique monster, this works surprisingly well, so long as you're perfectly aware of what's going on around you. Unfortunately, none of these attacks are particularly precise, so allowing enemies to attack you from a distance is unadvised, seeing as you have no means to snipe them. Keep close to crowds with him, and try to rack up points by mowing down lots of enemies. They should drop enough grenades and ammo to keep you stocked for a while. If not, Hunk's stationary attack is the neck snap, which has the capacity to kill any enemy instantaneously, except the Garradors in the castle area. Stick to your guns when you can, moving around mostly when you're being sniped, run out of kills, or are in dire need of picking up some extra time. Four stars in the island level will unlock Hunk.

INVENTORY:

CUSTOM TMP (1.0 FP, 0.10 FS, 1.17 RS, 100 CAP, 2 x 4)
TMP AMMO (50, 1 x 2)
HAND GRENADES (3, 1 x 2 each)
FIRST-AID SPRAY (1 x 2)

ALBERT WESKER

Ah, Wesker... He comes equipped with a fully-upgraded (read as "more headshots") handgun and a silencer which, while undeniably stylish, is utterly useless. In addition, he also has a level 2 Killer7, a Rifle (semi-auto) that's maxed out in all categories, except reload speed (yes, that includes the exclusive firing speed upgrade), four hand grenades, three flash grenades, and one incendiary grenade. Why the flash grenades you ask? Wesker's unique stationary attack is the thrust punch, which will rocket any enemy across the scene until they hit a wall, and even does a little bit of collateral damage along the way. His secondary attack, an overhead chikyo chaki kick, will bring the foot down on any enemy for massive damage. The only drawback to Wesker is that he seems to take damage rather easily, but this can be overcome by his ability to get an instant kill at any range in a very short period of time. This is particularly useful for keeping the "in a row" tally going, and I once got through the entire Castle level (144 kills!) without one of them being

non-consecutive. It takes four stars in the waterworld to release this beast.

INVENTORY:

HANDGUN (2.0 FP, 0.33 FS, 0.87 RS, 25 CAP, exclusive, 2 x 3)
SILENCER (1 x 2)
KILLER7 (30.0 FP, 0.70 FS, 1.53 RS, 10 CAP, 2 x 4)
RIFLE (SEMI-AUTO) (15.0 FP, 0.40 FS (exclusive), 1.90 RS, 24 CAP, 2 x 7)
HAND GRENADE (4, 1 x 2)
FLASH GRENADE (3, 1 x 2)
ICENDIARY GRENADE (1 x 2)
FIRST-AID SPRAY

=====
= LEVELS =
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Levels contain bonus boxes, time capsules, and explosive barrels all in various positions, but trying to stay alive may require different methods for each.

(High Scores aren't anything I've worked on, just my end score with each character as I was trying to get the five-star ratings. My real scores are actually quite a bit higher in most areas)

VILLAGE

HIGH SCORE:
Krauser: 96910

The village is basically the same as you knew it in the regular game, except the barn back near the tower is now open, as is the one near the entrance Leon used to initially enter it. Aside from the window facing the first of these barns and the fact that the back end of the open barn in the game is closed, the buildings are pretty much the same. Time capsules can be found in all of the barns, behind the tower, and inside the locked room from the game (which now has the window), while bonus boxes show up in the locked room, behind the house next to the one that had the shotgun in the regular game, and in the loft of the unlocked barn near the entrance. The start locations are the path off the main Leon entrance, next to the tower, and on top of one of the houses, which is by far the worst spot. My approach is to hide in the barn near the tower or the locked room and tear through the packs of enemies there, but after that I usually climb into the loft in the unlocked barn. The ladder that leads to the top there can be pushed off, and after picking up the bonus, you can go on a massive killing spree from that very spot. The unique enemies for this area are the Bella Sisters, who will be chasing you around with their chainsaws in packs of two. The game has no problem with having up to six of them chasing you at a time. When things get dicey, hide in the loft killing what you can, and if you run out of ammo, toss down a grenade (flash preferred, but others are OK), jump down, pick up what you can, and tear out of there to another corner (possibly the one near the entrance). If you get four stars here, you'll unlock Ada Wong.

CASTLE

HIGH SCORE:
Wesker: 110910

This level is the castle area at the beginning of chapter three where you first encountered the catapults and Los Illuminados. The only possible starting point is the bottom area near where the cannon started out, but this really is the lowest spot in the level as the stairs leading to the merchant have been bricked off. In addition, the second level doesn't have a bridge, so you'll get up there by the door at the end of the first floor walkway, and that leads up to the old storage room. You can run across to the upper cannon area, but you can also hang a right and go up another level. This balcony area will eventually lead to the castle gates, which have been moved up a level, but there will be a scene and a bunch of purple illuminados will start pouring into the area. If you haven't figured it out yet, black illuminados are the enemy du jour here and have the usual tricks, but the worst part is that there are crossbow illuminados who will constantly be sniping you from the upper levels. Even if you kill them, they seem to respawn back, albeit at a slower rate. To add injury to insult (in this case), Garradors spawn periodically as the unique enemy, the first one coming as you kill your thirtieth enemy or when you go to the upper cannon area, whichever comes first. As many as three of them appear the gates, but I've only seen it happen once. For that reason, this is probably the most difficult area and is absolute hell for Hunk, who has no easy means of killing a Garrador. If you're wondering how I pulled off the high score in light of that, I got 50 consecutive kills, then 20, then 30, and most of that was luck (i.e. huck a grenade into the crowd then run into the fray, spin around while Garrador is still stunned and plug him with the rifle) Time capsules will pop up near the gazebo, the lack of bridge, the upper cannon area, the upper storage area, two on the balcony, and one behind the gates. Bonus boxes come in upper cannon, upper storage, and behind the gates. I recommend staying on the lower level until your time is almost gone, making as many consecutive kills as possible, then making a mad dash for the upper levels and moving on from there. Get four stars and Krauser will become available.

ISLAND

HIGH SCORE:
Krauser: 93390

Remember the first stage of the helicopter seige on the island? Probably not, as you had little time to explore it, but this is it. The three starting places are at the main entrance in front of the four-story tower, on top of the tower, and in the tunnels to the side of where you opened the big door before (which is now absent). The enemies here feature the usual suspects from the commando crowd, along with the gatling commando (J.J.) who appears on occasion as the unique enemy. The only commandos you have to worry about are the ones with rocket launchers and the occasional cattle prod wielder who will sneak up on you. The worst thing you have to deal with is the gats, who will shoot around corners and through the thinner walls to get you. Occasionally, they'll camp near an area with a lot of open space and spray you again that way, which is bad, so either find a tunnel to escape in (and there are PLENTY) or kill him from a distance. Time capsules are everywhere here, with one in the corner near the tower, one on the second floor, two on the third, one on the fourth, one near the sandbags by the entrance, one atop the platform across the way and another under the ladder that leads to it, one on either side of the rope swing thing, and one in the tunnel passage off the third floor of the tower. Bonus boxes can be found on the fourth floor of the tower, on the platform at the other side of the level, and at the end of the rope swing. There are no convenient corners worth camping in where enemies can't get you, so hang out near the boxes and when you run out of things to kill, run to another area. Four stars here gets you Hunk.

FILE #02: INFO ON ASHLEY

FOUND IN: DEFAULT

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 members 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.

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FILE #03: PLAYING MANUAL 2

FOUND IN: PUEBLO

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 / Revolver and the Keys / Treasure Screens.

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FILE #04: ALERT ORDER

FOUND IN: PUEBLO

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

FILE #05: ABOUT THE BLUE MEDALLIONS

FOUND IN: FARM

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.)

FILE #06: CHIEF'S NOTE

FOUND IN: MENDEZ' BEDROOM

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 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.

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FILE #07: CLOSURE OF THE CHURCH
FOUND IN: CEMETARY

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. \

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FILE #08: ANONYMOUS LETTER /
FOUND IN: CEMETARY \

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. \

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FILE #09: PLAYING MANUAL 3 /
FOUND IN: CEMETARY \

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 if Ashley is either killed or carried /
away by the enemy. \

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FILE #10: SERA AND THE 3RD PARTY /
FOUND IN: FARM (NIGHT) \

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.

But how did he find out about the egg injected into his body?

-- And the fact that he was able to remove it before it hatched is 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. Nobodt shall interfere with our plans. Those who do shall suffer severe consequences.

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FILE #11: TWO ROUTES
FOUND IN: CABIN

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 muse use this time to our advanage 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 deplot a large number of Ganados in one of the routes to ensure that they do not slip by us. For the other route we shall leave the task to El Gigante. Whichever route they take, the agent will never leave here alive. Not with the girl at least.

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FILE #12: VILLAGE'S LAST DEFENSE
FOUND IN: CANYON (UPPER)

Village's Last Defense

I clearly underestimate 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.

Unless we get it back, the girl will become useless to us. We must get it back to execute our plan to the end.

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 a 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.

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FILE #13: CAPTURE LUIS SERA
FOUND IN: CEMETARY

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
the other entity, the world which we seek to
create will not come. We must apprehend Sera
as quickly as possible.

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FILE #14: TARGET PRACTICE
FOUND IN: TARGET PRACTICE 1

Target Practice

- Game Rules -

1. Receive prizes by scoring above 3000 points.
2. Bonus points will be awarded for headshots.

- Game Rules - (cont'd)

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.

- Prizes - (cont'd)

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 viewed in
the Key / Treasures screen.

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FILE #15: LUIS' MEMO
FOUND IN: SEWER PRISON

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 to 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 form.

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.

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FILE #16: CASTELLAN MEMO

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FOUND IN: GALLERY

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Castellan Memo

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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.

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Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellan of the castle took away their rights and powers.

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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.

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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.

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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.

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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.

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To save those that have sinned with the power of the Las Plagas and to cleanse their souls creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they will find their reason to live.

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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.

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FILE #17: FEMALE INTRUDER

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FOUND IN: BEDROOM

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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.

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FILE #18: BUTLER'S MEMO
FOUND IN: ASHLEY'S HALL

Butler's Memo

Knowing that Sr. Ramon 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.

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FILE #19: SAMPLE RETRIEVED
FOUND IN: PORTRAIT HALL

Sample Retrieved

As you may have heard, Luis Sera has been
disposed of by Lord saddler. The "sample" is
back where it belongs. I had hoped that the
whole matter could be resolved without troubling
the Lord. However, as long as the "sample" is
safe we can all rejoice, for our time is nearly
at hand.

Now that the "sample" is back in our safe hands,
it'll be a bit more difficult for that troublesome
woman to get it. In light of all this, it's
unfortunate that Sera had to go. Like us, he
would have had a bright future if only he had
shown more faith in our beliefs.

As for the other two Americans, the Lord has
left the matter in our hands.

We must not disappoint the Lord. We shall
capture Ashley and take her to the Lord and
dispose of the American agent.

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FILE #20: RITUAL PREPARATION
FOUND IN: CLOCK TOWER

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 hame the gears in 3 places, it should /
give us enough time to prepare everything for \
the ritual. /

Now go and entertain our American tourist. /
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FILE #21: LUIS' MEMO 2 /
FOUND IN: MINE ENTRANCE \

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 and within their bodies the /
parasites became active again. This is how the \
Las Plagas were resurrected. /

Even as I'm writing, the excavation of the /
Las Plagas continues. \

God only knows how many of these Plagas \
have been resurrected. Not to mention the /
countless number of Ganados that have been \
created. /

Their inhumane activity must be put to an end. /
If they are not stopped, people around the \
world could turn into victims of this crazy cult /
organization. \

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FILE #22: LETTER FROM ADA
FOUND IN: UPPER RUINS

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.

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FILE #23: LUIS' MEMO 3
FOUND IN: OPERATING ROOM

Luis' Memo 3

The hideous creatures such as the El Gigante and the Novistadors are merely by-products of the diabolical and inhuman 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.

Regeneratoirs 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 like any living creature, there's a way to kill it. Apparently there are Plagas that live in its body, somewhat like leeches.

To stop its regeneration process, these leech-like Plagas must be located and then destroyed.

But they can't be seen with the naked eye,

They can only be located through thermal
imaging.

As far as I know, most of the Regenerators host
a number of these leech-like Plagas.

To kill the Regenerators, each one of these
leech-like Plagas must be killed.

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FILE #24: PAPER AIRPLANE
FOUND IN: HOLDING AREA

Paper Airplane

Perhaps you have figured out already, but
you might be able to get out of here by using
the waste disposal vent.

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FILE #25: OUR PLAN
FOUND IN: FACTORY CHAPEL

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.

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FILE #26: LUIS' MEMO 4
FOUND IN: CONTAINER YARD

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.

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...?

~~~~~

~~~~~

FILE #27: KRAUSER'S NOTE
FOUND IN: SOUTHERN CAMP

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.

~~~~~  
~~~~~  
FILE #28: LUIS' MEMO 5
FOUND IN: COMPUTER ROOM (outer area)

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.

~~~~~  
~~~~~  
FILE #29: OUR MISSION
FOUND IN: EXIT TUNNEL

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 bretheren; the world shall soon be cleansed.

~~~~~

=====  
= 12: PUZZLE SOLUTIONS =  
=====

++++++  
+ [INSIGNIA GLOBE PUZZLE] +  
+ +  
+ In front of you will be a globe with a mark shaped +  
+ like a plus sign, flanked by two symbols identical +  
+ to the one on the hex emblem. Get used to seeing +  
+ it in this game. +  
+ +  
+ The goal here is to make the center globe look like +  
+ that symbol. Now if you look very carefully at the +  
+ globe, you'll see a little prong at the bottom that +  
+ resembles one of the lower "arms" on the symbol. +  
+ Flip it up once to gain access to that. +  
+ +  
+ Now you're looking at a spikey version of the +  
+ symbol that doesn't quite look right. To change it +  
+ to the more familiar form, rotate it either to the +  
+ left or the right. Either way works. +  
++++++

++++++  
+ [TWIN SYMBOL PUZZLE] +  
+ +  
+ If you searched the graves in the yard, you may +  
+ have seen a few of them that had twin symbols on +  
+ them. If you didn't, at ease, I'll give you the +  
+ solution. +  
+ +  
+ What you're trying to do is light up the symbols +  
+ that look like an M, a V, and a Z. Unfortunately, +  
+ you can only turn the dial in increments of three +  
+ and four. +

+ +  
+ To solve this one, turn it three once, four three +  
+ times, three once again, four three more times, and +  
+ three for one final turn. +

+++++  
+ [KALEIDOSCOPE PUZZLE] +

+ +  
+ Well, it's not really a kaleidoscope, but still. +  
+ The goal here is to get each of the individual +  
+ color wheels to match up with the whole image in +  
+ the center. +

+ +  
+ Notice the large red chunks on the ride side of the +  
+ central image? Turn the red twice to make it fit. +  
+ The green is primarily on the left side, so turn it +  
+ three times to line up those pieces. Last, we have +  
+ the blue wheel. It's kind of hard to tell with +  
+ this one, but notice how there's more blue at the +  
+ top and bottom and it's purple in the middle? Turn +  
+ that once to get it in order, then combine them. +

+++++  
+ [GALLERY PUZZLE] +

+ +  
+ On examination, the panel will inform you that "the +  
+ sacrifice of six lives shall make way the true +  
+ path", which is crazy person speak for "make sure +  
+ the portraits show six bodies. +

+ +  
+ Numbering the portraits from left to right, there +  
+ is one in 1, three in 2, and two each in 3 and 4. +  
+ Of course, by selecting one portrait to flip, you +  
+ also flip the adjacent portraits, so 1 flips 1 and +  
+ 2, 2 flips 1, 2, and 3, and so on. Each portrait +  
+ has a different image on the opposite side as well, +  
+ and there will be two sacrifices on the 1 and 2 +  
+ reverse, one on the 3 reverse, and three on the 4 +  
+ reverse. +

+ +  
+ To line them up properly, flip 4, 3, 1, and 2 to +  
+ get the six (which is the smallest number possible) +

+++++  
+ [SLIDING PUZZLE] +

+ +  
+ Chances are, you've probably seen one of these +  
+ before; the classic sliding puzzle that forms an +  
+ image upon completion. The difference is that you +  
+ probably aren't familiar with the Salazar insignia +  
+ that it eventually forms. +

+ +  
+ To solve the puzzle, flip the pieces in the order +  
+ given: right, top right, top middle, middle, left +  
+ bottom left, bottom middle, bottom right, right, +  
+ middle, top middle, top left, left, bottom left, +  
+ bottom middle, middle, right, bottom right. +



|+[DIFFICULTY: INFANTILE]+

|AKA, the Mendez-pede. For as large and imposing as he is, this form is |  
|surprisingly easy to beat. Mendez lacks the ability to charge and will |  
|maintain the same approximate pace whenever he walks towards you. His |  
|attacks, which consist of swinging his shoulder blades grabbing you and |  
|swinging you around, or doing a bear hug on you, which will likely follow an |  
|attack where he smacks you upside the head to stun you (though it does no |  
|damage at all). His attacks are rather easy to dodge, and there is more |  
|than ample space to use on the sides. So whenever he gets too close to you, |  
|run straight past him (dodging, while you do this, will cause you to dive |  
|back in front of him, which makes it rather pointless to try, though he |  
|can't usually attack you in time even if you do mess up). The weakpoint you |  
|should aim at is the spinal column (head works too), either sniping it with |  
|the RIFLE or pulling out the RED9 or PUNISHER and blasting it at a much |  
|faster rate (which I highly recommend). I wouldn't use the SHOTGUN here, as |  
|it wastes ammo. There's an explosive barrel you can blow up near the ladder, |  
|and that can take a significant chunk off his life. Your attacks will stun |  
|him periodically on their own, either causing his jaw to drop or making him |  
|lose balance and fall backwards while his legs keep going, but neither seem |  
|to be dependant on quality shots or how much life you've taken away. You |  
|should be able to kill him without taking any damage at all. |

---

|+[BOSS FIGHT #4: BITORES MENDEZ B]+

|+[DIFFICULTY: EASY]+

|Mendez got no legs now and seems pretty pissed about his future inability to |  
|dance. The appendages on his back are now used to allow him to swing from |  
|pipe to pipe at the top of the room. This makes it a bad idea to stay down |  
|on the floor, so take it to the upper level via one of the ladders. Get to |  
|the end of the room and snipe him at a distance, then either TMP or SHOTGUN |  
|him when close. Just be warned that if he does get close, he'll try to maul |  
|you with his claws or stab you with his shoulder blade, which ends up doing |  
|a lot of damage. Either run to the sides when he gets too close or just |  
|bear it and pick up any healing items you can find nearby. An unusually |  
|solid tactic here is to stay on the short end of the upper level (i.e. near |  
|the ladder) and run from one side to the other there shooting Mendez as he |  
|tries to track you at a much slower pace. Another trick is to toss out |  
|flash grenades. When they go off, Mendez will lose his grip and fall down, |  
|but be warned, he pops up rather quickly and you should plan ahead for that. |  
|There are a few spots on the upper level where you can hide from Mendez |  
|successfully and avoid attack. I've done it in the upper left corner |  
|(relative to the ladder), but I had more success hiding behind the pillar of |  
|the barricade on the left side of the second floor. It isn't necessary to |  
|hide (and sometimes difficult to do, so don't bank on it), as this is the |  
|last boss fight for a while, but it does make things easier. |

---

|+[BOSS FIGHT #5: VERDUGO]+

|+[DIFFICULTY: VERY EASY]+

|After so much dodging, the monster finally shows itself. Run past it into |  
|the main part of the room and find the cannister. Knock it over and the |  
|liquid nitrogen will freeze the Verdugo. From here, just shoot it with a |  
|rocket and it's done for. |

---

|+[BOSS FIGHT #6: LOS GIGANTES]+

|+[DIFFICULTY: MEDIUM]+

|This is the hardest boss battle in the game, so far as I'm concerned. You |  
|may not believe that from the start, but each of these Gigantes has a much |  
|bigger damage resistance than any of the ones you've fought previously. In |  
|spite of your advanced weaponry, these things take very little damage from |  
|your attacks, and fighting both at once is a guaranteed method for draining |  
|all of your healing items. The solution is to climb up the ladder on the |  
|side of the room and wait until one of them starts shaking the platform. |  
|Ride the rope swing down to the other side and operate the lever, which |  
|will start up a different camera angle. When one of the Gigantes is over |  
|the circle in the middle, pull the switch again, which will drop it into the |  
|pit. That will leave you with one Gigante to fight, but STAY AWAY FROM THE |  
|PIT! The Gigante in there has a nasty habit of trying to drag you down with |  
|him. For the remaining Gigante, use your most powerful weapons, including |  
|whatever hand grenades you have. This battle will be a lot more difficult, |  
|and the Gigante has a new trick which involves kicking you into the air and |  
|immediately pounding you down again with his fist (rarely works), but you |  
|should be able to pull through so long as you have a lot of healing items. |  
|You can keep on using the ladder and swing method if you want to as well. |

---

|+[BOSS FIGHT #7: RAMON SALAZAR]+ |  
|[DIFFICULTY: EASY]+ |  
|Plant 42 eats Salazar and the Verdugo and suddenly this happens. This fight |  
|is a royal pain because most of the time Salazar is protected, but on the |  
|whole it's not too hard. The left and right tentacles will constantly swing |  
|about, but you can dodge them. If you don't they'll grab you and throw you |  
|to the ground, where there are a bunch of detached Plagas running about |  
|(speculation is that the plant is the hive for them). That leaves the head, |  
|which usually bashes up and down on the platform, but if you hear Salazar |  
|say something like "payback" or "now it's my turn", the head will open up |  
|and the mouth will try to get a one hit kill on you. Run to the side as |  
|Salazar will be revealed at this time and shoot him with the RIFLE, the |  
|BROKEN BUTTERFLY, or a shotgun type. The other way to reveal Salazar is to |  
|shoot the head in the eye on the right side until it's stunned and drops |  
|down. This generally means that you'll be spending a lot of time on the |  
|right side of the screen, so keep dodging and run to the left when you have |  
|to. One thing that I've found works rather nicely is to stand at the very |  
|front edge of the platform and fire a shotgun from that angle. This keeps |  
|the head from turning too much and obstructing your shot, and seems to place |  
|you mostly out of the reach of the tentacles. It's possible to get through |  
|the entire battle unscathed from this position, but you may want to switch |  
|to another weapon when Salazar is revealed. After enough shots to him, the |  
|whole thing will die. |

---

|+[BOSS FIGHT #8: U3]+ |  
|[DIFFICULTY: EASY]+ |  
|After so much fanfare, it's time to actually fight Saddler's eponymous "It"! |  
|Well, not quite, as going after it in an open area is not the brightest idea |  
|in the world. Immediately turn around and grab the nearby GREEN HERB and |  
|SHOTGUN SHELLS (10). Continue running until you get to a gate. Open it up, |  
|run in, and close it again. Wait for the U3 to come around then pull out a |  
|handgun type and blow up the explosive barrel behind it. Now back up a bit, |  
|because the U3 is going to want to tear its way through the gate and will |  
|attack you through it if you get too close. Pull out the BROKEN BUTTERFLY |  
|or the SHOTGUN and begin firing at it, aiming for the parasitic head. Once |  
|you get a few shots off, the gate should break and it will start chasing you |  
|through the passage. You'll pass another explosive barrel along the way, |

|and some HANDGUN BULLETS (10) before that, but keep running until you've  
|successfully gotten through the gate. From there, steady your aim on either  
|the U3's head again or the explosive behind it and fire. A few more shots  
|coupled with the explosion should do it in, BUT more often than not, the U3  
|will mutate a little more and take another method of attack, that being  
|digging underneath the ground and trying to rise up and kill you that way.  
|If it does do this, keep moving around and dodge when the buttons appear on  
|screen. It will eventually surface again, at which point you should keep  
|taking shots at its head.

---

|+[BOSS FIGHT #9: JACK KRAUSER]+

|+[DIFFICULTY: EASY]+

|Throw those old strategies you were using out the window because Krauser's  
|new arm is bulletproof. He's also lost any and all interest in knives, hand  
|grenades, and his sub-machine gun, so keep those fingers close to the dodge  
|buttons at all times. Krauser's modus operandi is to try to get you with  
|his mega-claw, which is a dodge move, but on occasion he'll jump back and  
|try to impale you with an overhead attack. You can dodge this, but if you  
|happen to be standing too close to the edge at the time, you'll get knocked  
|off, and Krauser will grind his foot into your hand, but some button mashing  
|will get your knife into his leg. Speaking of which, Krauser absolutely  
|HATES getting stabbed, so pull that knife out at every opportunity. Most of  
|the time, Krauser will be using his arm as a shield, but there is a little  
|open space near the feet. That should be where you fire at with a shotgun  
|type (or TMP if you aren't following my advice). Since there's enough space  
|on the field, use it to your full advantage and run back and forth to get  
|some space, just be warned that Krauser's pretty fast. After enough shots  
|to the knees, Krauser will drop, at which point you should switch to your  
|magnum and plug him in the head as often as you can. Another nifty method  
|is to shoot him with your best weapon while he's doing his roundhouse kick,  
|as he's completely open at that point. He'll recover quickly, though, and  
|return to the flipping and skewering pattern, but you should have more than  
|enough healing goodies and cunning to get out of this one under the three  
|minute limit, but if you're down to thirty seconds left, and still haven't  
|killed him, you won't make it.

---

|+[BOSS FIGHT #10: OSMUND SADDLER]+

|+[DIFFICULTY: EASY]+

|Ordinarily, this might be a pretty difficult battle, but you should have  
|enough healing items to survive it relatively unscathed. As you could  
|probably gather from the mutation scene, the weak point is the eye in his  
|head, but unfortunately, it's floating up in the air most of the time. You  
|have to do sufficient damage to the legs to knock it out, but don't worry  
|about that yet because you can get two cheap shots off right away. First,  
|charge forward until you're on the other side of the explosive barrel, then  
|wait until Saddler gets close and blow it up. Run up to Saddler's body and  
|hit A to jam the knife in his eye. One cheap shot down. Next run down the  
|narrower part of the path until you get to a platform with some controls.  
|When Saddler gets close, operate them and it will slam a bunch of metal rods  
|into his head. Dismount and jab the knife in his eye again using the same  
|methods. Those are your two cheap shots. The rest of the battle is a bit  
|of a pain because you have to attack his legs, which are invincible unless  
|one of the eyes is showing. If it is, shoot it with a shotgun type and  
|he'll react. Keep repeating the process with the other legs and eventually  
|he'll fall down. This sounds a lot easier than it is considering there are  
|tentacles swinging around cutting at you and the occasional leg to stomp on

or charge at you, but patience is really all it takes. Hand grenades also work amazingly well, flooring him in a single toss. If you run out of supplies, there's a SHOTGUN SHELLS (5) near the barrel, a GREEN HERB at the controls, and a HANDGUN BULLETS (10) on the walkway to the controls. There's another HAND GRENADE and a MAGNUM ROUNDS (3) on the bridge side of the helipad as well, just know that the bridges drop off for no reason and you may have to wait. If you get over there before Saddler feels like joining you, he may throw girders at you from the other side. Either way, once he joins you, there's another explosive barrel and another set of controls on the other side, so that means two more cheap shots. After five to nine knife jabs, Ada will reappear with the ROCKET LAUNCHER (SPECIAL), which takes up a 2 X 8 space you'll have to clear. After that, knock Saddler down again and fire the rocket.

---

+[ADA'S BOSS FIGHT: JACK KRAUSER]+

+[DIFFICULTY: EASY]+

The first thing you'll want to do is to run to the far side by the lift and stand ground there, seeing if you can snipe Krauser from there. This battle will be a lot like Leon's, in that involves a lot of dodging, but Krauser will also shield himself a lot more often, which means you either have to shoot his legs out or toss grenades, which can be invaluable. When he slips and leaves himself open for attacks, open up on him with either the TMP or some carefully aimed rifle shots (his claw clips in a weird way). Keep dodging and run back and forth as need be, but if you get a little tight on ammo, you can pick up TMP AMMO (100), HANDGUN BULLETS (30), and a FIRST-AID SPRAY from the barrels. The best route here is to shoot him when he pauses after an attack, particularly if he's attacking from above.

---

=====  
= 14: ITEM LIST =  
=====

The items listed below are found in this format...

(ITEM NAME)

(DISK), (PART OF GAME, AS DEFINED IN FAQ)

(LOCATION, OR HOW TO ACQUIRE IT)

[SLOTS TAKEN UP, AND MAXIMUM, IF ANY]

[VALUE, IF ANY]

(DESCRIPTION UPON EXAMINATION)

[DESCRIPTION AFTER UPGRADE]

Any mistakes are transcribed as such. Also note that this isn't the exact total of items you can receive in any given game, as enemies drop random items as do certain boxes.

WEAPONS / AMMO / ADD-ONS

If it kills or is a component of something you'll be using to kill later, you can find it here.

---

HAND GRENADE

BOTH DISKS, EVERY CHAPTER (except 1-2, 2-2, 3-2, 3-3, 3-4, 4-4)

FOUND IN: PATH TO PUEBLO, PUEBLO, PATH TO SHANTY, SWAMP, UPPER WATERFALL, LEFT PATH, TORTURE CABIN, GREAT HALL, CASTLE CHAPEL, ENTRANCE HALL (second time), CLOCK TOWER, MINE ENTRANCE, MINING COMPLEX, UNDERGROUND RUINS, KITCHEN, WASTE DISPOSAL, MEETING ROOM, CONTAINER YARD, SOUTHERN CAMP, NORTHERN CAMP

(x 2), CONSTRUCTION DOCK

1 X 2 SLOTS

2000 PSTAS

A handy explosive that will detonate several seconds after throwing it.

---

INCENDIARY GRENADE

BOTH DISKS, EVERY CHAPTER (except 1-2, 3-4, 4-3)

FOUND IN: PUEBLO, FARM, MENDEZ' RESIDENCE (FRONT), SWAMP, VILLAGE CHAPEL, CABIN, RIGHT PATH, TORTURE CABIN, EXTERIOR GATES, GREAT HALL, SEWER PRISON, GARDEN BALCONY, BEDROOM, BLUE HALL, BELL HALL, SPIKE TRAP, SMELTING ROOM, RITUAL TOWER, RITUAL ROOM, KITCHEN, MEDICAL FACILITY, CONTROL TOWER, SHUTTER HALLWAY, CONTAINER YARD, PRISON YARD, FACTORY EXTERIOR

1 X 2 SLOTS

1000 PSTAS

A powerful explosive that blasts attackers with flames.

---

FLASH GRENADE

BOTH DISKS, EVERY CHAPTER (except 3-1, 5-2, Final)

FOUND IN: PUEBLO, VALLEY FORTRESS, VALLEY REFINERY, MINING FORTRESS, LAKE (EAST), VILLAGE CHAPEL, CABIN, LEFT PATH, LOWER CANYON, SEWER ENTRANCE, DINING HALL, BLUE HALL, INTEROGATION ROOM, PORTRAIT HALL, SMELTING ROOM, NOVISTADOR CAVES, UPPER RUINS, RITUAL ROOM, OUTER TOWER, X-RAY ROOM, CONTROL TOWER, BOILER ROOM, ISLAND RUINS, NORTHERN CAMP, ISLAND PRISON, PRISON YARD,

1 X 2 SLOTS

500 PSTAS

Use it to blind offenders momentarily.

---

HANDGUN

DISK 1, CHAPTER 1-1

FOUND IN: DEFAULT

2 X 3 SLOTS

103750 PSTAS

A standard 9mm handgun.

No longer your average 9mm handgun, it's chance of critical headshots is increased by 5x.

---

PUNISHER

DISK 1,

FOUND IN: (Merchant, either after shooting all the medallions or later)

2 X 3 SLOTS

148900 PSTAS

This 9mm handgun will blast a holethrough two enemies!

Now this 9 mm handgun will blast a hole through 5 enemies.

---

RED9

DISK 1, CHAPTER 2-2

FOUND IN: (Merchant)

2 X 4 SLOTS

166200 PSTAS

A powerful 9 mm handgun.

(w/stock) A powerful 9mm handgun with stock.

---

STOCK (RED9)

DISK 1, CHAPTER 2-2

FOUND IN: (Merchant)

1 X 3 SLOTS

2000 PSTAS

A stock for the 9mm Red9 handgun. Absorbs and spreads out 80% of the recoil forces for increased shooting stability and comfort.

---



BLACKTAIL

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

2 X 3 SLOTS

182000 PSTAS

A 9mm handgun with superior handling.

---

HANDGUN BULLETS

BOTH DISKS, EVERY CHAPTER (except Final)

FOUND IN: DEFAULT (20), PATH TO PUEBLO (3 x 10), PUEBLO (4 x 10), FARM (2 x 10), PATH TO SHANTY (2 x 10), VALLEY STORAGE (10), VALLEY FORTRESS (10), VALLEY REFINERY (2 x 10), MENDEZ' RESIDENCE (REAR) (10), VILLAGE TUNNEL (10), CEMETARY (2 x 10), MINING FORTRESS (2 x 10), RIVER SHOP, SWAMP (2 x 10), LAKE (WEST) (10), LAKE (EAST) (10), LAKE SHOP (10), LAKE (WEST) (night) (10), LOWER WATERFALL (10), MINING FORTRESS (night) (2 x 10), VILLAGE CHAPEL (10), CHURCH STORAGE (10), CEMETARY (night) (2 x 10), PUEBLO (night) (2 x 10), FARM (night) (2 x 10), CABIN (10), LEFT PATH (4 x 10), RIGHT PATH (3 x 10), UPPER CANYON (3 x 10), LOWER CANYON (10), TORTURE CABIN (2 x 10), PATH TO CASTLE (2 x 10), SWORD ROOM (10), INTERIOR GATES (10), OBSERVATION ROOM (1 x 15, 1 x 20), GREAT HALL (20), CASTLE CHAPEL (20), SEWER ENTRANCE (1 x 20, 1 x 15), SEWER PRISON (20), GALLERY (2 x 20), GARDEN BALCONY (10), MAZE (10), BEDROOM (20), DINING HALL (20), BLUE HALL (10), INTEROGATION ROOM (20), ASHLEY'S HALL (15), EAST TERMINUS (10), NORTH TERMINUS (20), PORTRAIT HALL (20), KNIGHT'S HALL (2 x 20), NORTHERN STORAGE (2 x 10), BALLROOM (20), PATH TO CLOCK TOWER (10), CLOCK TOWER (20), NITROGEN HALLWAY (25), MINE ENTRANCE (20), MINING COMPLEX (20), NOVISTADOR CAVES (20), UPPER RUINS (20), UNDERGROUND RUINS (10), STATUE TOWER (1 X 15, 1 X 10), RITUAL TOWER (1 x 20, 1 x 30), RITUAL ROOM (2 x 20), OUTER TOWER (15), LOWER CLIFFS (10), MESS HALL (10), HOLDING AREA (10), CONTROL TOWER (10), DEMOLITION ROOM (10), BULLDOZER NORTH TERMINUS (10), CONTAINER YARD (10), SOUTHERN CAMP (2 x 10), ISLAND RUINS (1 x 10, 1 x 20), NORTHERN CAMP (10), NOTHERN RUINS (10), PRISON YARD (2 x 10), CONSTRUCTION DOCK (10)

1 X 2 SLOTS, 50 MAX

50 PSTAS per bullet

A box of 9mm rounds.

---

SHOTGUN

DISK 1, CHAPTER 1-1

FOUND IN: PUEBLO

2 X 8 SLOTS

167440 PSTAS

A 12-gauge pump-action shotgun.

Don't leave home without it.

---

RIOT GUN

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

2 X 8 SLOTS

208700 PSTAS

A light-weight pump-action shotgun.

Its superior handling enables quicker aiming.

---

STRIKER

DISK 1, CHAPTER 4-1

FOUND IN: (Merchant)

2 X 5 SLOTS

205720 PSTAS

Equipped with the advantages of wide-shot, it enables faster firing than the standard shotgun.

---

SHOTGUN SHELLS

BOTH DISKS, EVERY CHAPTER (except 3-4)

FOUND IN: PUEBLO (3 x 5, 1 x 10), VALLEY FORTRESS (5), SWAMP (10), MINING FORTRESS (night) (10), CABIN (10), LEFT PATH (10), LOWER CANYON (10), TORTURE CABIN (10), DRAWBRIDGE (10), CASTLE PRISON (10), GREAT HALL (2 x 10), CASTLE CHAPEL (15), SEWER PRISON (1 x 10, 1 x 15), GALLERY (2 x 10), MAZE (10), DINING HALL (10), BLUE HALL (5), WESTERN STORAGE (10), WEST TERMINUS (10), KNIGHT'S HALL (1 x 10, 1 x 15), BALLROOM (15), BELL HALL (10), NITROGEN HALLWAY (15), MINING COMPLEX (10), SMELTING ROOM (2 x 15), NOVISTADOR CAVES (15), MINE CART TUNNEL (10), STATUE TOWER (10), RITUAL TOWER (1 x 10, 1 x 15), RITUAL ROOM (1 x 15, 1 x 10), OUTER TOWER (10), LOWER CLIFFS (2 x 5), UPPER CLIFFS (2 x 5), KITCHEN (10), FILING ROOM (2 x 5), WASTE DISPOSAL (10), X-RAY ROOM (5), EXPERIMENT ROOM (5), CONTROL TOWER (5), HOLDING AREA (second time) (10), DEMOLITION ROOM (10), SHUTTER HALLWAY (10), BULLDOZER SOUTH TERMINUS (2 x 5), BULLDOZER (MID-POINT) (10), MEETING ROOM (10), BOILER ROOM (2 X 5), WAREHOUSE (10), CONTAINER YARD (2 X 10), SOUTHERN CAMP (2 X 10), ISLAND RUINS (2 X 10), NOTHERN CAMP (3 X 10), ISLAND PRISON (10), PRISON YARD (2 X 10), COMPUTER ROOM (10), EXIT TUNNEL (10), CONSTRUCTION DOCK (5).

1 X 2 SLOTS

120 PSTAS per shell, 15 MAX

12-gauge shells.

Use them with any shotgun.

-----  
RIFLE

DISK 1, CHAPTER 1-2

FOUND IN: (Merchant)

1 X 9 SLOTS

146450 PSTAS

A .223 caliber bolt action rifle.

(w/scope) A .223 caliber bolt action rifle equipped with an all-steel, heavy duty high performance scope.

-----  
SCOPE (RIFLE)

DISK 1, CHAPTER 1-2

FOUND IN: (Merchant)

1 X 3 SLOTS

3500 PSTAS

A custom scope for the bolt action .223 caliber rifle. Mount it to see your enemies closer. A must for long-range shooting.

-----  
RIFLE (SEMI-AUTO)

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

2 X 7 SLOTS

177600 PSTAS

A .223 caliber rifle capable of firing faster than the standard rifle.

(w/scope) A semi-auto .223 caliber rifle equipped with an infrared scope.

(w/Infrared scope) A semi-auto .223 caliber rifle equipped with an infrared scope.

-----  
SCOPE (SEMI-AUTO RIFLE)

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

1 X 3 SLOTS

5000 PSTAS

A custom scope for the bolt action .223 caliber rifle. Mount it to see your enemies closer. A must for long-rang shooting.

-----  
INFRARED SCOPE

DISK 2, CHAPTER 5-1

FOUND IN: CRYO STORAGE

1 X 3 SLOTS

10000 PSTAS

Mounts on to any .223 caliber rifle.

Enables you to see hidden parasites in the enemy's body.

---

RIFLE SHOTS

BOTH DISKS, EVERY CHAPTER (except 1-1, 2-2, 3-2, Final)

FOUND IN: VALLEY STORAGE (5), VALLEY FORTRESS (10), CEMETARY (10), LAKE SHOP (10), UPPER CANYON (10), EXTERIOR GATES (5), GREAT HALL (10), BLUE HALL (2 X 5), INTEROGATION ROOM (2 X 5), NORTHERN STORAGE (5), PATH TO CLOCK TOWER (5), MINE ENTRANCE (5), UPPER RUINS (5), RITUAL TOWER (5), RITUAL ROOM (10), OUTER TOWER (5), UPPER CLIFFS (5), FILING ROOM (5), CRYO STORAGE (5), MEDICAL FACILITY (5), X-RAY ROOM (5), EXPERIMENT ROOM (3 X 5), DUMP (2 X 5), SHUTTER HALLWAY (5), BULLDOZER SOUTH TERMINUS (5), NORTHERN CAMP (5), ISLAND PRISON (5), PRISON YARD (5)

1 X 2 SLOTS, 10 MAX

150 PSTAS per shot

Ammo to be used with any .223 caliber rifle.

---

TMP

DISK 1, CHAPTER 1-2

FOUND IN: (Merchant)

2 X 3 SLOTS

171900 PSTAS

A fully-automatic machine pistol.

Fires custom 9mm's.

(w/stock) A fully-automatic machine pistol equipped with a stock.

---

STOCK (TMP)

DISK 1, CHAPTER 1-3

FOUND IN: (Merchant)

2 X 2 SLOTS

2000 PSTAS

A stock for the 9mm fully-auto TMP. Absorbs and spreads out 80% of the recoil forces for increased shooting stability and comfort.

---

TMP AMMO

BOTH DISKS, CHAPTER 1-3, ALL OF CHAPTER 2, CHAPTER 3-2, ALL OF CHAPTER 4 (except 4-3)

FOUND IN: MENDEZ'RESIDENCE (FRONT) (50), VILLAGE TUNNEL (50), SWAMP (50), MINING FORTRESS (night) (50), PUEBLO (night) (50), CABIN (50), RIGHT PATH (50), LOWER CANYON (50), SEWER ENTRANCE (50), MAZE (50), SPIKE TRAP (50), NITROGEN HALLWAY (50), NOVISTADOR CAVES (50), RITUAL TOWER (2 X 50), RITUAL ROOM (100), LOWER CLIFFS (50), UPPER CLIFFS (2 X 25), FILING ROOM (50), OPERATING ROOM (50), WASTE DISPOSAL (2 X 25), EXPERIMENT ROOM (25), BULLDOZER (MID-POINT) (1 X 25, 1 X 50), CONTAINER YARD (50), SOUTHERN CAMP (2 X 50), ISLAND RUINS (3 X 50), NORTHERN CAMP (2 x 50), PRISON YARD (50), COMPUTER ROOM (50), FACTORY EXTERIOR (50)

1 X 2 SLOTS, 100 MAX

20 PSTAS per ammo

Custom 9mm ammunition.

---

BROKEN BUTTERFLY

DISK 1, CHAPTER 3-1, 4-1

FOUND IN: (Merchant), FOUNTAIN BALCONY

2 X 4 SLOTS

249500 PSTAS

A very powerful .45 magnum revolver.

This will make anyone's day.

---

KILLER7

DISK 2, CHAPTER 5-1

FOUND IN: (Merchant)

2 X 4 SLOTS

172350 PSTAS

A very stable yet powerful .45 magnum.

---

MAGNUM ROUNDS

BOTH DISKS, CHAPTER 3-3, ALL OF CHAPTER 4 (except 4-3), ALL OF CHAPTER 5 except 5-2), FINAL CHAPTER

FOUND IN: DINING HALL (3), SPIKE TRAP (5), MINING COMPLEX (5), RITUAL TOWER (5), LOWER CLIFFS (3), MEDICAL FACILITY (3), x-RAY ROOM (5), CONTAINER YARD (5), ISLAND RUINS (1 x 5, 1 x 3), NORTHERN CAMP (2 x 5), ISLAND PRISON (3), COMPUTER ROOM (5), CONSTRUCTION DOCK (3)

1 X 2 SLOTS

500 PSTAS per round, 10 MAX

Ammo to be used with any .45 caliber magnum.

---

MINE THROWER

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

2 X 5 SLOTS

105500 PSTAS

This weapon fires custom "mines" that attach to objects and detonate after a period of time.

(w/scope) A mine shooting firearm equipped with a custom scope.

(w/Exclusive) This weapon now fires "Homing-mines" that attach to objects and detonate after a period of time.

---

SCOPE (MINE THROWER)

DISK 1, CHAPTER 3-1

FOUND IN: (Merchant)

2 X 2 SLOTS

4000 PSTAS

A custom scope for the Mine Thrower.

---

MINE-DARTS

EITHER DISK, ANY CHAPTER

FOUND IN: (dropped by enemies)

1 X 2 SLOTS

500 PSTAS per dart

Custom mines for the Mine Thrower

---

ROCKET LAUNCHER

DISK 1, CHAPTER 1-2, CHAPTER 3-3

FOUND IN: (Merchant), BLUE HALL

2 X 8 SLOTS

15000 PSTAS

Do major damage to any target. (Single fire)

---

ROCKET LAUNCHER (SPECIAL)

DISK 2, FINAL CHAPTER

FOUND IN: CONSTRUCTION DOCK

2 X 8 SLOTS

A rocket launcher that fires a special rocket.

A perfect weapon to exterminate the boss.

---

## HEALING ITEMS

Seek these out when your health gets low enough to be a cause for alarm.

---

### FIRST-AID SPRAY

BOTH DISKS, CHAPTER 1-1, CHAPTER 3-1, CHAPTER 3-2, ALL OF CHAPTER 4 (except 4-3), ALL OF CHAPTER 5 (except 5-1)

FOUND IN: DEFAULT, GREAT HALL, MAZE, BELL HALL, NITROGEN HALLWAY, SMELTING ROOM, RITUAL TOWER, RITUAL ROOM, BULLDOZER SOUTH TERMINUS, ISLAND RUINS, NORTHERN CAMP (x 2)

1 X 2 SLOTS

5000 PSTAS

Completely restores health.

---

### GREEN HERB

BOTH DISKS, EVERY CHAPTER

FOUND IN: PATH TO PUEBLO (X 2), PUEBLO, PATH TO SHANTY, VALLEY STORAGE, MENDEZ' RESIDENCE (FRONT), LAKE (WEST), LOWER WATERFALL, MINING FORTRESS (night) (X 2), VILLAGE CHAPEL, FARM (night), CABIN, LEFT PATH, TORTURE CABIN (X 2), DRAWBRIDGE, INTERIOR GATES, CASTLE PRISON, GREAT HALL, CASTLE CHAPEL, SEWER PRISON, GALLERY (X 2), MAZE, DINING HALL, ASHLEY'S HALL, DUSTY ROOM, WESTERN STORAGE, KNIGHT'S HALL (X 2), CLOCK TOWER, BELL HALL, GREEN HERB, MINE ENTRANCE, NOVISTADOR CAVES (X 3), UPPER RUINS, MINE CART TUNNEL, RITUAL TOWER, RITUAL ROOM (X 2), OUTER TOWER, LOWER CLIFFS (X 2), UPPER CLIFFS, KITCHEN, MEDICAL FACILITY, CRYO STORAGE, WASTE DISPOSAL, X-RAY ROOM, EXPERIMENT ROOM, CONTROL TOWER, DUMP, DEMOLITION ROOM, SHUTTER HALLWAY, BULLDOZER (MID-POINT), BOILER ROOM, CONTAINER YARD (X 5), ISLAND RUINS (X 5), NORTHERN CAMP (X 5), PRISON YARD (X 2), COMPUTER ROOM, FACTORY EXTERIOR, CONSTRUCTION DOCK

1 X 2 SLOTS

500 PSTAS

Restores partial health.

---

### RED HERB

BOTH DISKS, EVERY CHAPTER (except 1-2, 3-3, Final)

FOUND IN: PUEBLO, MENDEZ' RESIDENCE (FRONT), MINING FORTRESS, CHURCH STORAGE, CABIN, LEFT PATH, TORTURE CABIN, SWORD ROOM, GALLERY, ASHLEY'S HALL, GARDEN BALCONY (second time), BALLROOM, SPIKE TRAP, NOVISTADOR CAVES, UNDERGROUND RUINS, RITUAL TOWER, UPPER CLIFFS, FILING ROOM, EXPERIMENT ROOM, DEMOLITION ROOM, MERCHANT STORAGE, CONTAINER YARD, ISLAND RUINS, ISLAND PRISON, PRISON YARD, COMPUTER ROOM

1 X 2 SLOTS

1000 PSTAS

Mixing it with a Green Herb will completely restore health.

---

### YELLOW HERB

BOTH DISKS, EVERY CHAPTER (except 3-3, 4-2)

FOUND IN: PUEBLO, VALLEY FORTRESS, LAKE (WEST), MINING FORTRESS (night), CABIN, TORTURE CABIN, EXTERIOR GATES, OBSERVATION ROOM, SEWER PRISON, GALLERY, MAZE, ASHLEY'S HALL, PORTRAIT HALL, SPIKE TRAP, UNDERGROUND RUINS, RITUAL TOWER, MESS HALL, WASTE DISPOSAL, CONTROL ROOM, SHUTTER HALLWAY, CONTAINER YARD, SOUTHERN CAMP, ISLAND RUINS, NORTHERN CAMP, ISLAND PRISON, PRISON YARD, EXIT TUNNEL

1 X 2 SLOTS

3000 PSTAS

Mixing it with a Green Herb will increase your maximum health.

---

### CHICKEN EGG

DISK 1, CHAPTER 1-1 through CHAPTER 1-4

FOUND IN: Chickens drop these at random in the PUEBLO and FARM areas, as do SNAKES if you kill them

1 X 1 SLOT  
300 PSTAS  
Restores partial health.

---

BROWN CHICKEN EGG  
DISK 1, CHAPTER 1-1 through CHAPTER 1-4  
FOUND IN: Chickens drop these at random in the PUEBLO and FARM areas, as do  
SNAKES if you kill them

1 X 1 SLOT  
600 PSTAS  
Restores partial health.

---

GOLD CHICKEN EGG  
DISK 1, CHAPTER 1-1 through CHAPTER 1-4  
FOUND IN: Chickens drop these at random in the PUEBLO and FARM areas, as do  
SNAKES if you kill them

1 X 1 SLOT  
3000 PSTAS  
Completely restores health

---

BLACK BASS  
DISK 1, CHAPTER 1-2, CHAPTER 2-1  
FOUND IN: VALLEY REFINERY, LAKE

1 X 2 SLOTS  
750 PSTAS  
Restores health partially.

---

BLACK BASS (L)  
DISK 1, CHAPTER 1-2, CHAPTER 2-1  
FOUND IN: VALLEY REFINERY, LAKE

2 X 6 SLOTS  
2300 PSTAS  
Restores health completely.

---

#### KEY ITEMS

Not only key in terms of being crucial to your progress, but key in the more  
literal sense as well. Most of these are involved in the opening of doors.

---

EMBLEM (LEFT HALF)  
DISK 1, CHAPTER 1-2  
FOUND IN: VALLEY  
The left half of an emblem with an engraving.

---

EMBLEM (RIGHT HALF)  
DISK 1, CHAPTER 1-2  
FOUND IN: VALLEY  
The right half of an emblem with an engraving.

---

HEXAGONAL EMBLEM  
DISK 1, CHAPTER 1-2  
FOUND IN: Combine EMBLEM (LEFT HALF) with EMBLEM (RIGHT HALF)  
A hexagonal object with a unique insignia engraved in it. It opens the gate  
in the valley.

---

INSIGNIA KEY  
DISK 1, CHAPTER 1-2

FOUND IN: MENDEZ' BEDROOM

A key with a unique symbol on the end.  
It opens the door of the house in the village.

---

ROUND INSIGNIA

DISK 1, CHAPTER 2-1

FOUND IN: WATERFALL

A round object with a strange symbol.  
It fits inside the door of the church.

---

CAMP KEY

DISK 1, CHAPTER 2-3

FOUND IN: LEFT PATH

It opens the door at the center of the camp.

---

OLD KEY

DISK 1, CHAPTER 2-3

FOUND IN: RIGHT PATH

It opens the gate at the end of the back route from the cabin.

---

FALSE EYE

DISK 1, CHAPTER 2-3

FOUND IN: TORTURE CABIN

There is a code-like pattern etched inside the iris. It opens the gate to get out of the village.

---

GOLDEN SWORD

DISK 1, CHAPTER 3-1

FOUND IN: SWORD ROOM

A decorative sword made from gold.

---

PLATINUM SWORD

DISK 1, CHAPTER 3-1

FOUND IN: SWORD ROOM

A decorative sword made from platinum.

---

CASTLE GATE KEY

DISK 1, CHAPTER 3-1

FOUND IN: INTERIOR GATES

A key designed with a goat motif.  
This key opens the main gate into the castle.

---

PRISON KEY

DISK 1, CHAPTER 3-1

FOUND IN: OBSERVATION ROOM

A key that opens the door to the underground prison.

---

GALLERY KEY

DISK 1, CHAPTER 3-2

FOUND IN: GALLERY (first part)

A key with the insignia of the Salazar family.  
This key opens the door to the gallery room.

---

GOAT ORNAMENT

DISK 1, CHAPTER 3-2

FOUND IN: GALLERY (second part)

An ornament piece for the wall relief in the grand hall.

---

SERPENT ORNAMENT

DISK 1, CHAPTER 3-4

FOUND IN: DUSTY ROOM (basement)

An ornament piece for the wall relief in the grand hall.

---

LION ORNAMENT

DISK 1, CHAPTER 4-1

FOUND IN: DRAGON ROOM

An ornament piece for the wall relief in the grand hall.

---

MOONSTONE (LEFT HALF)

DISK 1, CHAPTER 3-2

FOUND IN: MAZE

Only the left half of a stone object.

---

MOONSTONE (RIGHT HALF)

DISK 1, CHAPTER 3-2

FOUND IN: MAZE

Only the right half of a stone object.

---

BLUE MOONSTONE

DISK 1, CHAPTER 3-2

FOUND IN: (combine MOONSTONE (LEFT HALF) with MOONSTONE (RIGHT HALF))

A blue stone with a crescent engraving.

---

STONE TABLET

DISK 1, CHAPTER 3-4

FOUND IN: DUSTY ROOM

A tablet with part of a picture etched upon its surface.

---

SALAZAR FAMILY INSIGNIA

DISK 1, CHAPTER 3-4

FOUND IN: DUSTY ROOM (basement)

A family heirloom that has been passed down for generations in the Salazar family.

---

KING'S GRAIL

DISK 1, CHAPTER 4-1

FOUND IN: KNIGHT'S HALL

A grail with a decoration of a king.

---

QUEEN'S GRAIL

DISK 1, CHAPTER 4-1

FOUND IN: NORTHERN STORAGE

A grail with a decoration of a queen.

---

DYNAMITE

DISK 1, CHAPTER 4-2

FOUND IN: MINING COMPLEX

A very destructive explosive used in mining.

---

KEY TO THE MINE

DISK 1, CHAPTER 4-3

FOUND IN: UNDERGROUND RUINS

A key that opens the locked door in the underground ruins.

---

STONE OF SACRIFICE

DISK 1, CHAPTER 4-3

FOUND IN: MINE CART TUNNEL

A stone object with an engraving of an animal for sacrifice.

---

FREEZER CARD KEY



DISK 2, CHAPTER 5-1

FOUND IN: OPERATING ROOM

A card key with a red logo of the Los Illuminados.

Use it to open the door of the freezer.

---

WASTE DISPOSAL CARD KEY

DISK 2, CHAPTER 5-1

FOUND IN: CRYO STORAGE (use key rewriter)

A card key with a yellow logo of the Los Illuminados.

Use it to open the door to the Waste Disposal Area.

---

STORAGE ROOM CARD KEY

DISK 2, CHAPTER 5-1

FOUND IN: EXPERIMENT ROOM

A card key with a orange logo of the Los Illuminados.

Use it to open the door where Ashley is trapped.

---

PIECE OF THE HOLY BEAST, PANTHER

DISK 2, CHAPTER 5-3

FOUND IN: ISLAND RUINS

A piece of the object to be used at the wall relief.

---

PIECE OF THE HOLY BEAST, EAGLE

DISK 2, CHAPTER 5-3

FOUND IN: ISLAND RUINS

A piece of the object to be used at the wall relief.

---

PIECE OF THE HOLY BEAST, SERPENT

DISK 2, CHAPTER 5-3

FOUND IN: ISLAND RUINS

A piece of the object to be used at the wall relief.

---

EMERGENCY LOCK CARD KEY

DISK 2, CHAPTER 5-4

FOUND IN: PRISON YARD

A card key with a white logo of the Los Illuminados.

Insert it in the card reader of the emergency locking device.

---

JET-SKI KEY

DISK 2, CONSTRUCTION DOCK

FOUND IN: (Ada tosses it to you after you kill Saddler)

A jet-ski key. I guess you could call it a "present" from Ada. Well, sorta...

---

TREASURE ITEMS

Ordinarily semi-useless trinkets, these can be sold to the merchant for scratch to be spent on other more important goodies.

---

SPINEL

DISK 1, ALL OF CHAPTERS 1, 2, 3, and 4

FOUND IN: PATH TO PUEBLO, PUEBLO, FARM (x 2), PATH TO SHANTY (x 3), VALLEY REFINERY, MENDEZ' RESIDENCE (FRONT), VILLAGE TUNNEL (x 3), MINING FORTRESS (x 2), SWAMP, LAKE SHOP, LOWER WATERFALL, MINING FORTRESS (x 2, night), VILLAGE TUNNEL (night), PUEBLO (night), RIGHT PATH, TORTURE CABIN, DRAWBRIDGE, EXTERIOR GATES (x 2), SWORD ROOM, INTERIOR GATES, CASTLE CHAPEL, SEWER EXIT, CHASTLE CHAPEL (x 10 possible, second visit), GALLERY (second part), GARDEN BALCONY (x 2), MAZE, BEDROOM (x 2), BLUE HALL, INTEROGATION ROOM, ASHLEY'S HALL (x 2),

DUSTY ROOM (x 2), WESTERN STORAGE, WEST TERMINUS, PORTRAIT HALL (x 3), NORTHERN STORAGE, PATH TO CLOCK TOWER, BELL HALL (x 2), SPIKE TRAP, MINE ENTRANCE, UPPER RUINS, STATUE TOWER, OUTER TOWER

2000 PSTAS

Although small in size, it appears to have some value.

---

RUBY

DISK 1, CHAPTER 1-1, CHAPTER 1-3, CHAPTER 2-3

FOUND IN: Kill the Chainsaw Maniac near the village exit and/or near Mendez' house, the orange Bella Sister in the left path

10000 PSTAS

A large precious stone.

---

PEARL PENDANT

BOTH DISKS, CHAPTER 1-1, CHAPTER 5-4

FOUND IN: FARM (shoot the post holding up the well lid first), NORTHERN RUINS

10000 PSTAS

It's in pretty good condition.

Looks valuable.

---

DIRTY PEARL PENDANT

DISK 1, CHAPTER 1-1

FOUND IN: FARM (shoot pendant without shooting post first)

1000 PSTAS

A very dirty accessory.

It doesn't seem to have much value.

---

BEERSTEIN

DISK 1, CHAPTER 1-1

FOUND IN: FARM

20000 PSTAS

There are 3 recessions on the side. I wonder that they're for.

---

RED CATSEYE

DISK 1, CHAPTER 1-1

FOUND IN: PATH TO SHANTY

3000 PSTAS

The marking on the stone indicates that it once was set in something, but what? Nevertheless, a rare gem.

---

GREEN CATSEYE

DISK 1, CHAPTER 1-3

FOUND IN: CEMETARY

3000 PSTAS

The marking on the stone indicates that it once was set in something, but what? Nevertheless, a rare gem.

---

YELLOW CATSEYE

DISK 1, CHAPTER 2-3

FOUND IN: LOWER CANYON

3000 PSTAS

The marking on the stone indicates that it once was set in something, but what? Nevertheless, a rare gem.

---

ELEGANT MASK [W/G, R, AND/OR P]

DISK 1, CHAPTER 1-2, 3-2

FOUND IN: VALLEY REFINERY, CASTLE CHAPEL (second visit)

20000 PSTAS

A mask with 3 divots like something might fit inside.

---

GREEN GEM

DISK 1, CHAPTER 2-1, 3-1

FOUND IN: LAKE SHOP, ENTRANCE HALL

3000 PSTAS

The markings on the piece indicate that it was once set in something.

---

RED GEM

DISK 1, CHAPTER 2-3, 3-2

FOUND IN: LEFT PATH, MAZE

3000 PSTAS

The markings on the piece indicate that it was once set in something.

---

PURPLE GEM

DISK 1, CHAPTER 2-3, 4-1

FOUND IN: RIGHT PATH, PORTRAIT HALL

3000 PSTAS

The markings on the piece indicate that it was once set in something.

---

BRASS POCKET WATCH

BOTH DISKS, CHAPTER 1-2, CHAPTER 5-1

FOUND IN: MENDEZ' RESIDENCE (REAR) (shoot the post holding up the well lid first), MEDICAL FACILITY

10000 PSTAS

There are signs of use, but this brass watch may still be worth something.

---

DIRTY BRASS POCKET WATCH

DISK 1, CHAPTER 1-2

FOUND IN: PATH TO MENDEZ' HOUSE (shoot watch without shooting post first)

1000 PSTAS

A very dirty timepiece.

It doesn't seem to have much value.

---

ELEGANT HEADDRESS

DISK 1, CHAPTER 1-3, CHAPTER 5-3

FOUND IN: VILLAGE TUNNEL (after shooting lamp), THRONE ROOM

10000 PSTAS

The rare stone set in this headdress has made it one of a kind.

---

ANTIQUUE PIPE

DISK 1, CHAPTER 1-3

FOUND IN: SWAMP (shoot the nest)

10000 PSTAS

There's a detailed engraving on this pipe. Let's hope it's worth something.

---

GOLD BANGLE w/ PEARLS

DISK 1, CHAPTER 1-3

FOUND IN: LAKE (wEST) (shoot the nest)

10000 PSTAS

The fantastic workmanship of this accessory makes this a valuable item.

---

AMBER RING

DISK 1, CHAPTER 2-1

FOUND IN: WATERFALL

10000 PSTAS

An old ring. I can almost feel the history behind this jewelry. I just hope there's some value to it.

---

VELVET BLUE

DISK 1, CHAPTER 2-4, ALL OF CHAPTER 3, ALL OF CHAPTER 4

FOUND IN: PATH TO CASTLE, EXTERIOR GATES (x 2), INTERIOR GATES, ENTRANCE HALL,

GREAT HALL, SEWER ENTRANCE, SEWER PRISON, AXE ROOM, CASTLE CHAPEL (second visit), GALLERY (x 2), GARDEN BALCONY (x 2), MAZE, BLUE HALL, DUSTY ROOM, ASHLEY'S HALL, EAST TERMINUS, NORTH TERMINUS, NORTHERN STORAGE, PORTRAIT HALL, BALLROOM, PATH TO CLOCK TOWER, SPIKE TRAP (x 2), MINING COMPLEX (x 2), UPPER RUINS, UNDERGROUND RUINS (x 4), STATUE TOWER (x 2)

3000 PSTAS

Although small in size, it appears to have some value.

---

GOLD BANGLE

DISK 1, CHAPTER 3-1, CHAPTER 3-4, CHAPTER 4-1

FOUND IN: EXTERIOR GATES, DUSTY ROOM, PATH FROM CLOCK TOWER

8500 PSTAS

A handcrafted gold bangle with a beautiful decoration carved around it.

---

BUTTERFLY LAMP

DISK 1, CHAPTER 3-2

FOUND IN: SEWER PRISON

32000 PSTAS (complete)

An exquisite lamp designed with butterfly motifs.

There are 3 indentations like something might fit inside.

---

GREEN EYE

DISK 1, CHAPTER 3-2

FOUND IN: (Novistadors drop these), BALLROOM (after destroying hive)

1000 PSTAS

The markings on sides of the stone indicate that it was once set in something.

---

RED EYE

DISK 1, CHAPTER 3-2

FOUND IN: (Novistadors drop these), BALLROOM (after destroying hive)

1500 PSTAS

The markings on sides of the stone indicate that it was once set in something.

---

BLUE EYE

DISK 1, CHAPTER 3-2

FOUND IN: (Novistadors drop these), BALLROOM (after destroying hive)

3000 PSTAS

The markings on sides of the stone indicate that it was once set in something.

---

ILLUMINADOS PENDANT

DISK 1, CHAPTER 3-2

FOUND IN: CASTLE CHAPEL (second visit), DRAGON ROOM

12000 PSTAS

A pendant designed with the Los Illuminados motif.

---

MIRROR W/ PEARLS & RUBIES

DISK 1, CHAPTER 3-2

FOUND IN: BEDROOM

12000 PSTAS

A gorgeous mirror lined with many pearls and rubies.

---

HOURGLASS W/ GOLD DECOR

DISK 1, CHAPTER 3-3

FOUND IN: DINING HALL

12000 PSTAS

A marvelously crafted hourglass.

---

ELEGANT PERFUME BOTTLE

DISK 1, CHAPTER 4-1

FOUND IN: GARDEN BALCONY

10000 PSTAS

A luxurious looking perfume bottle with an intricate decoration.

---

ELEGANT CHESSBOARD

DISK 1, CHAPTER 4-1

FOUND IN: NORTHERN STORAGE

13000 PSTAS

A finely crafted chessboard with a rare design.

---

CROWN

DISK 1, CHAPTER 4-1

FOUND IN: SPIKE TRAP

9000 PSTAS (25000 PSTAS w/ JEWELS, 27000 PSTAS w/ AN INSIGNIA)

A crown with 2 divots like something might fit inside.

(w/ JEWELS)

A crown with 2 jewels set in it.

(w/ AN INSIGNIA)

A crown with the royal insignia set in it.

---

CROWN JEWEL

DISK 1, CHAPTER 4-1

FOUND IN: Kill the Verdugo

11000 PSTAS

The markings on the backside of this piece indicate that it was once set in something.

---

ROYAL INSIGNIA

DISK 1, CHAPTER 4-2

FOUND IN: NOVISTADOR CAVES

13000 PSTAS

The markings on the backside of this piece indicate that it was once set in something.

---

SALAZAR FAMILY CROWN

DISK 1, CHAPTER 4-2

FOUND IN: Combine CROWN with CROWN JEWELS and ROYAL INSIGNIA

48000 PSTAS

A complete crown with all the jewels and insignia set in it.

---

STAFF OF ROYALTY

DISK 1, CHAPTER 4-2

FOUND IN: UNDERGROUND RUINS

20000 PSTAS

A staff with a beautiful decoration.

It seems to have substantial value.

---

EMERALD

DISK 2, CHAPTER 5-1, CHAPTER 5-3, CHAPTER 5-4

FOUND IN: LOWER CLIFFS, UPPER CLIFFS, FILING ROOM, OPERATING ROOM, MEDICAL FACILITY, WASTE DISPOSAL, EXPERIMENT ROOM, BOILER ROOM, THRONE ROOM, CONTAINER YARD, SOUTHERN CAMP, NORTHERN CAMP (x 2)

3000 PSTAS

Although small in size, a precious gem.

---

GOLDEN LYNX

DISK 2, CHAPTER 5-1

FOUND IN: UPPER CLIFFS

35000 PSTAS (complete)

A golden statue with 3 holes.

---

RED STONE OF FAITH  
DISK 2, CHAPTER 5-1  
FOUND IN: MESS HALL  
3500 PSTAS

The markings on the side of the stone indicate that it was once set in something.

---

GREEN STONE OF JUDGEMENT  
DISK 2, CHAPTER 5-2  
FOUND IN: MEETING ROOM  
3500 PSTAS

The markings on the side of the stone indicate that it was once set in something.

---

BLUE STONE OF TREASON  
DISK 2, CHAPTER 5-3  
FOUND IN: SOUTHERN CAMP  
3500 PSTAS

The markings on the side of the stone indicate that it was once set in something.

---

#### MINIGAME ITEMS

The use of these items is confined purely to the minigames that exist outside the regular game.

---

#### PLAGA SAMPLE

ASSIGNMENT ADA

FOUND IN: OPERATING ROOM, CRYO STORAGE, HOLDING AREA, EXPERIMENT ROOM, CONTROL TOWER.

1 X 2 SLOTS

A powerful parasitic specimen, powerful enough to change the fate of the world.

---

#### KRAUSER'S BOW

MERCENARIES

FOUND IN: KRAUSER (DEFAULT)

3 X 7 SLOTS

A bow that Krauser enjoys using in combat.

---

#### ARROWS

MERCENARIES

FOUND IN: KRAUSER (DEFAULT) (30), (dropped by enemies in Mercenaries)

1 X 3 SLOTS

Arrows to be used with Krauser's bow.

---

#### CUSTOM TMP

MERCENARIES

FOUND IN: HUNK (DEFAULT)

2 X 4 SLOTS

A compact tactical machine pistol that fires 9mm rounds.

---

#### HANDGUN W/SILENCER

MERCENARIES

FOUND IN: WESKER (DEFAULT)

2 X 3 SLOTS (+ 1 X 2 SLOTS)

A silenced version of the standard 9mm handgun.

---

SILENCER (HANDGUN)

MERCENARIES

FOUND IN: WESKER (DEFAULT)

1 X 2 SLOTS

A silencer compatible with the 9mm handgun.

---

SPECIAL ITEMS

These items are unlocked after you've complete the game, and various minigame tasks.

---

MATILDA

ANY DISK, NEW GAME

FOUND IN: (Merchant)

2 X 5 SLOTS

155750 PSTAS

A 9mm handgun with Burst-Fire capability.

---

INFINITE LAUNCHER

ANY DISK, NEW GAME

FOUND IN: (Merchant)

2 X 8 SLOTS

500000 PSTAS

The ultimate rocket launcher!

Fire away!

---

CHICAGO TYPEWRITER

ANY DISK, NEW GAME (Assignment Ada completed)

FOUND IN: (Merchant)

3 X 7 SLOTS

500000 PSTAS

A powerful .45 caliber machinegun that fires infinite bullets! Fire away

Chicago-style.

---

HANDCANNON

ANY DISK, NEW GAME (5-star rating, every character, every level in Mercenaries)

FOUND IN: (Merchant)

2 X 4 SLOTS

0 PSTAS

This is a .50 magnum.

Need we say more?

This .50 magnum now fires infinite bullets.

Gotta love it!

---

HANDCANNON ROUNDS

ANY DISK, NEW GAME (5-star rating, every character, every level in Mercenaries)

FOUND IN: (only dropped by enemies, random items)

1 X 2 SLOTS

600 PSTAS per round

Custom made .50 caliber ammo.

---

=====  
= 15: UNANSWERED QUESTIONS / PARTING SHOTS =  
=====

\* GETTING USED TO THE CONTROLS

The first time I played through this, I failed utterly in the village, repeatedly knocking down the ladder from the barricaded house until I finally jumped out into the mob and had a shotgun frenzy. I was amazed that I survived.

\* FUN WITH CONTINUITY, pt. 1

Why would Saddler go to all the trouble of injecting him with a Plagas egg if he was just going to put him back in the village without telling anyone? We might as well guess that either Saddler is not directly controlling the Ganados or can't, seeing as how that's supposedly Mendez' job. Other than that, the only logical conclusion is that either a) the whole blasted thing was one big test (which doesn't make sense considering how many of Saddler's army Leon was allowed to kill) or b) they took an "if he escapes, kill him" approach, since Ganados don't get the concept of "capture". After that, Leon seemed to have made himself too much of a liability, as Mendez said. Still bugs me though.

\* PARASITE SIDE EFFECTS

It's hard to tell what purpose the humans serve to the parasites, beyond propegation and whatnot. It doesn't appear that the parasites even need the humans, and are ready to escape once they reach maturity (third form).

But one of the things I've noticed is the curious behavior of the Red Zealots.

Red Zealots, one can probably assume, have been infected much longer than their compatriots, which would explain the various battle scars and general toughness. But another thing I noticed is that either they're blind or have extremely limited eyesight. Focus in on some of their faces and you can see nothing but cataracts. This may be the effect of the parasite consuming whatever it can, or just negligence. Take your pick.

\* FUN WITH CONTINUITY, pt. 2

The Broken Butterfly. Clearly a six round revolver, but when you increase the capacity, the appearance of the gun never changes. This always gets a giggle out of me.

\* SEPARATED AT BIRTH?

Jack Krauser and Final Fight / Street Fighter Alpha's Rolento. C'mon, don't tell me you goons weren't thinking it too. Just replace the knife with a baton and...

\* FUN WITH NOVISTADORS

On pro mode, I got caught fighting a swarm of novistadors in the caves after triggering one of the mechanisms. Thing is, in pro, Novistadors run on the ground a lot more, and they kept on running up to me. But since I had my thumb stuck on A (strike out), I kicked them away every time and got out without a scratch.

\* FUN WITH CONTINUITY, pt. 3

re: Novistador caves: If the parasites are so incredibly sensitive to light, why would they create a trap door that requires an immense ammount of light to destroy?

\* RANDOMNESS



Why do I always want to play the Andy Asteroids theme from Earthworm Jim whenever I'm riding the mine cart?

\* FUN WITH CONTINUITY, pt. 3

Ashley, the president's daughter, is almost incapable of defending herself and is entirely useless for most purposes, except... she can drive a bulldozer. Buhhhhhhh.

\* PARASITES, AGAIN

Seriously, what is up with Saddler's staff?

\* FUN WITH CONTINUITY, pt. 4

The only reason Krauser ever has to attack Leon is delusion. Leon is never after the sample, doesn't even know what it is really, and doesn't directly hinder Krauser's objectives. If you're trying to rationalize it, you could say that killing Leon might score him brownie points with Wesker (as stated in the note... by the way, who the hell was he writing it to?), but as far as the series is concerned, Leon and Wesker have never even met, and would be a target as part of Chris' entourage, at best.

\* FUN WITH CONTINUITY, pt. 5

This was advertised as the rebirth of the series; a complete makeover from this point onward with a completely different storyline. But, the endings of the game imply that Umbrella as a concept still exists and Wesker is still the biggest badass in town. Will Saddler and crew have any more relevance to the series, or was this just a fun little sidestory?

\* BLOOPERS

1. Leon has the same pose in two different pictures in the Alert Order.
2. Check out the torture cabin again after leaving the area. It's not burning anymore.
2. Not really a blooper, but the lever for the elevator in the verdugo room says Collector something.
3. Pretty glaring one, but Salazar's hand is fine when you see him after throwing the knife. Since it comes off anyway, I guess he replaced it with a fresh one.
4. The guy who flips the switch in the waste disposal room literally comes out of nowhere. He's spawned when you walk to a certain point in the room.
5. Saddler's first radio transmission post-Krauser directly contradicts the "Our Plan" file.

\* THE GAME OVERALL

Up until the factory area, I felt like I had played this game before. It was called Castlevania 64, and its horrors were attributed to magic rather than viruses and parasites. That isn't bad, mind you, Castlevania is one of my favorite series and while the 3D thing didn't work out too well, it didn't disappoint either. Don't misread me, I like RE4 quite a bit, as it rocks in a way that few modern games have been able to muster (particularly 3D ones), but the scenery was just a little stock for me. It just failed to define itself.

The dialogue wasn't too bad, not classic RE bad, at least. It had some clever

moments ("your right hand comes off?"), but other times it just sucked ("'cuz boredom KILLS me", "insects' life doesn't compare to human life!").

Another issue I took with the game, which I doubt was a complaint for anyone else, was that the inventory wasn't real time, so odds were that even if I was zooming in with my rifle and a hammer commando was about to get all up in my grill, I'd still be able to pull out the shotgun and blast him away before he was able to hit me. That seemed a little silly to me, and this is coming from a guy who would reload in the inventory screen in the old PS1 games.

Of course, the most important aspect is gameplay, and despite being... well, entirely linear, it never really got tedious or exhausting. What you were doing and the circumstances you dealt with in combat were always changing, and thus the game remained relatively fresh throughout. The AI wasn't as good as advertised (at least in normal), but there were always new reactions you could get out of it and new ways to approach dealing with it. There was enough to discover in the surroundings as well to keep the game from losing value on the replay.

I had a few [minor] gripes with the setup, not that I wanted the whole "bust up Umbrella and zombies" game, but the play redeemed it and made it one of the most entertaining games I've played in the modern era of gaming. Well done, Capcom.

=====  
= 16: FREQUENTLY ASKED QUESTIONS =  
=====

Q: Muchitsujo?

A: ... It means chaos and disorder in Japanese. I'm not Japanese myself, but I can never think of screen names for anything.

-----  
Q: Why did you write this?

A: Because I love each and every one of you. Nah, just kidding.

-----  
Q: Why did it take you so @%\*\$# long?

A: I started working two jobs as opposed to my regular one. That was the biggest reason. The other being that I try to keep these things as thorough and fresh as I can, so I took a break or two here and there to keep from getting careless. This is no knock on the game itself, but normal mode just bores me to tears most of the time and I think I'm going to make the jump to professional soon. Also the fact that while regular runs through RE games might take an hour and a half to three hours, this one took nearly ten.

-----  
Q: Will you update this and re-release it for the PS2 port?

A: I don't actually own a PS2, just an old PS1 that's on its last legs, but I am planning on buying a PS3, which will grant me backwards compatibility and perhaps keep the processors from driving me too insane while running the game. This might also lead to me snatching up series like Silent Hill, Devil May Cry, and Onimusha and writing a bunch of retro-FAQs for them. And yes, for those curious, I have the beginnings of a RE2 and RE3 FAQs, but I don't know when those will get done.

-----  
Q: Why do you have a range of enemies instead of an exact number in some locations?

or

Q: Why am I seeing fewer enemies than the ones you listed?

A: As reported by various sources, the difficulty of the game [in normal mode] does adapt to the player, but instead of making enemies more difficult in proportion to how much ass you're kicking, the game knocks down the difficulty level a few notches every time you die, and the game continues as such for a length of time. Overall, in my normal and pro runs, I didn't die at all, which was a bit unusual for me, as I'm typically run down by a boulder at least once. That meant I saw more enemies than I was accustomed to seeing and thus the walkthrough reflects the maximum (usually) number of enemies that one might see going through this. Dying will cause the overall numbers to drop considerably, like, you may not even see the Garrador in the Dining Hall.

It's also worth nothing that on Professional Mode, what you see here is likely what you'll get as the difficulty does not change when you die, or so I've heard.

-----  
Q: Does the "Retry from Continue Point" count against how many times you've been killed or change the difficulty at all?

A: Not that I know of.

-----  
Q: What happened to all the children and old folks?

A: The blue part of the ending video implies that all of them were killed by those infected by Las Plagas, seeing as how they'd probably be inferior hosts and would require more assistance/supervision. Them's the breaks.

-----  
Q: Who took the photos of Leon in the file you pick up in the village?

A: Since Ganados are rather conspicuous and have trouble with instructions, I'm guessing it was Krauser. Occam's Razor and all.

-----  
Q: Why am I not getting the prices you quoted when I sell my gun?

A: The game takes into account how much ammo is left in the clip. I'm pretty sure I sold my guns when they were at full capacity.

-----  
Q: Is it worth it to buy the scope/stock for every weapon that has one?

A: Generally, I'd say yeah. That's not to say that NOT using the scope is going to

-----  
Q: What is the Del Lago?

A: The Lake, is what it translates to, but the actual creature is harder to peg. Most people insist that it's a variety of salamander, hepped up on drugs, parasites, viruses, whatever. Since it does resemble a few cave-dwelling amphibians I've seen, I'll go with that.

-----  
Q: What IS on the other side of the lake after the Del Lago?

A: About four Colmillos. It's not fun (unless you have incendiaries, then it might be).

-----  
Q: Does the cabin where you fight Mendez ever burn down?

A: No worries, fighting Mendez is difficult enough for most people.

-----  
Q: When does Leon learn the suplex?

A: Technically, he doesn't "learn" it, but he can only use it against illuminado and commando models. The ganados you encounter mid chapter 4 are still strictly low kick.

-----  
Q: Can you run from the Garrador in the first encounter?

A: Nope. You can sneak into the cell and flip the switch in the tight quarters if you try, but if you attempt to leave the area before killing the Garrador, the door will close. They wanted you to figure it out so you could kill more of them later when you had to.

-----  
Q: Can I really just shoot all the targets to get the rare prize?

A: Yep, the only condition is that you don't shoot Ashley. I tried it once and got the bare minimum of points you can get in that scenario (1250), missed a few times, and ignored all the Salazar targets. Not shooting Ashley is the only condition.

-----  
Q: I'm trying to get the Broken Butterfly, but I think the other route is faster. Is it?

A: I'd say they're about equal. The route I use provides more goodies though.

-----  
Q: At the shooting range, I just shot the dynamite and I'm pretty sure that was enough to trigger a Salazar, but nothing happened. What's going on?

A: Nothing. It's a bug in the game where it has trouble tallying.

-----  
Q: HELP! I ALREADY USED THE ROCKET LAUNCHER AND NOW I'M STUCK FIGHTING THE VERDUGO! HOW DO I BEAT IT?

A: By buying another rocket launcher from the merchant in the basement. I'm not planning on writing up an alternate strategy for beating up on the Verdugo because I've fought it a few times, and even with the handcannon, it takes more shots to kill than I'd really care to think about. Trying to kill it any other way is just a terrible waste of ammo. You're given the launcher for reason.

-----  
Q: Can I use the smelting pit trap to kill both Gigantes?

A: No. The game is programmed to only let one fall in, and after that, the mechanism locks up and you can't use it anymore.

-----  
Q: Is there any difference between the S & M Gigante and the Masked Gigante?

A: None at all. The chains are just for show, along with all the other features. I've never seen them use the chains on Leon or anything, but that might've been cool, instead of just bumping up their damage resistance to ungodly levels.

-----  
Q: Ritual? It doesn't even seem like anything's happened.

A: Well, either he's bluffing, he just managed to speed up the process slightly (she is more easily controlled than Leon), the ritual is just some stupid thing the old illuminados came up with that wasn't based on anything, or you have a new conspiracy theory to work on until 5 comes out. I'm hoping you go with one of the first three as opposed to the last one.

-----

Q: Why was that one guy in the oven?

A: Same thing I want to know.

---

Q: Any record times in killing Krauser?

A: One time he was totally failing to defend himself and I wailed on him with the butterfly. Under thirty seconds.

---

Q: What about that tube they had Ashley in?

A: No idea, hoping that the PS2 version elaborates a bit.

---

Q: Do you have to use the special rocket to kill Saddler?

A: Nope, but it's more fun that way, I guess.

---

Q: Do you think Hunnigan was Ada in disguise?

A: Most of the time when I get this question, the argument is that Hunnigan has no glasses at the end. Let me put it this way, if Ada was resourceful enough to get a wig, disguise her voice, and put on the appearance of another person completely at random, she'd be resourceful enough to find a pair of glasses before calling Leon. There's just no reason for it. The characters have nothing to do with each other.

---

Q: Will you be adding target times to each section like in previous RE FAQs?

A: I don't expect to. The game is longer than any previous RE game, by a considerable margin, but time has been rendered all but irrelevant, so there's no sense in me trying to do a speed run to my own guide. I will tell you that while I was writing this, it took me about nine and a half hours to get through, and one and a half times that is a decent target time for early runs.

---

Q: I'm really not understanding the whole Las Plagas thing. Care to explain?

A: You aren't the only one; I've yet to find anyone who does.

What we know is this: Las Plagas have been lurking underground in this area of Spain since times long-forgotten (stranger things have happened). The Los Illuminados sect controlled them, but on the whole since the world wasn't taken over or anything weird like that, we can guess that they were either pretty low-key or they were only dug out of the ground a few centuries prior for whatever reason. The Salazar family originally took control of the mines and shut down the Illuminados cult, thereby protecting the countryside from whatever wacky mischievous influences they had.

Fast forward to the modern days and the Salazar family has fallen considerably in stature (pun intended). The latest descendant, Ramon, appears to have grown up mostly on his own and has gained a strange fascination for his family's history along the way, eventually coming to the conclusion that the Illuminados were okay guys after all, and somehow coming into contact with Osmund Saddler, who we are to assume is the last heir of the knowledge of the Illuminados, or the leader of the cult of Illuminados, which could still exist in some way. Saddler and band of merry megalomaniacs were given free reign over the village and sent workers in to excavate the mines under threat of death. They found nothing but skeletons and fossils of the Plagas inside, leaving them seemingly without what they came in for. Except Plagas can apparently go into a dormant state and give off spores which will eventually turn into full-grown Plagas in whoever is exposed directly to them. This manifested a few months later when

a few of the villagers went nuts and started lashing out against those around them.

Here's where things get really screwy. Apparently, sometime around now things took a serious turn for the weird and the bottom line is we don't know how or what happened because no one bothered to explain this. Among these events, we have Saddler contracting the queen parasite (either by hanging around the queen parasite fossil too long or by unknown means), which could have contributed to the villagers going nuts, and passing it along to Ramon Salazar and executive henchman Bitores Mendez, and Saddler discovering some way to produce fresh Plagas eggs, which means either the parasites generate them on their own or the freaky monster Salazar attached himself to was doing it (also totally unexplained what it is or how they revived it). Either way, this eventually leads to free Plagas for all, with some possible resistance in the village, which was undoubtedly quelled rather quickly.

Sometime around now, the research on Las Plagas started to get serious, leading to a bunch of weird experiments resulting in Gigantes, Compillos, Garradors, Novistadors, Verdugos, Regenerators, Iron Maidens, and any number of other things that probably didn't work out quite as well. Eventually, they hit some major breakthroughs with the research and come across something quite powerful, except local boy Luis Sera gets over the intellectual orgasm of researching something revolutionary and realizes that just about everyone else is going batshit. He starts planning his escape, but around this time Krauser shows up with the president's daughter and he realizes that there has to be some serious bad stuff going down.

While the infection was delayed a few years, it seems like it would only make sense that it spread quickly seeing as how no one really noticed until it was too late and the Plaga only seems to take about a day to fully mature, subject to change depending on various plot points. The total infection of the local populace probably took a few weeks, and since then they've been constructing various guard posts while those on the island are researching things. While you could consider the breakthroughs to be substantial, most of them appear to be significantly flawed and near accidental in their discovery (Regenerators, for example, are basically an attempt to cram as many parasites as they could into a single body). I would venture to guess that, as a whole, they probably haven't been infected much longer than a few months.

That's the story in a nutshell, but unfortunately it leaves us with a few pressing questions...

- \* How long has Los Illuminados been around? The cave paintings indicate it's much longer than we'd like to believe, but they could have easily decimated armies with their power if this had been hundreds of years ago.
- \* For that matter, did Los Illuminados always exist in this form or did Saddler use it specifically for his own gains? It is an idealistic cult, after all.
- \* Was the cult of Illuminados just a glorified secret society in recent years?
- \* How does the Las Plagas parasite affect the human brain? The common assumption is violent xenophobia, but we don't know how much of it is that and how much of it is Saddler being the wacky villan he is. It seems kind of silly that a parasite would want world domination.
- \* Follow up on that last point: how did anyone with a standing army the size of Saddler's go relatively ignored?
- \* How did Saddler get all this money and his huge following to begin with? The mining operation is clearly funding it at this point, but there's nothing to say how it all started.
- \* Salazar was reported to be a pretty decent guy before the Plagas invasion, but how exactly did he and Saddler hook up? And why is Salazar all on his own at a relatively young age?

\* How the #%^@ does a freaking parasite lead to Gigantes, Novistadors, U3, and Verdugos?

\* How the bloody hell can parasites sustain themselves inside a suit of armor?

Another would be the question of the rotting food and how exactly the parasites sustain themselves, but the third form, the parasites in the underground ruins, and the parasites running around on the floor in the Salazar fight lead me to believe that sustaining a host isn't exactly a goal, and that they're only keeping the host around until they're mature enough to erupt from the body and do whatever it is that parasites on their own.

---

Q: Is Jack Krauser really Hunk without the mask?

A: I got this question before I even started this or bought the game, actually. The Mercs mini-game leads me to believe that Jack and Hunk are two different guys since they appear as two different playables with different abilities. To carry that a little further, Jack is introduced as a former agent with the U.S. gov't, and if that's true, then it has to be mutually exclusive to being in Umbrella's covert ops. I see very little reason why they'd hire a guy like Hunk to work for them, which is why he's still a mercenary (cha-ching!).

---

Q: Is Krauser leading the commandos?

A: I don't know why this keeps on coming up, other than it kind of makes sense that military guy would be leading military outfit. I'm not saying no here, but the answer is probably not as the commandos are a Spanish speaking lot, implying that Krauser didn't bring them here on his own, and if he was controlling them, he would need to have a queen parasite in him and he clearly doesn't (see below).

---

Q: So what IS the deal with Krauser?

A: Eugh... Krauser and Leon apparently belonged to the same agency. That much we do know. It also appears that something serious happened to him in 2002. Substitute in whatever you'd like there, be it he fakes his own death, gets crossed up with the agency, or whatever you'd like. Whatever it is, it seems to have left him rather unhappy as Leon refers to him as a "good guy" when he examines the corpse and in general, he seems like the type with an axe to grind. Sometime later, or even prior (in 2002, or whenever) Krauser meets up with Wesker, who has been tinkering around with viruses and has obviously given him some sort of nasty refined one (note that his powers CANNOT be from Las Plagas, because if they were Saddler would be able to control him more easily). Wesker catches wind of the existence of Las Plagas sometime prior to the game and sends Krauser to investigate. Krauser use his knowledge of the government services to kidnap Ashley and get an in with Saddler, but can't pull it off, so he or Wesker calls in Ada. That's about where the story begins for us. He's presumed dead, seeing as how it looks like his heart exploded, but Resident Evil characters have come back from worse things and there is no way to go back and check if the body's still there (the path is blocked if you try).

Of course, there are a few questions about all this, like why Krauser cares about how Leon wants to rescue the president's daughter or why Krauser doesn't pull out the wonder claw and just skewer Saddler for kicks. The only conceivable explanation for these is that a) Krauser thinks Leon and Ada are really in cahoots and that Leon will block him from his ultimate goals and b) if he kills Saddler he may never find out where that elusive "sample" is.

---

Q: Does Assignment Ada fit into the plot of RE4 as a whole?

A: If it did, then we'd have to figure that it happens between Leon's meetings with Krauser because prior to that, Krauser had no reason to attack Ada, and after that, Krauser is believed to be dead. Except, when the chopper takes Ada away (and she's still in her alternate costume), she closes a case that has not only the regular Plagas sample, but the unique one, which would imply that this all happens after the regular game. That doesn't particularly make sense, seeing as how a) if this is after the island blew up, the landscape would be a lot different, b) Saddler would not have been an issue at the beginning of the mission (unless he's somehow alive) c) Krauser is still alive after being blown up and shot at by Leon. The easiest explanation here is to say that all of this happens between Leon's meetings with Krauser, but the helicopter scene is placed quite a bit of time afterwards, shortly after Ada tosses the key to Leon. It doesn't make any sense if you're assuming the costumes are particularly significant, but Ada would have no reason to claim Krauser is dead to Wesker otherwise (aside from a dislike for him).

---

Q: Why doesn't Luis Sera appear in the Mercenaries game?

A: Because of all the characters in the game that would have any sort of incentive to be in Mercenaris, we're most certain of Luis' death. Would've been nice to have him though, give him a Red9 and some other goodies, but it would have led to some painful conspiracy theories. I'd like to personally thank Capcom for sparing me that trouble.

To expand on that a little, all the files you read from Luis seem to be written before he makes any kind of stand. That places their creation at pretty much any time before the game officially starts, so, while it may seem like Luis has run back to the island while you were passed out at the lake, he hasn't (and besides, he got to the parasite using the drugs, or so it seems).

The PS2 version might reveal a little more, but that's the jist.

---

Q: Are there any significant differences from Professional Mode to Normal Mode or do the things mentioned in this FAQ still apply?

A: While Professional mode is not nearly as difficult as one would think (in fact, I would argue that it's a lot easier than a number of the hard modes in previous RE games), there are a few differences in the style of gameplay.

\* ENEMIES MOVE FASTER: As in, they actually run at you, and commandos seem to do nothing but run. This helps your aiming with bigger targets, but watch out if they catch up.

\* ENEMIES AIM BETTER: Gone are the days of watching bow darts whizz past you. I've been hit by the axes of enemies that are around the corner.

\* ENEMIES HIT HARDER: Or, I should say, the damage done actually makes sense. Having your throat slashed by a parasite will actually do a serious chunk of damage.

\* ENEMIES ARE SMARTER: You may be looking at a pack of guys in front of you so that one or two stragglers can stab you in the back. They will also run into your camera's blindspot as often as they can.

\* DROPPED ITEMS AREN'T AS GOOD: You need to work a bit harder to get the goods in this. At some point, you'll be in a fierce battle and get a lot of stuff at once, but otherwise, you're on your own.

\* BOSS BATTLES DON'T HAVE "TRICKS": Don't get me wrong, the same general strategies apply, but all bosses appear to have increased range and the techniques are no longer unstoppable. You should still be able to beat Salazar by getting all up in his face without any serious damage, unless your frontal lobes are seriously misfiring.

\* TACTICAL VEST DOESN'T DO JACK: This is something I've heard about, but didn't decide to test. Truth is, if you can make it far enough into the game



to get the tactical vest, then you probably didn't need it to begin with?  
Spend that money on a better gun.

\* BUTTON-TRIGGERS ARE MORE UNFORGIVING: A lot of people claim that they have to hit the buttons faster, but this seems to be inaccurate. The truth is, the game won't allow you to mess up, hit the wrong buttons, then get away with hitting the right buttons immediately after. And why should it? Dodging into fire is different from dodging away from it. Just be patient and make sure you hit the right buttons in each instance, and don't start early. (and don't sweat the laser corridor, that's always L + R)

\* DIFFICULTY DOESN'T CHANGE: Get killed if you want to, but you'll still fight the same number of enemies if you retry.

\* MIKE SUCKS: Mike doesn't help you out nearly as much in Pro Mode.

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Q: How the hell did you pull off 144 consecutive kills with Wesker in the Castle?

A: Dumb luck. Perhaps the dumbest ever.  
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= 17: FUTURE UPDATES =  
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Some things I may add/fix in the future are...

- \*More on background effects in the shooting range (considering it)
- \*Special item listings for Assignment Ada (is there really a need for it?)
- \*ASCII art (oh, the pain... help)
- \*Changes in location names based around the principle of eliminating confusion and keeping up with what the game says it is
- \*Damage chart for the enemies

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= 18: CONTACT INFO =  
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Logically, there are going to be a few guidelines for contacting me.

First and foremost, I can only hope you've done a search function on the FAQ or read through the entire thing for the answer to your question BEFORE you decide to e-mail. I may just not answer the question and redirect you where to find the answer otherwise. If your question is good, it may make it in here.

Second of all, I prefer my e-mails in English. I can understand a little bit of Japanese, but I really prefer my mail in English. No 1337, no ebonics, it doesn't even have to be the Queen's English, just common speaking English. If I cannot understand you or am too frustrated with your means of phrasing, I don't need to respond. Simple as that.

Third, I'm not interested in fan fiction. Let's get that clear right now. I have fun with this, I do NOT live vicariously through it. No photos, no "inside" information, no BS. There is no guarantee (actually, there's closer to a guarantee I won't) that I will take anything of that nature seriously.

Fourth, I'm sorry if I'm not hardcore enough for your gaming tastes. I don't play through these games with only the knife and I might do so only if I were horribly bored. I can't pull off some neverending combo in a fighting game that would send you to your doom. The most I've ever done is get a ninja before the end of the first act of FF:Tactics. That's good enough for me.

You don't like it, you write a better FAQ. Same reason as the rest of us.

Fifth, and most importantly, by e-mailing me any sort of conspiracy theory or otherwise wacked-out analysis of the events in the game, you're pretty much giving me the right to make mention of it and possibly debase the idea in here in whatever manner I deem to be appropriate at the time (anonymously, of course. Even if it is mostly a flame, it will not be referred to by name). Legitimate questions will be answered, interesting theories will be added, but everything else has a very slim chance to get in. No guarentees, approval always pending.

Don't harass me either. Multiple e-mails won't get your mail read any faster, but it may get you blocked. Same theory applies to flaming. Like all things on the internet, maybe one of these days we'll connect, but you're running on your time and I'm running on my time. Just the way it is.

That said, my e-mail is fearfaq(at)hotmail.com (replace the at with an @, I do this to mess with the spambots. Try to be good and give me some idea of what you're talking about in the e-mail title.

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= 19: FINAL NOTES =  
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As all good FAQ / Walkthroughs come to an end, so must come the shout outs.

Props to:

- Capcom, for catering to my apocalyptic / B-horror movie needs. The name Resident Evil and characters in it are their trademark. The introduction is primarily taken from the game itself.
- Gamesages, because I snatched the copy of the ending bonuses from them. It would be an even bigger pain to figure that out on my own.
- CJayC, for being an all around good chap and putting up the gamefaqs site you are likely using. Along with the disclaimer in the beginning. Posting this as well, cheers.
- TWilde, for writing the plot analysis I've been a long-time reader of. Your attention to detail is incredible, your wit is excellent.
- Stephen Ng, and the people over at the FAQs section of IGN. Like CJayC and the GameFAQs crew, they also work exceptionally hard to bring you the best.
- Leo Chan, and all the others over at Neoseeker, for all the reasons given for the other FAQ sites and more.
- The people who run RE sites, because sometimes I need to refresh my memory, or at least access information on upcoming games and release dates. They also sometimes have information on special features like Wesker's Report and for cheapskates like me who don't like to pre-order, thanks a lot.
- People who write FAQs, thanks for keeping me from being the designated tech support for my friends. And vice versa.
- Robert Johnson. Hot tamales and they're red hot, yeah, she got em for sale.

No props to:

-- Those who would infringe on the copy rights. I don't make money off of any of this, but seriously, that shit ain't cool yo, and it doesn't take that much to get permission.

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