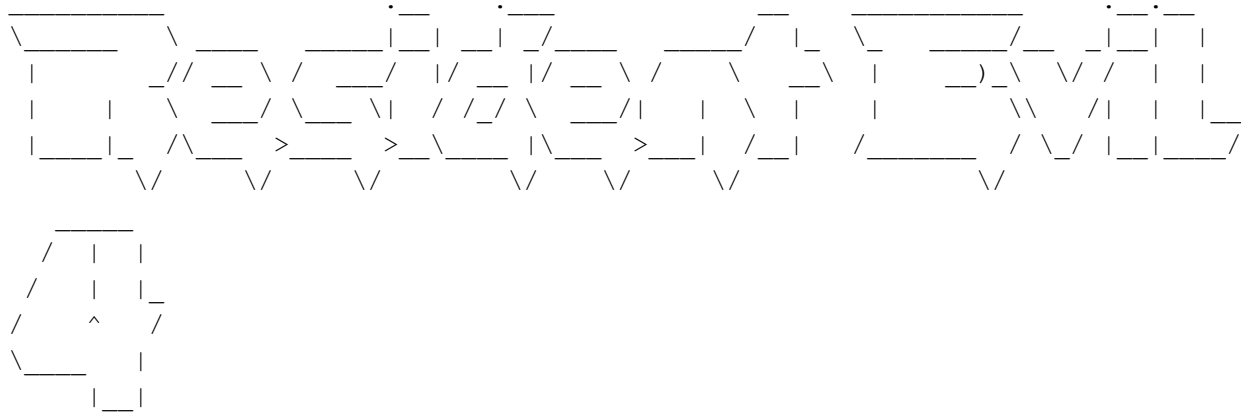


Resident Evil 4 FAQ/Walkthrough

by thanos rulzs

Updated to v0.2 on Feb 8, 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.



For Gamecube

Author: Desert eagle

Guide created: 16th Jan 2005

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HI, it's me again, you might or might not be familiar with me, but anyway, I'm writing this guide to start off a new year. Anybody that played the demo will be looking forward to this game as well as hardcore RE veterans. This game has revamped a lot from the previous version, enemies are smart and there are no longer zombies but instead, parasite controlled humans.

The story line is as follows: Several Years passed since the destruction of Raccoon City, where this City is nuked and Umbrella is finished, Leon has become a government agent. Now he faces a ultimate challenge: A mysterious village..., Creatures that defy nature, Human...?. Leon now faces a new breed of evil in his quest to save the President's daughter. It's up to you to decide whether he can survive this encounter.....

The game is a survival horror one player game with lots of action and as well as plots to uncover in order to move on further to the game. This game is created and copyright by Capcom and licensed by Nintendo for this game port to be possible for the Gamecube.

Meanwhile, sit back and hope you find the guide useful and good luck to you in this game as I can assure you that this game is different from the other previous installments. Good Luck. Over and out.

All characters and story plot are (c)copyright by Capcom ptd ltd.

Version History:

Version 0.1 16th Jan 2005

Created the guide, walkthrough not finish, be sure to update when i'm free, self-explanatory. Expect guide to be updated fast as well as fixing up errors for future versions. I'm slowly adding things on the guide, so be patient, I'm still on this version because of minor updates now and then, oh another thing, try not to email because i'm rather busy these days and chances are i might reply late. Sorry. :)

Chapter 1-1 has been completed, still on this version as this is a small update. Did the merchant guide, not completed yet and damn, i wish to find time to get it done as soon as possible. Ashley mini guide done. Treasure guide has been done, which a one half of the merchant guide, the other part is the range stuff.

Version 0.2 3rd Feb 2005

Updated quite a few areas of the guide; the walkthrough, the characters the tips for players, hopefully can get it done with fast for the other parts such as the weapon and enemy guide, I will try my best to do it in my spare time and try to finish this guide as soon as possible. I have

completed the game in Professional mode, so quite experience enough to try to help readers if possible. Updated the secrets section. You may notice I'm not updating the walkthrough, it's because I'm trying to do the other sections first before doing the walkthrough, so you need any help, just drop a mail, do accept my apologies if you are looking for a guide for the game walkthrough. Diary list has been completed. You will notice I have add some new sub sections into the guide, but I will try to complete them as soon as possible.

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2. Game basics and characters RE4B

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2.1 Game Controls

Dpad: Controls character movements

A button: Action, fire button (if gun is raise)

B button: Run with help of Dpad

X button: Organise items in inventory, communicate with Ashley

Y button: Opens up Inventroy screen

Z button: Map screen

L button: Rotate items in Inventroy screen and draw out knife (hold button)

R button: Holds up gun

C stick: rotate camera view or zoom in/out of sniper scope

2.2 Game inventory intro

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() Keys/Treasures () Weapons Recovery () Map () Files () Exit

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| 1000 PTAS

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|---|--|-----|--|--|--|--|--|---------------|--|
| / | | Gun | | | | | | | |
| / | | | | | | | | | |
| / | | | | | | | | Leon | |
| / | | | | | | | | | |
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| / | | | | | | | | (_____) | |

() HANDGUN

=====

=====

X Move weapon

=====

Well, this is about like the inventory screen.

Moving weapon items:

To move weapon press X, and place the item where you want it to be.

Health and ammo:

- Character's health is in the outer circle, at default health level
- ammo is in the inner circle with no of rounds left. (eg:10)

Rotating weapon / items:

Press L button to adjust around to free up spaces that is possible

Money:

It's above Leon's head.

Keys/Treasures

Goes to the keys and treasures you have pick up

Weapons Recovery

Goes to the normal inventory screen with item such as weapons, herbs

Combine

Straightforward one, some items like the herbs need to be combine etc

Use

Use that particular item like herb or keys to unlock doors etc

Examine

View the object in 3D motion, pressing action button explains the object

Temporary space

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|           |           |  
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Combine

This option is there if you plan to combine stuffs that can be combine.
*This game now can not longer able to reload from inventory*Remember!!

Use

This option helps to use on things like doors and stuff.

View

This option view the object in 3D motion,useful to view items you pick up
that have some items inside.

2.3 Health Guide: -----

Green herb: Cure an injury condition

Red herb: No use till you combine with green herb

Yellow herb: Increases maximum life(nothing when use alone)

Green herb+yellow mixture: Cure an injury condition and Increases maximum life

Green herb and Red herb: Bring back to full health,like the first aid spray

Two green herbs: Cure up to medium recovery

Triple Green herbs: Bring back to full health,like the first aid spray

First aid spray: Bring back to full health,like the first aid spray but does
not cure poison.

Super herb(Red,yellow,green): Increases maximum life,cure back to full health

Black Bass: Restore half of character health

Black Bass(darker in color): Restore full health

Chicken egg: About the ability of green herb

Brown egg(shoot snake): About two green herb ability

Golden egg: Restore full health

Items no of spaces

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-----
|Green          | 2 |
|-----
|Red            | 2 |
|-----
|Yellow         | 2 |
|-----
|GreenX2        | 2 |
|-----
|GreenX3        | 2 |
|-----
|First aid      | 2 |
|-----
|Green/Red      | 2 |
|-----
|Green/Red/yellow| 2 |
|-----
|Green/yellow   | 2 |
|-----
|black bass     | 3 |
|-----
|eggs           | 1 |
|-----
|BLACK BASS(L)  | 16|
|-----

```

2.4 Merchant Guide

The merchant guy is a villager who yearns to make money at this point of time rather than be under Saddler. This shows that at times money talks. Heh. These guys are basically traders that buy and sell items. But however, they sell in much a higher price than they buy, so a simple maths calculation will make you understand that, you stand to lose and they stand to gain when it comes to selling weapons. But they are weak guys and die easily when shot and will never appear again in that spot. They buy your treasures in terms of pesetas. One negative thing that they do not sell ammo to you, but instead they buy ammo from you. They appear a lot in the game for tune ups and weapons that become buyable in the game. They also own target ranges for you to improve aiming where ranges are set up for you to improve accuracy, they will reward you when you complete a game type set and this is where you are paid most while practicing!! They are easy to be identified, they wear a black robe with a purple mask and a portable fieldpack or they are situated at areas with small stalls with ammo. If you are still in doubt, whenever there's a purple flame lighted around, they will confirm to be around unless they are shot by you which means you shot yourself in the foot.

(Treasure item mini guide)

Amber ring

Value: 10 000 pesetas

Description: A ring with red jewel which has a history behind it

Antique pipe

Value: 10 000 pesetas

Description: A pipe for smoking, quite a valuable treasure

ButterFly Lamp

Value: 4500 pesetas

Description: A lamp that has a potential to sell at a very high price

| Combinations | Value |
|---------------------|--------|
| Lamp with blue eye | 8500 |
| Lamp with red eye | 7000 |
| Lamp with green eye | 6500 |
| Lamp with R/G eye | 11 000 |
| Lamp with B/R eye | 15 000 |
| Lamp with B/G eye | 13 000 |
| Lamp with G/R/B eye | 32 000 |

Beerstein

Value: 3000 pesetas

Description: A Beerstein that has a potential to sell at a very high price

| Combinations | Value |
|---------------------------|--------|
| Beerstein with yellow gem | 10 000 |
| Beerstein with red gem | 10 000 |
| Beerstein with green gem | 10 000 |
| Beerstein with Y/G gem | 15 000 |
| Beerstein with Y/R gem | 15 000 |
| Beerstein with R/G gem | 15 000 |
| Beerstein with Y/G/R gem | 20 000 |

Blue stone of treason

Value: 3500 pesetas

Description: A catseye gem that can be combine with Lynx statue for a higher price

Blue eye

Value: 3000 pesetas
Description: A small gem that can be combine with the butterfly camp for a higher price, you can get them by killing a Novistador

Brass Pocket watch

Value: 10 000 pesetas
Description: A antique watch from almost a long time ago.

Crown

Value: 4000 pesetas
Description: This treasure is the most potential expensive in the whole entire game, you need to combine with the Royal Insigna and the Crown jewel for the high price.

```
-----  
| Combinations          | Value          |  
|-----|-----|  
| Crown with Crown Jewel | 25 000        |  
|-----|-----|  
| Crown with R.Insigna  | 27 000        |  
|-----|-----|  
| Salazar Family Crown  | 48 000        |  
|-----|-----|
```

Crown jewel

Value: 11 000 pesetas
Description: A valueable treasure that can be combine with the Crown to maximise its value

Dirty Pearl Pendant

Value: 1000 pesetas
Description: Found in a dirty water which lowers the price rather badly

Dirty Brass watch pocket

Value: 1000 pesetas
Description: Found in a dirty water which lowers the price rather badly

Elegant Chessboard

Value: 13 000 pesetas
Description: A valueable chessboard with a good price

Elegant Headdress

Value: 10 000 pesetas

Description: A beautiful adornment for woman's hair

Elegant mask

Value: 3000 pesetas

Description: Elegant mask that has a potential to sell at a very high price

| Combinations | Value |
|------------------------------|--------|
| Elegant mask with purple gem | 10 000 |
| Elegant mask with red gem | 10 000 |
| Elegant mask with green gem | 10 000 |
| Elegant mask with P/G gem | 15 000 |
| Elegant mask with P/R gem | 15 000 |
| Elegant mask with R/G gem | 15 000 |
| Elegant mask with P/G/R gem | 20 000 |

Elegant perfume bottle

Value: 10 000 pesetas

Description: A perfume bottle fit for queen

Emerald

Value: 3000 pesetas

Description: This gem is found in the island, commonly found treasures like spinel and velvet blue

Gold Bangle

Value: 8500 pesetas

Description: This bangle brings a decent amount of money when sold. Can be found throughout all chapters.

Gold bangle with pearls

Value: 10 000 pesetas

Description: A gold bangle fitted with pearls, can fetch a decent amount of money.

Golden Lynx

Value: 15 000 pesetas

Description: Found in chapter 5, quite expensive itself but can be combined

to get higher value. This cat idol will certainly bring a good amount of pesetas for you to upgrade weapons.

| Combinations | Value |
|----------------------------|--------|
| Golden Lynx with blue gem | 20 000 |
| Golden Lynx with red gem | 20 000 |
| Golden Lynx with green gem | 20 000 |
| Golden Lynx with B/G gem | 25 000 |
| Golden Lynx with B/R gem | 25 000 |
| Golden Lynx with R/G gem | 25 000 |
| Golden Lynx with B/G/R gem | 35 000 |

Green catseye

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Beerstein to fetch a good amount of pesetas.

Green Gem

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Elegant Mask to fetch a good amount of pesetas.

Green eye

Value: 3000 pesetas

Description: A small gem that can be combine with the butterfly camp for a higher price, you can get them by killing a Novistador, refer to the table for price for combining with butterfly lamp.

Green Stone of judgement

Value: 3500 pesetas

Description: A catseye gem that can be combine with Lynx statue for a higher price, refer to the table for price for combining with Golden Lynx.

Hourglass with golden decor

Value: 12 000 pesetas

Description: This hourglass can bring a decent of money, an hourglass which excellent craftsmanship.

Illuminados Pendant

Value: 12 000 pesetas

Description: This treasure has a symbol of evil cult of Salazar. Normally found when Leon killed the red robe cults.

Mirror with Pearls and Rubies

Value: 12 000 pesetas

Description: This Mirror with Pearls and Rubies can bring a decent of money.

Purple Gem

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Elegant Mask to fetch a good amount of pesetas.

Red Catseye

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Beerstein to fetch a good amount of pesetas.

Red eye

Value: 3000 pesetas

Description: A small gem that can be combine with the butterfly camp for a higher price, you can get them by killing a Novistador, refer to the table for price for combining with butterfly lamp.

Red Gem

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Elegant Mask to fetch a good amount of pesetas.

Red Stone of Faith

Value: 3500 pesetas

Description: A catseye gem that can be combine with Lynx statue for a higher price, refer to the table for price for combining with Golden Lynx.

Ruby

Value: 10 000 pesetas

Description: Can fetch a decent amount of money, normally you will get it when Leon kills the chainsaw manic, at least you can this jewel to get some money for it.

Royal Insignia

Value: 13 000 pesetas

Description: Earns you a decent amount of money, but can be combine with the crown for the highest value for a treasure, refer to the crown table

to check the prices out. :)

Spinel

Value: 2000 pesetas

Description: Commonly found treasure in the game for the first few chapters of the game, when you have a lot of them, they can actually fetch a good amount of money for you to buy items.

Staff of Royalty

Value: 20 000 pesetas

Description: Gives you good amount of money for tune up for weapons. Can be only be found in Chapter 4, this staff is once held by a king.

Velvet Blue

Value: 2500 pesetas

Description: Commonly found treasure in the game for the first few chapters of the game, when you have a lot of them, they can actually fetch a good amount of money for you to buy items, more expensive than the spinel.

Yellow Catseye

Value: 3000 pesetas

Description: This item has little value of its own, but can be combine with the Beerstein to fetch a good amount of pesetas, refer to the Beerstein table for the value when combined.

2.5 Tips for players

Never shoot the Merchant

Why? They are traders that sells weapons,tune up weapon for you. In other words, they help you improve chances of beating the games further. They are generally weak and you kill them easily. Once they are killed, they not longer appear on that spot ever again.

Knife to save ammo

Yes,this trick is still active,but only on one on one basis.Shoot their legs to drop them,quickly run towards them and slash about 5 times,the villagers will die easily and you saved ammo and especially later in the game where the villagers at night will reveal the Las Plagas which makes them tougher to kill

Use the stun 'em and kick them trick

Early or later in the game,this is quite useful trick, by just shooting at the head,they will be stun or shooting the legs,they will kneel down. run towards them and the the A button will be active to kick them. This

tip is also useful in bunches where you can kill a bunch of them down all at once. Who knows, there's a chance Leon might kick the enemy's head off!

Shotgun decap trick

One of the useful ways to save pistol ammo but with the expense of one shotgun ammo, but it must be with great accuracy. When a bunch of villagers come your way, wait for them to come near, aim the shotgun up and fire, it would at least decap the villagers near you and push the other villagers down. Although the accuracy of head decap has gone down a bit, but you will find yourself relying on this weapon because it can take a bunch down at once and powerful enemies like the chainsaw manic guy.

Noises

Yes, another easy alternative to spot whether there are any enemies around you or not. They give the enemy away, so turn your sound volume up and you will hear the enemy shouting.

Save the game only when you are full of ammo and peak of health

Yes, save the game only when you are full of ammo and peak of health. This will ensure survival and also in case you screw anything up, you can use this save to your advantage and do not save when you are doing badly in the game. How to save a game? Go to any typewriter to save your game or at the end of sub chapters, statistics will be revealed and also prompt your save as well. Notice there's no longer need of ink ribbon to save your data! Note that each save costs 9 blocks in the memory card.

Destroy crates/barrels to get items

Yes, destroy them to get items like ammo, grenade etc. Read this carefully. The items given will be random and don't ask why this is the case and the crates and barrels might or might not give you items at times so take notice of it. Always use the knife to break them until later in the game where they might place snakes inside to surprise you so shoot the crates with handgun.

Wildlife hunting

Yes, isn't it like MGS3? Shoot the crows for it to give items as well as snakes to give you brown egg. But do not shoot the hen!! Observe it for a while for it to have a chance to lay a golden egg!! Do note that for it to lay an egg, it needs to be at a spot for a while and once you shoot it, it will die!! So don't waste a cheap way to gain health. In water, you can hunt fish to regain health, one way to save ammo is to use the harpoon to hunt.

The hen trick

Save the game and reload it, the hens will lay egg after you reload the save!! I have tested it a few times at the farm area, sometimes, it gives a golden egg!!!!!!

Learning simple commands

Yes, this basic commands needs to be mastered to succeed in the game well, some examples are the 180 degree turn etc. Remember you can no longer reload from the inventory. Dodge buttons are important so that you won't get hit. Yeah, when grabbing, rotate the thumbstick quickly so that you won't get thrown, squeeze by El Gigante etc where fast enough, Leon will hit the enemy right way, escaping from the enemy.

180 degree turn: down + b

Reload: Raise up gun + b

Dodge (when needed, commands is on screen): L + R or A + B

Dash (when needed, commands is on screen): A

Slash parasite (on EL Gigante, when needed, commands is on screen): A or B

Climb on EL Gigante (when needed, commands is on screen): A

Breaking free when enemy grab: Left thumb stick

Dodge grenade (when there is a barricade) : A

Mix herbs to save space:

Yes, mixing herbs saves space, combining them together only costs two blocks, thus saving space. To have a knowledge of mixing herbs, read the health guide.

Weapon deflection

Very important skill to master, as it will save your health to decreasing. Just have a calm and cool mind to aim for it. Make use for the infrared scope of any weapon to aim it and deflect it. It's rather important especially in chapter 2. It is better to use the handgun for it. Shotgun works well, because it shoots a rather wider range even you are not accurate. But you wouldn't want to waste a shotgun ammo on that way.

Flashbangs the Las Plagas when they reveal from their hosts

Yeah, they work; they parasites die instantly when the flashbangs are thrown. But my advise is not to waste flashbangs just like that unless you are low on ammo or there are plenty of LAs Plagas hosts so you might as well kill all at once.

Flashbangs enemies

Yes, this is a good way when you ambush them, or they are plenty of them coming to greet you. This effect lasts a while so giving you ample time to kill, recuperate, reload or escape. This trick also works well on El Gigante while you reload or damage him.

Grenade them when they come in bunches

Yes, this is one good way to save ammo and kill most of them instantly. The hand grenade works well when they come in bunches, then quickly throw towards them, kill all the villagers at once. The incendiary grenade works well when most of them come after one another, this is where this grenade come in handy because the grenade effect last for a while, thus

catching many enemies when they advance.

Shotgun blasts on parasite

Las Plagas when they reveal from their hosts are deadly. They come in different forms, but early in the game, you will face the tentacle version. They reduce your life a lot so take a lot of shots to take the parasites down. So use the shotgun, aim the mid level of the parasite, shoot, if done right, it kills the parasites instantly rather than using plenty of ammo on the parasite. Don't bother shooting the hosts at this point, they don't damage much to them. Handgun shots take a long time to defeat them because one shot will stun the parasite, moving them backwards, not allowing you to take a second shot in and you will need to reaim again.

Shoot traps before advancing

Shoot the bear traps and clarmores that come in your way. This is one way to prevent you from stepping on the traps when the going gets tough as this game is rather fast pace when enemies come and go. Shoot them also ensures Ashley won't get hurt this way because you would want to protect her as much you can so that you won't need to waste curing items on her.

Don't hesitate to buy attaché case

Yes, don't be afraid to buy them so that more spaces are added in the inventory. Why? Because later in the game, you will need to buy better weapons to survive in the game, as better weapons take up more space, you should know the drill and get what I mean.

Fall back when needed and funnel the enemies

Yes, this is important, when the going gets tough especially in the open, it's best to fall back and regroup, reload and do whatever you want in the short time you have so that you won't run out of ammo during the firefight. Funneling the enemies is also a good trick to survive, first, fall back, go to a narrow corridor so that the enemies come and you can handle them well rather than fighting them in the open. A narrow corridor works well as it reduces the number coming at you and you are also able to shotgun them all at once!!!

Shoot explosive barrels, boulders to damage enemies

Yeah, they work well as they get rid of enemies fast and even damage the bosses; thus weakening them.

Always have a curing item with you

Always keep one to ensure survival, or else you will be in trouble should you get hurt badly during the game. Try to get healing items that are useful and not take up a lot of space. Example is eggs, first aid spray. A bad example is the large black bass fish.

Making sure that the enemy is dead

This is a very important factor to ensure survival, or else you will be wasting ammo all the way. To see all the enemies are dead or not, just see their bodies dissolve or hear them scream or said "Lord Salazer" to confirm that they die.

Stuck????

If you are stuck, read maps and files for help, if you run out of ammo, don't worry, there's always ways to progress and certain rooms you haven't visited, so go there and you might find yourself with some supplies of ammo. Also any mid level boxes that reach up to your waist, you can push them and also climb on them, many of this simple tactics can be found in the the manual itself. Remember, there's always a way out unless you tell me you are a total scrub.

Watch you character's health

If your character is seriously hurt, best is to view by the movement, during caution condition, your character put their left arms at the right chest, if they are dying, they stagger. So watch out and cure them asap. It's best to always bring a health item with you in case you are hurt it can always save your skin, but do not waste your herbs, cure only if you are around orange caution or dying and best is to mix herbs, don't use them as single herbs. Use health right way when take them if you want. Your health bar can be seen in the screen so don't worry.

Tune up weapon

Yes, this way, you can save ammo and increase the weapons ability if you are not able to afford more powerful weapons. I advise you to tune up the firepower first, then the capacity if you have spare cash. The reload thing is secondary because you can always fall back and reload, speaking of reload, reload your weapon when there's time because you would want all weapons to be fully loaded when engage yourself in battle so that you won't get yourself in the stupid and vulnerable situation.

Unarming the enemies

Aim the hand where the weapon is held, you can disarm them, this way they can only grab you and throw you so you have a distance advantage. But some enemies that carry shackles can take out one more, or those carrying explosives can also take out. Speaking of explosives, killing the person carrying explosives, the enemies around will die as the explosives fall in their area, thus saving ammo for yourself so be smart in these situations.

Aiming the legs of the enemies during the night and further in the game

Why? So that this reduces the chances that the parasites will reveal from the host and you will save a lot of ammo on that trust me. When you shoot their legs, sometimes they are stun or they fall down, gives a chances to kick them or knife them and don't worry to knife them in front of them, as long as you keep kniving the enemy, he is in pain and needs time to recuperate and won't be able to lay a finger on you.

Use the sell/buy items

If you are low on cash, don't hesitate to sell the treasures to gain money to buy the weapon and health aids for yourself. But remember, so treasures can be combined, thus, raising the values of the treasures, I'm will update the Merchant guide soon so be patient.

The art of sniping/art of shooting

This is the most important skill to master because this the the most critical part to be a very good player. First of I will explain the art of sniping. Any players who player counterstrike, brute force etc will pick up the skill fast. Brute force is a good game to improve sniping because it rather similar to this game, the characters will breathe and make your sniping inaccurate. So be sharp and be fast. A fast reaction is also important also. Don't go all the way to aim the enemy that is moving but predict the spot the enemy is going and wait there to go for the kill. The tough part is when Leon tends to breathe, so the crosshair tends to move, so a quick aim and scope is a fast way to kill enemies. For the art of shooting, it's about the same, Leon also tends to breathe and make the gun move about, make aim tough and you might get fed up when target practice comes. One way is to either have control your dpad well to aim where you need to be fast to adjust when gun is raise or put your gun down and raise it again as it will stop the aim from moving up and down for a while.

Map reference

Flashbang crows for items

Yup, just like mgs3, you can flashbang them to straight up to get items that they will leave behind, but I think it's better to use the handgun to get one crow at a time rather than use the flashbang unless there are plenty of them in a group together where you can get all of them at once.

Take notice for all shiny items

Whether they are keys or treasures or items, they can be identified as they glow a shiny way, those enemies who leave items behind will glow in red or green or blue, grab them in case you are new to the game.

2.6 Rules/options of the game

There are several ways the game will end:

- You die when your life gauge ends
- Ashley is grab by them and they escape from the doors
- Ashley dies
- You are not able to dodge some attacks when screen prompt
- You die when you trip on the traps
- You got decap instantly by the chain saw ass
- The timer runs out and you die

(Options in the game)

2.6 Ashley mini guide:

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    ( | )
    ( / \ -----
    ( Ashley
    ( -----
    {
    ( ) -----
    ( LEON
    ( -----
    -----)

```

Well, Ashley has her health bar on her own, just watch her health. Her health bar is on top of Leon's. Leon's main task in the game is to protect and rescue her and Leon needs to lead her safely through these areas and protect her at all costs.

(Commanding Ashley)

The X button commands and decides Ashley movement. Press it once to make her stay where she is, pressing the second time makes her follow you. At certain areas where there are containers around that can hide her. Do use the command, press X near the container and make her hide, this way nobody will hurt her or kidnap her. To get her out of the hiding place, just press X again, Leon will whistle and she will get out and go straight back to Leon.

(Cooperating with Ashley)

At certain areas, you are solve the puzzle yourself, where places are too high up to grab, there's where you is useful in the game, let just say you need to get over a high wall to unlock the other side of the door, all you need to do is to lead her to the wall and the command piggyback will appear and Leon will help her up. She can help you turn the handle at times while you are busy with the enemies, this way, you will concentrate at one thing which makes life easier for you.

(Ashley Icons)

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This means that she is following Leon where ever he goes, when Leon raises, his weapon, she will either go behind Leon or just duck down if she is front of Leon.

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This means that she is alone in the room waiting Leon's next command. This command is useful when you hide her or let her stay a place for a while when you recce around the place or when you need to solve certain puzzles. But this command is quite dangerous because when left alone too long, some

cultist may appear out of nowhere and grab her and the game end as describe above in the Ashley mini guide.

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Y E L L O W
  ( ) ( ) O
    |   | L
  / \ / \ L
 /       E
W O L L E Y
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This command appears when Ashley is in danger of being grab by the enemy, just like the yellow caution health. This is a warning sign of the danger that will pose and you will need to attend to the problem as soon as possible.

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This red danger command will appear and Ashley is grab by the enemy and you will need to attend to this problem immediately. This occurs when she is grabbed by the enemy to the nearest exit.

2.7 Characters in the Game

Leon S. Kennedy

Six years after Raccoon city incident, Leon has become a government agent, working up the ranks from agency to agency to climb up the top ranks. Leon now completed the training to serve the secret security service of the President himself. He now faces a task; save the president's daughter. With the clues given, he was led to a small European community, where he was led to this mysterious village where he had never experience before after the Umberella incident, can he survive the strange villagers and rescue the president's daughter? Only you can do that.

Ada Wong

Many years ago at the Raccoon city incident, Leon met her while she was searching for her boyfriend, John. She's actually after the G virus sample and she died to save him or so he thought. Now working for Wesker, she attempts to get the plague specimen. Although this was her objective, she seems to be helping Leon when Leon is in need of help, does she still have feelings for him?

Ashley Graham

She's the daughter of the President, whose kidnapped by a mysterious group on the way home from college in Massachusetts. Allegedly spotted in Europe, this defenceless girl awaits Leon to rescue her, not knowing that her captors have plans for her upon her return back home. Does she has any idea of what the captors done to her? Can you save her?

Luis Sera

He is a fellow villager in this village, save and cured when he was injected with the virus. He tries to help Leon and Ashley contain the virus in expense of his life, he knows a great deal more about the Plague than anybody else shown in the Luis memo.

Bitores Mendez

He is the village chief himself. A very tall and menacing figure, he commands the villagers at his will to attack any strangers present in the village. The educated person himself when you see a cutscene of him talking to Leon. A very strong person which Leon faces first hand when he encounters this chief.

Jack Krauser

This commando is a very highly skilled fighter whom Leon taught died years ago in the helicopter tragic incident. At Leon's surprise, he appears alive and well and working at the different side now, he seem to have supernatural powers himself. He's now working for the Los Illuminados but he's not controlled by the plague itself, he will prove more than Leon can handle later in the game when Leon enters the island.

Ingrid Hunnigan

She serves as Leon's intelligence and advices on what Leon should do. He seeks her advice, intelligence and objectives when the missions starts. A person trained with field communications officer for the government.

Osmund Saddler

The ruler of the cult 'Los Illuminados', he reigns supereme for the group which he leads, he tricks Ramon Saddler into releasing the Las Plagas and like Umberella, he has a hugh facility to experiment with the virus. He controls the Las Plagus which in turn control the villagers. He plans to rule the world, can he succeed? Can Leon stop this insane man?

Ramon Saddler

Upon entering the castle, you will meet this guy. He appears childlike, but has a sadistic nature in him. Quite a funny guy before you fight him at a cutscene. He was tricked into releasing the Las Plagas which his ancestors sealed long ago. He believes in running the show for the cult, but he is also a victum whose also being toyed around by Osmund himself. He has two meancing bodyguards when you see him at the castle.

=====

3. Weapons and enemies

RE4C

=====

3.1 Weapons

3.2 Enemies

=====

4. Game walkthrough

RE4D

=====

D I S C 1

CHAPTER 1.1 FOREST

Forest path

After the cutscene explaining the events of what happen after RE 2 and 3, you gain control of Leon. You can get back to the police car and hear the crap talking by the police officer. There are crows along the way, you can shoot them to get items such as grenades. Then head into the small cottage.

Note: Remember to shoot the crows from a distance, or else they will escape upon hearing the gunshot.

Small cottage

Continue on and have a cutscene with a villager. After that you will have to kill him. Shoot him for about two shots, the second or third shot to stun him in order to run up to him and kick him to kill him. He may or may not drop items. Then another cutscene is triggered. After that, barrel up the stairs and grab the handgun ammo. Head downstairs and break the windows and wait till the villagers approach. Neutralise them with your firepower or play around with them to head back the cottage so that you won't get attack sideways.

Note: Use the knife to break the crates you see to grab more items as since it's still early in the game, snakes won't be inside.

Forest path

Follow on the path and enter a small shelter and grab handgun ammo and break the crates for more items. Move on more and two more crows to snipe to get more items. Release the wolf from the bear the trap and grab the red herb near the signpost in the vegetation. Move on until you see a signpost with two skulls. As you head down the path, you will see two tripwires on the trees, there a free gap on one tree, but don't pass through because there's a bear trap there. Then aim a villager on the top and shoot him to get his attention. Then lure him to the tripwire to kill him. Pass through the destroyed claymore and head up to another shed. Grab handgun ammo and kill

two villagers near the bridge.

Note: Don't shoot the bear trap because if you use the lure method, he will go through the bear trap trees.

NOTE: Release the wolf, it might aid you in the future(*hint*)

NOTE: There's a typewriter over at the small shelter, save if you want, but since this is still early in the game, saving by be a bad idea.

Bridge

Then cross the bridge to another path.

Path

Then go be near another shed to lure a villager out and dispose of him. Don't go in and attack him, instead, be smart to use the lure method. Then go in and grab handgun ammo. Enter the double doors.

Pueblo Village

Screen will prompt you to use A button. You may or may not want it. So head left and till you see a female. Shoot her and dispose of her and backtrack all the way and enter the main route. This is where you got their attention and want all have one motive: Get rid of you. You may lure them to come and I believe they come in sets of 5. You may want to use the lure method and use grenades to get rid of them. Then head into the double storey house. That will give a risk: Chainsaw pain in the ass will be active. But you will gain a weapon. Push the carboard to the door to prevent them to come in easily. Then grab a handgun ammo near the shelf, barrel up the stairs, break the glass to grab the grenades. Grab the shotgun on the rack and shotgun shells and money on the bed.

Throw the ladder down to make them fall. Grab money nearby and head out the window and throw the ladder down and use the shotgun to get rid the villagers.

Whenever you hear a chainsaw, just be wary of the surroundings, if things get out of hand, drop down the roof and head into the metallic house. Enter the house and break the lock of the metal door. And wait for the villagers to come. Either use the shotgun or grenade when they knock the door open to get rid of them all at once until a cutscene triggers where bell tolls. Why camp in the metallic door? Because they can't destroy the door, they can only break open it, there's where they are vulnerable to your attacks, especially the chainsaw ass. Remember to loot him of gold bars since he's hard to kill as he takes several shotgun shots to kill him.

-dd-----
|H H M |
| tower |
| metallic|
| house |
| double |
| storey |
| | |
| | |

| ----- |
| |

LEGEND:

H = HUTS

DD = DOUBLE DOORS

M = DOOR LOCKED

Now you are alone, feel free to explore around and destroy crates for items, or wait for the chicken to lay eggs. Go up the tower to grab more items. Grab the Spinel on the double storey rooftop and the Alert Order file in the shack northeast. Continue on the northeast path and enter the double doors.

Note: Why be cautious of the chain saw ass? Because he will decap you straight and fast when you are busy with enemies which kills you instantly. So just you hear the chainsaw noise, look around or retreat. It's best you track his movements and keep him in sight if you spot him early and when you floor him down with the shotgun.

Note: You are also able to throw the ladder set up by them, if they are high up, they will plunge to death, but the chainsaw guy is around, just do a couple of times by waiting for them to climb to the top before flinging them down. This way also saves ammo

Farm

Well, this is a quiet place huh? Nope, soon as you enter, you turn left and in the small shack, there's a typewriter there so save if you want. There's a pearl pendant on the wall, shooting it and you will be able to retrieve it but the value will drop. This will trigger an enemy to attack so get rid of him if you want. You will then have a choice, whether you want to take them all out at once or take them out individually. The other one is at the left over at the cow fence, you may get his attention by going the the fence. There's three over at the hen's fence area, two in the farm, while one is visible outside, but once one is shot, normally all will come over, then take them all out. But if you want them to die as a group, quickly get their attention, go over the farm, climb up the stairs, you may want to hit one enemy down because he's up the ladder, then wait while deflecting some sickles, until all of them are present, then throw a bomb to kill them all at once!! There's a sub mission here, see, when you get over the hen's fence, you will see a Blue Parchment there, which will reveal a sub mission: You will need to shoot fifteen blue medallions to get a secret item from the merchant, you need to just shoot 10/15 of the blue medallions to get it. There are seven here to shoot over the farm. There's some barrels over at the farm as well in small shelter, feel free to break them to get some items. Up the ladder in the farm, has a small drawer which has a handgun ammo. There's two spinels over this area, one is at the farm where the barrels are (in the drawer) and the inside the shelter after you jump over at the bridge. There's also a beerstein, after you head up the ladder, jump over the window, drop in the fenced area and break the crate to get it. After you are done with this area, then go under bridge, then enter the double doors. There's also an incendiary grenade.

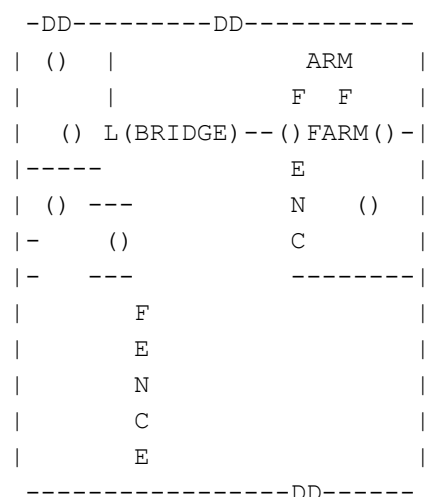
One medallion at the cow fence's area, on the tree.

One medallion is is at the windmill

One medallion is at the double doors on the top after you cross the bridge.

One medallion is on the tree where you got the blue parchment.

One medallion is on top of the farm window.
One medallion is inside the cows barn, on the top of the entrance.
One medallion is on top of the farm also near the other entrance.



Legend:

DD: Double doors

L : LADDER

T: TYPEWRITER

-

- : Sheds

() : Blue medallion locations

Note: This sub mission is completely optional, if you want to get a secret item from the merchant, you need to just shoot 10/15 of the blue medallions to get it. If you want to find all the blue medallions, feel free to refer to the map to look for them, the blue dot refers to where the medallions are.

Note: The Beerstein has little value on it's own, you will need to combine them up with some gems to increase the value of it, so just hold on to it for a while.

Booby trap path

Move on this path until a cutscene occurs. The villagers has tried to ambush you by push a big boulder towards you. Quickly keep press A so that Leon and sprint faster until another command comes, which allows Leon to dodge away from the boulder. The command is either A + B or L + R. After dodging, you may want to backtrack and kick the enemies on the top which tried to kill you earlier. You need to make them fall to get items. Or else follow the dark corridor, there are two sparkling spinels here to shoot. As you reach towards the end of the corridor, stop moving, there's bombers around here. Notice there some wooden barricade near the corridor, stay there and use the handgun to try to hit the bomber there, once you got his attention, keep shooting until he falls over and dies, blowing himself up. Another one should appear and also shoot him until he dies. Switch to the shotgun and quickly move toward the house because the bomber will be throwing bombs inside the house. There's bear traps in the right side of the house, so be careful. Use the shotgun to blast the bomber to death or when he throw the bomb, just shoot the bomb, the afterblast will kill him. The shed on the left has trip wire so be careful, then move left, circle around the house, there another enemy inside the house, you may shoot him with the handgun, get his attention to get out of the window and then get rid of him, go into the house

to pick up any goodies including the hand grenade. There's a bird nest to shoot on the tree, shoot it to get the red catseye. Move into the other house further up, kick the pad lock and slowly move into the house. Grab the handgun on the table as well as the pesetas, there's also a typewriter here, but don't bother saving since this is near the end of the chapter. Move in and destroy the trip wire on the walls near the small gap. There's also another tripwire in the next room, then take the 1000 pesetas on the table as well as the green herb in the cabinet. Push the bookcase to uncover a secret entrance and move on and hear bangings in a cupboard, open it to see a cutscene with Luis Sera and the village chief and this ends the chapter. Save if you want after the stats is shown, proceed to chapter 1-2.

Note: If you fail to outspurt or dodge the boulder, you will die instantly, so concentrate and quickly press on the commands when prompt.

Note: Whenever a villager is climbing through the window, he is open for shots including kniving him if you plan to save ammo.

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|  ---  |      |  
|      |      |  
|      --w-- |  
|      |  |  |  
|      -----|  
|                BB |  
| | |            BB |  
| | T            |  
|  --            |  
|      |      |  
-----    -----  
| |
```

Legend:
w = window
B = beartrap
T = trip wire

CHAPTER 1-2 VALLEY

Small hut

Even during the cutscene, they don't let you relax, isn't it? Well, you will need to dodge when the command is prompt. After the cutscene, move on and see a masked merchant asking you to follow him, well, this is your first encounter with the merchant, you need him to survive further in the game. Anyway, Grab handgun ammo on the shelf and the rifle ammo near the typewriter.

Valley

Exit through the door and go behind the building to meet up with the merchant. Look through the list that is there to buy. Feel free to sell the spinels, the dirty peral pendant. But remember, don't touch the beerstein and the catseye just yet, because you will need to collect the rest of the catseye to increae the value of it, refer to the merchant for the details for it. You may or may not want to buy the treasure map, but frankly, I find it useless. The important part now is to buy the rifle and the scope, continue on the path and destroy the two barrels in hope to get some money or item. Then head back to the front of the hut and see two gaps

to snipe. Try sniping all the villagers from the top, bottom, be sure to get an accurate headshot. Get out through the double doors, the enemies might spot you and cry out loud, just head back in and wait for them to come and not go after them head on. Follow the bridge, snipe a villager station on top of the house, then cross the middle bridge as enemies come towards you, where you use a handgun with one shot will knock them out of the bridge and plunge to death. Go back to the house and destroy the crates to get items, or else head up the ladder and see a treasure box to get the right half of the emblem. Exit back and follow the path on the right side on the raised ledge and grab the left side of the emblem, after grabbing it will trigger more enemies, shoot the explosive barrel if they come near to decimate them in numbers. After all enemies are cleared, feel free to look around and destroy the crates to get random items. Combine the two emblems together and go northeast and see a small hut here, go inside and grab the yellow herb and you may want to combine the green herb with the red herb to save space as I suggest you keep the rifle for now, if you are really desperate for space, just sell back the rifle back to the merchant but prepare to make a loss for now. Use the emblem on the green double doors and enter battle area.

Battle area

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5. Q AND A

RE4E

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Que:

How do I play this game?

Ans:

Refer to the FAQ.

QUE:

Why do you not reply to my email?

ANS:

SIMPLE, I AM BUSY THESE DAYS SO I DO NOT LOG ON THE NET.

Que:

Any secrets in the game?

Ans:

Read my codes and secrets section

Que:

Hey, how come there's no difficulty selection in the game?

Ans:

Well, the first time you play the game is on normal default difficulty, after you complete it, the Professional mode will be there.

Que:

Are there any tips for the game?

Ans:

Yeah, read the tips section for details.

Que:

Is there a list of price of the treasures?

Ans:

Yeah, read the merchant guide for details.

Que:

Can I get the punisher for free?

Ans:

Yeah, just complete the sub mission, getting 10/15 blue medallions.

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6. Diary List/Item List

RE4F

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Diary List

(Communications log)

Saddler: I'm sorry Leon

Leon: Saddler you....

Saddler: It's nothing to get upset about. Don't tell me you've never swatted a bothersome fly. In essence it's the same thing.

Leon: What did you say?! Insects' life doesn't compare to human lives!
Saddler: When you've acquired this power, you too will understand.
Leon: Guess it's another good reason to get the parasite out of my body.
Saddler: I wish you luck.

Village files

(Player Manual 1)

1. Shooting - hold down the R button then use the control stick to aim the laser sight
2. Combat knife - Press and hold the L button to ready the knife then press the A button to swing the weapon
3. Action Button - You'll be able to perform various actions by pressing the appropriate buttons that appear on the screen
4. Camera - You can change the camera angle by moving the C stick

(Info on Ashley)

Name: Ashley Graham
Age: 20
Daughter of the United States President

She was kidnapped by an unidentified group while on her way home from her university. The kidnapper's motives are still unknown. Although there's reliable information that the perpetrator is an insider. Only a handful of people know about this kidnapping. It's 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 sighted somewhere in Europe. But until we find out who the insider is, I don't know that to believe. It could be a ploy. We have a few leads as the whereabouts of Ashley. But members of the Secret Service and anyone else related to Ashley are being questioned by an investigative team. Even the active agents are being investigated for any information. It's just a matter of time before the kidnapper is exposed.

(Player Manual 2)

1. Reloading - Press the B button while holding down the R button to reload the firearm.
2. Kicks - Approaching enemies that are either stunned or on their knees will allow Leon to perform kicks as prompted by the action button.
3. Changing inventory screens - Use the L and R buttons to switch back and forth between the Weapons/Recovery and the Keys/Treasures screens.

(Alert Order)

Recently there has been information that a United States government agent is here investigating the village. Do not let this American agent get in contact with the prisoner. For those who 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 this village. But we are investigating. However, I feel this intrusion at this particular time is not just a coincidence. I sense a third party other than the United States government involved here.

My fellow men, stay alert!

- Chief, Bitores Mendez

(About the medallions)

15 blue medallions...

7 in the farm... 8 in the cemetery..

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

(The rest is illegible.)

(Chief's note)

As instructed by Lord Saddler, I have the agent in the confinement, alive. Why keep him alive? I do not full understand what the Lord's intentions are. I would, however, think he'd keep them seperate; not confine them together as has been ordered. I don't expect Luis would trust the stranger but if by chance they would cooperate, the situation could get a bit complicated.

If for some reason, an unknown third party is involved, I don't think they'd let a chance slip by. But maybe it's all Lord Saddler's ploy - leaving us vulnerable so that the third party will surfaced, if they exist that is....

It's 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 the conspiracy is at work. At any rate, it's the Lord's call. We will trust his judgement always.

(Closure of the church)

Regarding the two fugitives, the apprehension of Luis is our top priority; the American agent is a distant second. What Luis stole from us is far more important than the girl. Unless we get is back, the girl will become useless to us. We must get is back to execute our plan to the end. If it gets to the wrong hands, the world would become a totally different place than what Lord Saddler has envisioned. At all costs, we mustn't let it happen.

Nevertheless, we're not letting go of the girl. To ensure the agent does not get to her, I have locked the church door where the girl is held. Anyone who needs access to the church must first get approval from Lord Saddler. There is a key beyond the lake but it should be safe now that "Del Lago" has been awakened by our Lord. No one will get accross the lake alive. Plus our same blood courses through the agent's veins. It'll be just a matter of time before he joins us. Once he does, there will be nobody else left that will come looking for the girl.

(Anonymous Letter)

There's an important item hidden in the falls. If you are able to get it, you might be able to get Ashley out of the church. But I'll warn you, the church isn't in the park by any means. They've deployed "EL Gigante", so God bless. About what's going on in your body...

If I could help you, I would. But unfortunately it's beyond my power.

(Player 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.

(Sera and the third party)

The whereabouts of Sera is 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 in our property somewhere in the forest. If his grandfather is still alive, I would have used him to find Sera.

But how did he find out about the egg injected in his body? And the fact he was able to remove it before it hatches is concerning. Another fact that Sera escaped with our property just before the American agent arrived. I don't believe that it was just a coincidence.

There could be another player involved in this. In order to settle the whole situation, we have to capture Sera and wait for the drug to wear off before we inject him with another egg. Once this is done, whoever behind this will surface. Nobody shall interfere with our plans. Those who do shall suffer severe consequences.

(Two Routes)

Just a while ago, I was informed by Lord Saddler that our men had shot down a United States helicopter. There shouldn't be any more outside interference for a while now. Unless the United States government determines who the traitor is, they can only initiate very small covert operations.

We must use this time to our advantage and recapture the girl. The two Americans can only get out of our territory by using one of the two routes. This is where we will stop them. We shall make use of our forces to the greatest degree. We will deploy a large number of Ganados in one of the routes to ensure 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.

(Village's Last Defense)

I clearly underestimated the American agent's capability. He's still alive. I thought we could wait until the egg hatched, but at this rate, he could destroy the whole village before it does. We must take care of this nuisance. We shall change our priorities - for the time being, we will cease 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 ambushing them. If all else fails, they would face me in order to get past the last gate that leads out of village. For only my sight will the gate open.

Castle Files

(Capture Luis Sera)

I have confirmation that Sera has entered the castle. Why would he return during the escape leaves me to question his motives. But we must seize this moment and capture. 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 other group involved in this 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.

(Target Practice)

- Game Rules -

1. Receives prizes by scoring above 3000 points.
2. Bonus points will be awarded for headshots.
3. A high - scoring Salazar will appear with 5 consecutive hits.
4. Shooting the Ashley Target will deduct points.

- Prizes -

1. Normally 1 bottle cap will be awarded as a prize.
2. Special bottle cap will be awarded by either shooting all wooden targets except Ashley or scoring above 4000 points.
3. There is 24 bottle caps in all. Each time you enter a new shooting range, 6 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.

(Luis' Memo)

There are some parasites that have the ability to control the 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 power 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 parasites that have the ability to manipulate the behavioral patterns of their hosts.

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 ants climbs to the top of a plant and clamps onto a leaf using its

mandible. It stays there 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 indefinite host.

Galactosomum

The larvae of this parasite makes its home inside the brain of a fish such as yellowtail and the parrot brass. Once infected, the fish will make their way up the water's surface where they'll swim until eaten by seabirds. Once again, this peculiar behavior can only be explained by the parasite's desire to get into the bodies of the seabirds.

Leucochloridium

This parasite's sporocysts develop in the snail's tentacles. The sporocysts are vivid in color and pulsate continually somewhat like a worm. Surprisingly, the infected snail makes its way to the top of the plant where it is more visible to the eyes of the birds, therefore more likely to be eaten. Once eaten by a bird, the parasite will complete its metamorphosis into an adult.

(Castellán Memo)

For many years the Salazar family has served as castellans of this castle. However, not everything is bright, for my ancestry has a dark past. Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellán of the castle took away their rights and powers. As a follower of this religion and as the 8th Castellán, I felt that it was my duty as well as my responsibility to atone that sin. I knew the best way to atone for the sin was to give power back to those we once took it away from the Los Illuminados. As expected it took a little time, but we were able to rejuvenate the once sealed Las Plagas. With this success I was one step closer to the revival of the Los Illuminados. The reason why I released the Las Plagas from deep under the castle and gave them to Lord Saddler was not only to repay for the sins of my ancestors but I felt certain that the Lord would make better use of this power to help save the world.

To save those that have sinned with the power of the Las Plagas and to cleanse their souls creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they find their reason to live. And after the Lord has succeeded in creating the world in which he has envisioned, then the sins of my Salazar family will be atoned for

(Female Intruder)

There seems to be a female intruder among us. We believe she's connected with Sera. We also believe that she was the one who removed the egg injected into Sera before it hatched. She may have had him retrieve the "sample" before the American agent's arrival. It's obvious that her objective is the "sample". We must get to her before she is able to reestablish contact with Sera. There's also reason to believe that she's working for somebody. We need her alive for interrogation. The female should be able to answer all our questions. After we have captured her, Sera will no longer be a concern. As long as we retrieve the sample, you may dispose of him as you see fit.

(Butler's Memo)

Knowing that Sr. Ramon Salazar had no family, Lord Saddler must have used his strong faith in the Los Illuminados to his advantage to talk Sr. Salazar into

the seal of the Las Plagas once done by his ancestor. Sr. Salazar would never done such a thing unless he was in some way being used unknowingly. I should have sensed the Lord's dirty scheme sooner. I feel partly responsible for all this. I have no idea 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 too tell. Nevertheless, there's nothing I can do about it now. I have served the Salazar family for generations. I am prepared to continue my services until the very end.

(Sample retrieved)

As you may have heard, Luis Sera has been disposed of by Lord Saddler. The "sample" is back where it belongs. I had hoped 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 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 a bright future if only he had shown more faith in our beliefs. As for the two Americans, the Lord has left the matter in our hands. We must not disappoint the Lord. We shall capture Ashley and take her to the Lord and dispose of the American agent.

(Ritual preparation)

Thanks to the efforts of the "Novistadors", we have been able to recapture Ashley. We shall prepare for the scared ritual as quickly as possible and make Ashley an official member of the Los Illuminados. While we prepare for the ritual, those 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 we jam gears in 3 places, we should give us enough time to prepare everything for the ritual. Now go and entertain our American tourist.

(Luis' Memo 2)

The first castellan buried the Las Plagas deep underground to hide their very existence. But when Salazar released the Las Plagas, on one thought he could bring them back to life. Because when Salazar found them they were all in 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 they were just waiting to be discovered so that they could resurrect.

Several years later, unexplainable convulsions started occurring among the villagers helped with the excavation with the Las Plagas. Then one day, all of a sudden, these villagers turned violent savages. They later found 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 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 was how the Las Plagas was resurrected. Even as I'm writing, excavation of the Las Plagas continues. God only know how may Las Plagas have been resurrected. Not to mention the countless number of Ganados that have been created. Their inhumane activity must be put to the end. If they are not stopped, people

around the world could turn into victims of this crazy cult organization.

(Letter from Ada)

Once the 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 get it out by surgery before it turns into 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 is injected with the egg before you. Her time is ticking. You should be prepared yourself with the worst case scenario.

Island files

(Luis' Memo 3)

The hideous creatures such as El Gigante and the Novistadors are merely by-products of the diabolical and inhumane experiments conducted on the specimens that were once human. But there's one type that clearly distinguishes itself from the rest. Those creatures are called Regenerators. Regenerators have superior metabolism that allows them to regenerate their host 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 somewhere like leeches. To stop its regeneration process, these leech-like Plagas must be located and then destroyed. But they can't be seen with naked eye. They can only be located through thermal imaging. As far as I know, most of the Regenerators host a number of this leech-like Plagas. To kill the Regenerators, each one of these leech-like Plagas must be killed.

(Paper Airplane)

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

(Our Plan)

Because of the 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 the loss will not come easy. I must choose wisely, for the Plagas reflects the conscience of their hosts. If chosen poorly, they could betray me. I need men who will swear their allegiance to me. I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

(Luis' Memo 4)

I'll report my findings about the Plagas here. The Plagas have 3 distinct characteristics.

1. As mentioned previously, the Plagas have the ability to manipulate the behavioral patterns of their hosts.

2. The Plagas are social organisms. By this I mean that instead of living individually, they live in perfect social harmony. It is believed that they have a collective intelligence.

This type of behavior can be seen among insects such as bees and ants. However this kind of social behavior is rarely seen among parasitic organisms. Perhaps it was learned behavior of the Plagas. I'm finding out if this has any relationship with their first characteristic.

3. The Plagas have exceptional adaptation skills. They are able to live off many kinds of organisms by creating a symbiotic environment quickly. This ability, combined with their social behaviors, allows them to interact intelligently between hosts regardless of the host organism.

I am ashamed to admit my pure fascination with the Plagas, in hindsight, has blinded me to true research objectives of the Los Illuminados. Even with the knowledge of Saddler was going to abuse the results of these experiments, I could not pull myself away from my research. As a result, I am just as responsible for this whole mess as he is. I see now that I was wrong, but can I stop their evil plans alone.....?

(Krauser's Note)

It turns out that the old man Saddler wasn't buying me from the start. Even though I succeeded in kidnapping Ashley, I sort of sense 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 sent them both to Wesker.

(Luis's Memo 5)

From the initial stages of the research, we have been searching for a safe and practical removal 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 person but to find a way so that the Plaga could not be removed from the body easily. In the end, we are able to find out 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 turns into an adult, the removal procedure would kill the host. But perhaps death isn't so bad when you think about the alternative.

(Our mission)

The real power of the United States lies in three areas. The Justice Department, the Administrative bodies, and the Military. In order to take control of these areas, we must influence the minds of the people who advise the President. After this is done, the rest of the departments will quickly fall under our sway. If by chance the United States were to figure out our plan, the damage caused should be minimal.

We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly. As already stated, if our first plan doesn't go smoothly as expected, we'll proceed to our secondary plan. By sending our "special" forces we will infiltrate the country from within. Fear and Chaos will spread through the nation like a virus. It'll only be a matter of time before the country loses its stability. At that

time, when they're most vulnerable, we will strike. Rejoice my brethren; the world shall soon be cleansed.

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7. Legal notes

RE4G
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|Web masters Take note:|
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|Readers take note|
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If you find the FAQ a bit too long, feel free to save it in your hard drive but do not plagiarize and modify this FAQ and claim it it's yours or alter it and then put it on some game websites and claim it as your work and also sell off to other gamers. Feel free to print it out for your personal reference only. Thank you. Any readers notice this FAQ is placed in other website without my approval please sent to be by email for your kindness will be thankful. Yeah one last note, always go to the gamefaqs for the lastest version of the game as the site will always be the first to be updated. You may not incorporate any part of this FAQ into your own guide without obtaining my express written permission. This FAQ is updated and maintain by Thanos rulzs alone and this is an unoffical FAQ created by me and I am not involve with capcom whatsoever so DO not email questions about them.

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8. Secrets

RE4H
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ASSIGNMENT ADA AND MERCENARIES:

Complete the game once

PROFESSIONAL MODE:

Complete the game once, take note that the enemies are tougher

Special Costumes:

After beating the game the first time, when starting a new game or playing a Round Two game, a new option appears that allows for Leon and Ashley to wear special costumes. Leon wears an R.P.D. uniform, Ashley wears pop sensation clothes and Ada wears her black outfit from her mini-game.

Unlocking the Punisher Pistol:

When the guy who runs around and sells you upgrades for weapons, he has a secret "quest" for you. Just shoot 10/15 blue medallions to get it, refer to walkthrough.

Unlock Handcannon:

Beat the mercenaries game with S ranking for all characters scoring more than 60,000 pts in every map. The handcannon is cannot be used to reload with the magnum ammo, but you can upgrade the weapon to infinite ammo but it cost a lot of money. But it provides 99.9 max power, second to the rocket launcher.

Unlock the Chicago typewriter:

Complete Assignment Ada to unlock this weapon for sale, it costs a bomb for this weapon but it has infinite ammo and it is very powerful as even the bosses will feel the effect of this weapon.

Unlock infinite rocket launcher and Matilda:

Complete the game once to unlock the weapons for sale, the infinite rocket launcher is damn expensive, but it has infinite ammo. Matilda is a expensive weapon itself, but it shoots in three round bursts, it consumes ammo quickly but it's able to contain 100 ammo at a time when upgraded to the maximum!!

Unlock characters in mercenaries mode:

Ada wong = Get four star ranking of 30 000 pts in Pueblo map

Hunk = Get four star ranking of 30 000 pts in Island

Albert Wesker = Get four star ranking of 30 000 pts in Waterworld map

Jack Krauser = Get four star ranking of 30 000 pts in Castle map

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9. Contact info

RE4I

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Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide.

You also can post at my forum at www.members4.boardhost.com/Thanos. Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

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Emails I will take:
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- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me, I can't second guess what you are trying to say, so please keep those short form languages to yourself and friends. Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy, doesn't it? If you are polite enough, i will help you in whatever way i can.

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Email I will not take:
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- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAQ

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself,any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email.Get your lazy bum and click right and select all and open a notepad to paste it in.Sent this mail to me and i will block your mail and boycott your email asking for help.

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10. Credits

RE4J

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- CjayC

For being kind enough to accept this walkthrough

- Other webmasters

For also hosting my guides

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