

Resident Evil 4 FAQ/Walkthrough Final

by Yami Shuryou

Updated on Aug 5, 2008

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.

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Important Credits

The following need to be credited for their help in ASCII used in this FAQ.

- Kenshin25 - Created the 4 used at the beginning of each section header.
- Dark Vortex - Created the RE4 ASCII at the top of the FAQ, along with the Gun ASCII.
- GhostOfLegault - Created the RE4 ASCII at the bottom of the FAQ.

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MMi; MM Introduction

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MMMM MMMM (ITRD)

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M rMM ;M There isn't really too much for me to say. I simply
 MMM M love Resident Evil 4, and having played six rounds,
 M M MM mastering every weapon and exploiting their uses,
 SMM and being able to cruise through the game without
 ever stopping to think, I decided to give my own work to what I
 believe to be one of the best games ever. Being an action-adventure
 enthusiast, this wasn't too hard. To reiterate an earlier point, I
 merely love Resident Evil 4. It took everything in the series so far
 and bastardized it, using a new system of doing everything. Kudos to
 the people at Capcom for creating this. Now, without further ado...

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Brief FAQ Notes

(READ FIRST)

A few things should be noted about this FAQ before actually using it;

-While my intentions were to keep this FAQ competely spoiler-free, there was one cutscene late in the game that I did have to spoil, due to you having to press a large number of button combos to escape being killed. Additionally, all boss names are revealed, and the ACTION ITSELF is spoiled - thus potentially robbing you of the scare thrill.

-Full Section Headers (Walkthrough, Weapons) are shown with an ASCII of a gun along with the section's title. Subsection headers (ie. Chapter 1.1, 1.2) are shown with the small 4 followed by two lines of - headers, and the title. Subsubsections are shown by the title encased in the ASCII of a bullet.

-Don't email me asking where to obtain the Matilda, Chicago Typewriter, Infinite Launcher, and HandCannon. I think I make it clear enough in the Weapons section.

-Whenever I say "Shotgun", "Handgun", "Rifle", and so on in the WALKTHROUGH ONLY, I refer to that class of gun, not the gun itself (unless otherwise stated).

-The only items that I can on my own confirm that will always be in a certain crate or barrel are Key Items and Herbs. None other, though someday I might do a few runs to see if items stay the same.

-When I have an item in caps, it means that you pick it up. When it's not in caps, it means that I'm not directing you to pick it up.

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|Village Outskirts(

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Go through the clip on the background story to Resident Evil 4, and then the next two cutscenes regarding Leon's location and misison. After said cutscenes are done, take control of Leon. Shoot the crow perching on the tree in front of you, and it will fall down, giving off 200 PTAS. and move forward to the cabin. As you get close to the cabin, a brief cutscene will play. Afterwards, continue pressing on, but don't go into the cabin just yet. Instead, head left and go to the crate on the wagon. Use your knife to break open the crate, and grab the random content in the crate. After that's done, head back up to the front of the house, and go inside. In here, walk along the dirt path to the cabin, and you'll encounter another cutscene.

Afterwards, fire at the old man's knees until he drops (if you don't know how, press R, aim with your laser pointer, fire) down and lays on the floor, OR wait until he hunches over and head to kick him onto the floor (The A button should show downscreen with the word KICK) then go and knife him (L and then A). If he doesn't give off blood, then you aren't slicing him with your knife. After he's dead (And only after he's dead, so he's alive still if it doesn't happen), a cutscene will occur. Afterwards, head upstairs, and grab the HANDGUN AMMO (10) off of the table (On a side note, why bother building an upstairs if that's all you're going to have?). Now, go to the window, and dive out.

Down below, you'll face three more villagers. Run (Left Analog Stick + B) up the path to where your transport was, and wait for the villagers to come to you - if you stick around where you were, you would probably have been very vulnerable to being attacked. When they do come, either blast them in their heads until their craniums explode, or Kick/Shoot them down and knife them. After the battle, collect whatever items they dropped, then head off down the path to the right of the house. On your way, you'll see a shack to your right. Enter it, and grab the HANDGUN AMMO (10), then knife the three crates. Grab the items in here, then save at the typewriter.

There's no need for ribbons here. You have infinite saves.

Heading outside, continue along the path, and shoot the crows if you want for some items. See those skulls? When you see them, that means that there is a trap ahead soon that will endanger YOU, and that is when you definitely want to read this walkthrough, so as to not get caught in the traps. Now continue and you'll see a wolf caught in a bear trap. Help it out - it will not hurt you, and will in fact help you a lot later on. Now continue on, until you see a second set of skulls. Go downhill, and you'll see two sets of trees with two sets of devices

with glowing red lights on them. DO NOT DO NOT DO NOT go through these two sets of trees - if you touch the lines connecting the devices, they will explode, more likely than not killing you. Instead, LOOK AT THE MIDDLE FIRST. There is a bear-trap here - either shoot it or walk around it. After you head through the middle (or if you really need to go through one of the two pairs of trees, shoot one of the devices from afar), take out the single villager that comes down the hill to stop you.

Continue uphill now until you come to a shack. You'll hear the battle music, but head into the shack to your left first. Knife the two crates and grab their contents as well as the Green Herb (And examine the woman with a pitchfork in her face - lol), then head out and take a stand against the two villagers. After grabbing whatever items were on their bodies, continue downhill and go past the bridge - don't worry, the bridge ain't going to explode or anything. Continue down (you might see three villagers, but don't worry about them), and you'll see a shack. This one has a villager inside, so you can either try to run inside and shoot him right away, OR, if you have one, throw a hand grenade in to kill him, OR you could even go a bit past the shack and use your POV to see him. Any way, get whatever he drops after, and head into the shack. Grab the HANDGUN AMMO (10), and knife the two crates for it's contents. Afterwards, leave, and head up through the gate to go into the village of Pueblo.

|Village(
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A cutscene will occur, and you'll get Playing Manual 1. If this is your first time playing through, I recommend taking a look at it. Continue north, and press A when LOOK appears. Zoom in using C-Up to see one of the Spanish Police whom brought you here burning on a bonfire. Ouch. After, another cutscene. Now, check your Map (Y > Map). See that little hook to the bottom-left, with a red block at the end? That's where you want to go. To get there, you merely have to walk along the right wall - but do it without the villagers seeing you, as you'll need to prepare first. At the top of the hill, go into the shack and knife the two crates and grab the contents. Head outside, stand on the top of the hill, and aim at a villager (it'll require a bit of aiming first though). Fire.

Now that you've got the villagers' attention, they'll start coming towards you. Save your ammo by shooting them in the knees, kicking them, shooting them in the heads, and kniving them. If there aren't any villagers close to you, RELOAD! You don't want to be stuck reloading while there are a bunch of villagers running around you like maniacal monkeys on sugar. If you are low on HP, use the FIRST AID SPRAY you have with you or any GREEN HERBS you obtained. After you finish off 14 villagers, they will head into the chapel in the village, leaving you to explore and grab items. After getting the items all the villagers dropped, head up to the fork from where you observed the burning policeman. Here now, head up left, and examine the logs to your left for a GREEN HERB. Continue up and knife open the crate near the next set of logs for a RED HERB. Now, jump over the window near you.

In here, knife the crates to your left for some items, then grab the HANDGUN AMMO (10) on the cabinet to your right. Go to the barrel to the left of the table and knife it, grab whatever is in it. Head out through the door now. Outside, head to the building opposite you that has a cow in it, and on the other side, knife the crate for a YELLOW HERB. Look to your left to find a wagon of hay with a RED HERB on it. Continue forward and head back into the main square. Now go up to the left side of the chapel the villagers went into. To the right of the upper set of logs, you'll find HANDGUN AMMO (10). Go back into the main square, and head into the house to the left of the cow stable. Inside, knife the single barrel there for an item. Now, kick the door several times to break the lock. In the bedroom here, knife the crate and barrel for some items,

importantly, a blue medallion (07/15). Now, before we continue on, there's one last item. Go around to the side of the barn facing the exit, and you'll see a box blocking doorway. Equip your SHOTGUN and fire at it three times to destroy it. Head inside and through the second doorframe. Slice the crate here to get a Beerstein. Now head back outside into the main area, and go down to the exit.

|Village Outskirts Section 2(

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Skulls hanging on a crosspost...you know what that means...or actually, you don't. What's going to happen is, you'll walk down, and some villagers will push a boulder over that will roll after you. You will have to continuously press A to sprint, and after a while, will have to press either A + B at the same time or L + R to dodge the boulder. Just a further notice on these action scenes; they are part of the cutscene itself, so if you press select and the cutscene won't end, that means you WILL have to press a button or two.

Anyways, after you make it down to the bottom of the hill safe and sound, head through the tunnel. Shoot the two shining items on the ceiling to bring down two SPINELS, then continue on through out onto the other side. Out here, shoot the man in front of the house before he notices you and runs away. Next, stay back, and shoot the explosive device line in the house that is to your left (You should see it at the right angle). Head into the house, and look to your right IMMEDIATELY. Shoot the villager before he throws the fire - if he succeeds in throwing the torch, retreat a bit. Once he's down, fire at the bear trap in the house, then get the SPINEL off the shelf and whatever other goodies there were from the crates.

Now, see the house right in the middle there, where the first villager you shot was standing right in front of? There's a door on your side, and while it's nailed shut, the window is partly open. First shoot the explosive device next to it, then go over and shoot the man inside the window - and when he does, BACK UP! After about two seconds, the torch he was carrying should explode. Now scale around to the backside of the house, shoot whomever is peeking through the window, then go in. Mop-up anybody left in the house. Grab the Hand Grenade off the table, then slice the two barrels for some more goodies.

Now, head down to the REALLY big house, but first, go to the right of it. You'll see a crate here. Knife it for an item, then go examine the large tree about perpendicular to you that's in front of the house. Look up to see a whitish sphere of sorts (something resemblant of a white hive), and shoot it. It will fall down and give you the RED CATSEYE. Combine it with the BEERSTEIN to increase it's value. Now, go up to the front door and kick it until it opens. Inside, grab the HANDGUN AMMO (10) off the table, then open the wooden cabinet for 1000 PTAS. Save at the typewriter, then go through the doorway, but DO NOT CONTINUE! There is an explosive device line here, so backup as far as you can, then shoot it to make it explode. In fact, there'll be a second explosive device line in the next room, so watch out for that too. In the next room, grab 1000 PTAS off the table and open the cabinet for a GREEN HERB. It seems there is nowhere else to go - or is there? Push aside the large cabinet in this room to find a secret path. Go along the path, and open the metal cabinet.

Cutscene time.


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Another cutscene will occur, but it's one of those action cutscenes - this time, you'll have to merely press either A + B or L + R when prompted to. After some more cutscenes, grab the HANDGUN AMMO (10) off the shelf, then continue forth. After another cutscene, grab the RIFLE AMMO (5), head outside, and loop around the back to talk to the Merchant. These Merchants are spread throughout the game and are plentiful. They will sell you guns and other items for PTAS, as well as buy your stuff. They can also tune your weapons to make them stronger, so they'll be helpful.

Anyways, after that's done, continue past the Merchant, and slice the two barrels open for a RED HERB and another item. Continue back to the front of house, and this time, take the left side. Break the barrel here for a GREEN HERB. Now, go out the metal gate, and instantly shoot and knife the villager patrolling the path you just stepped out onto.

Now, you'll have to face a large platoon of villagers, but stay patient and wait for all of them to come to you before moving on; if you don't, you'll probably get collectively ganged up on and raped :(. If the villagers get too overwhelming for your guns, throw one of the Grenades that you've collected; Hand Grenade explodes, Incendiary Grenade will light them on fire, Flash Grenade will blind them long enough to allow you to kick them. After the villagers stop coming to you and start going back to their patrolling (Wait a minute or two to make sure), head down, go up the right bridge, and continue up to the top. Shoot down the lone patrol up here. After, continue forth, and open the chest for the EMBLEM (LEFT HALF). Slice the two barrels for it's contents, then head back downhill, facing off against villagers if you didn't check to make sure that they had turned back into pure patrolling. Enter the house on the bottom from the wooden planks, not from the bridge.

In here, take the SHOTGUN SHELLS (10) off the top. Go through the door, take care of the two villagers in here, and take the HANDGUN AMMO (10) of the boxes. Go behind the crates and take out a third villager, then stop whoever might be coming through the windows. Go outside the side window to smash a barrel and grab the contents, then head back inside. Back in here, head up the ladder. Up top, take out the lone villager up here, then open the chest for the EMBLEM (RIGHT HALF). Go and slice the barrel to the north, then jump down and head up the hill. Slice or shoot the two barrels up here and grab the contents, then run forward to the blue door. Open your Key Treasures (Y > Key Treasures) and combine the EMBLEM (RIGHT HALF) and the EMBLEM (LEFT HALF) to get the HEXAGONAL EMBLEM. Insert it into the door, then head through.

Warehouse(
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Here, head up to the door, and slice open the barrel to your right. After taking whatever was inside, head to the left and slice open two more barrels. With some

more goods in arms, head through the door. Inside, head up to the window and slice the barrel to your left for an item. Next, head through the door to your right. Take out whatever moves, then head down the hallway, on the same rule of taking out whatever moves. At the end, slice open the chest for an item, then go through one of the two glass windows.

In here, you'll face four enemies at the end hiding behind sandbags. Alternatively, you have some boxes to hide behind. Two of the enemies are throwing torches. You should throw Hand Grenades. After all four are wiped out, head up the path, shooting out whatever bear-traps are in your way (Be warned, though, more villagers will come in). Head to the left to knife open two barrels for it's contents, then open the fireplace for a SPINEL. Continue through the path of bear-traps, then go through the blue door. In here, head up to the wooden-barricaded window, and shoot at it with a Shotgun. Leap onto the other side and grab the ELEGANT MASK that's hanging there. Go back to the other side, knife open the two barrels, one for a GREEN HERB, the other for a random item, then head downstairs.

Down here, continue along the hallway, and shoot the lone villager that appears. Once he's dead, that's all the villagers. Now go downstairs into some water. Here, grab the HANGUN AMMO (40) immediately in front of you, then grab the FLASH GRENADE and 1000 PTAS behind you. Shoot the fish if you want - the BLACK BASS will restore you partially, the BLACK BASS (L) fully. Afterwards, head up, and go through the door.

|Chief's Residence(
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More crows...^.^ Anyways, start off by shooting the explosive device line - it'll explode, killing two crows. After you salvage the remainders, go into the shack and knife open the barrel and crate. Afterwards, head up the path, into the house, until you come to a door with a puzzle. You'll have to create a certain symbol by shifting a figure - simply move it up and then left.

Inside, grab the 1000 PTAS from the cabinet, the CHIEF'S NOTE off the bed, the HANDGUN AMMO (10) from the drawer in the desk, but most importantly, the INSIGNIA KEY out of the chest. After, head through the door. Cutscene time once more.

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Chapter 1.3

(111.3)

|Chief's Residence(
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After the cutscene, head back into Chief Mendez's room for another cutscene. Afterward that one, go left and open the cabinet under the portrait for a GREEN HERB. Now head downstairs, and go right into the small hallway. Break the glass on the cabinet here and grab the INCENDIARY GRENADE, then open the smaller cabinet next to the bookcase behind you for 1000 PTAS. Now go into the small kitchen and open the oven to get a BROWN CHICKEN EGG. If you want, head into the bathroom besides the staircase, but there's no items in there - just another villager. Head outside, but not before equipping and fully reloading your Shotgun.

You'll hear the VRRRM VRRRM! of a chainsaw, and a chainsaw man will run up to you. Take him out by hitting him in his knees so that he falls down, and when he does, leave no mercy for him - shoot him in the head, knife him, throw Hand Grenades, whatever. Afterwards, you'll get the RUBY, which sells for a good amount of money. Now, you'll have to fight off some more villagers, so wipe them out. Now head down the hill to find another villager - take him out, along with the villager that will come out of the shack. Back up a bit before heading into the shack, to the top of the hill, and examine the trees to the right side. One of them should have a bird nest on it. Shoot it down and go obtain the SPINEL. Now go into the shack here, and slice open the lone crate to get the RED HERB. Head back outside, and watch out for another bird nest on the left side. Shoot it to get TMP AMMO (50). Now go down to the gate, where you'll have four more villagers to take care of. After they're all dead, head into the village (The door is unbarred automatically).

|Village(
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You've got a ton more villagers to take care of, but I don't recommend staying around too long. Take an initial stand against the villagers from where you came out the door, and after you feel you've gathered enough supplies, head down to the chapel from earlier where the villagers went into after your last killing spree. Use the INSIGNIA KEY that you obtained from the Chief's House earlier to get into the chapel and escape the villagers.

|Chapel Tunnel(
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In here, immediately start off by knifing the crate for it's contents, then grab the HANDGUN AMMO (10) off the cabinet. Make sure to save at the typewriter first before heading on through the door. After going through, slice the barrel in this room for a TMP AMMO (50). Now, see that lighted lamp in front of you? STAND BACK, and then shoot it once. It will fall down, light on fire momentarily, then die down. After the fire's out, grab the SPINEL, then head down through the trapdoor in here.

Downstairs in the tunnel, simply just run along the tunnel until you come to a well-lit cavern. No, don't shoot the lamp this time - instead, shoot the two sparkling items on the cavern's roof (One's just above you) for an ELEGANT HEADDRESS and a SPINEL. Afterwards, knife the crate for an item, then head down the trail some more until you run into a MERCHANT. You should sell off all your valuables (SPINEL, RUBY, ELEGANT HEADDRESS, etc.) EXCEPT for the BEERSTEIN and it's RED CATSEYE part (if you haven't yet combined the two).

After picking up some items, continue down the tunnel through the metal door, then climb up the ladder at the end to head into the cemetery.

|Cemetery(
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Immediately heading out the door, look UP, and you'll see a bird's nest. Shoot it for a HAND GRENADE. Continue on and look to the right for another bird's nest, this one containing RIFLE AMMO (10). For the time being, head along the dirt path. When you see the house on the hill, you know you're close, so continue going up the dirt path, despite the villager cries. Once you reach the metal gate, NOW take out your gun, and take on the three villagers who are near the house. After they're dead, go to the front door, and after a cutscene, you learn you need a circular object of sorts. Before leaving, look up the tree to the right of the house to see a bird's nest - shoot it down for an INCENDIARY GRENADE. Now, go around the house to the back (Not downhill, the other back path). After taking out two more villagers, go to the shrine here. This is a puzzle that wants the three insignias of a dead person lighted up - but in this case, it's dead twins. Spin it 3 seven times, then spin 4 five times, then spin 3 one more time. Afterwards, take the GREEN CATSEYE when the puzzle opens up, and combine it with the BEERSTEIN.

Now, go back to the front, and this time take the downhill path. Killing anybody in your way, jump over the first pit in the plank boarding, then head into the shack. In here, grab the CLOSURE OF THE CHURCH file, then knife the two crates for it's contents. Continue on your way, taking out the villagers that get in your warpath, and once you make it to the door at the end, BACKTRACK! Yes, that's right, BACKTRACK to the start of the cemetery. Why? The other 8 blue medallions are here, and I just sent you on a path to clear all the villagers are out first.

While heading downhill into the cemetery, go into the shack and pick up the HANDGUN AMMO (10), and knife the two crates for some goodies. Now exit, and go back the way you came. First off, two trees will have blue medallions hanging from them on your path uphill, one to the left, one to the right (09/15). Now go into the cemetery and head all the way to the other side. Here, look a bit up at the tree here to see another blue medallion (10/15). For your people who just want the minimum requirements for the reward, skip this paragraph and next and just head down to the door. If not, follow on.

Now, go down to the wooden platforms, and after jumping over the first pit, you should easily see the blue medallion hanging there (11/15). Now look ahead, and you'll see a blue medallion hanging under the bridge (12/15). Now go to about where medallion 12 was, then turn around, and you should see another blue medallion hanging under the wooden platforms. Move up so that you can aim easier, then shoot it (13/15). Now go back to the back side of the house, and you should see a blue medallion hanging from one of the roof shingles (14/15). Now ring around to the front of the house, and shoot the last blue medallion that's hanging over the spiked area off of a tree (15/15). Now go back down the wooden planks to the door at the end.

|Lumber Mill Area(

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Yes, it's a lumber mill. I mean, there's a ton of wood around. Anyways. Start off by slicing the barrel to your left and grabbing the item inside. Now slowly tread along, and watch the main square - see the giant murder of crows? Hand Grenades are fun. Afterwards, go into the first house to get HAND GRENADE (10) and a SPINEL. Second house has nothing, third house has HAND GRENADE (10). Afterwards, go out to the wagon of rocks to the left of the entrance, then grab the SPINEL. Now go up to the exit, knife the two barrels for some more stuff. Don't take the upper path - take the right path.

|Dock(

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Aptly named because that's what this is, a dock. Take the HANDGUN AMMO (10) off the boxes at the end, then go right. Go behind where the merchant is, and break a lone barrel for something. There's also another slightly hidden barrel besides a crate near the merchant. Now go talk to the MERCHANT, and grab whatever stuff you need (I recommend stocking up on some First Aid Sprays if you don't have enough R + G Herbs or GGG Herbs. There's also the free Punisher for getting 10 blue medallions). Afterwards, save at the typewriter and head out. In the Lumber Mill Area, take the other door.

|Swamp(

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First, take the shack to your left for a barrel and HANGUN AMMO (10). Before you go to the hill, be wary, it's another of those boulder traps where you press A to sprint and have to press either A + B or L + R to dodge it after a bit of sprinting. At the end, look up to your right to see a shining light, and shoot it. After grabbing the SPINEL, walk into the swamp, but not too far - you should see an explosive device line with a man in front of it. Shoot the explosive device line to make it explode and kill the villager. Now walk down, and back up when the villagers start coming at you. This is another stand that you must be patient on killing the non-patrolling villagers. When all that's left is patrolling villagers, wait a minute to make sure, then continue.

When you do continue, head into the shack and break the crates and barrel. Jump out, and head down to where you just were to grab from the white light a HAND GRENADE. Wait for a bit to stop enemies here - some more villagers will come down the path you first took into the swamp. After they're all down, go back up onto the bridge, and continue along the left side. Make sure you take out all the explosive device lines in your path. Head to the end of the swamp, and all the way to the swamp door. If you don't want to take on the villagers, head right through, but be warned, there is a valuable item here. If you do, take a stand against the initial villagers here, then head down onto the bridge. Take out the explosive device line, and attack all the villagers coming from the right. If there are any coming from any other directions, take them out too. Grab the INCENDIARY GRENADE on the bench to your left, then look up at the tree to your right - but more importantly, the bird's nest that is there. Shoot it, go and grab the ANTIQUE PIPE from the swamp, then head back up to the shack. Here, knife the crate for an item, and grab the HANDGUN AMMO (10). Now, go up to the door.

|Lake Dock(

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Here, go all the way up north to the cliff's face, and watch the scene. After, grab a RED HERB hidden in the weeds next to a tree, then go back down to the fork and go left out onto the lake. Keep a lookout to the left for a bird's nest, and when you find it, shoot it for a GOLD BANGLE W/PEARL. Now enter the first shack here for a YELLOW HERB from the crate and HANDGUN AMMO (10). Head into the second shack to get a GREEN HERB, break the barrel for junk, and save at the typewriter.

Now, head out to the dock. If you want to see that giant snake again, just head up to the front of the dock and shoot the water in front of you about ten times, but make sure you've saved first ^_^. Anyways, dock the boat and head in a northeast direction (on the map, southeast). Eventually, you'll run into Del Lago.

|DEL LAGO

| Del Lago is a giant sea-faring serpent who will give you problems. The battle |
| will start off by Del Lago grabbing ahold of your anchor in his mouth, and |
| swimming around, pulling your boat with you. As he pulls you around the lake, |
| you will end up being pulled past a lot of debris such as logs and rocks - to |
| avoid being hit by this stuff, you can move your boat left or right and the |
| obstacles will miss you completely. |

| While he is moving around, press R, and you'll find that you have a weapon |
| that is exclusive to this battle - the harpoon. Aim the harpoon on any part of |
| Del Lago's body by using your crosshair, and then fire at Del Lago - if he |
| spurts blood, you know it hit him. Right after you do this, Del Lago will go |
| down below the water, and then pop up. He'll be pissed off at you, as he swims |
| right at Leon with his mouth open. This is your cue to EITHER fire another |
| harpoon into his mouth and hurt him some more, or quickly move your boat left |
| or right to get out of the giant sea serpent's way. If you do get hit, you |
| will not die - instead, you'll lose some HP (In fact, this is the only spot |
| where you can lose HP), and then be thrown into the water. When in the water, |
| Leon will first float to the surface. When he hits the surface, you will have |
| to hit A repeatedly and fast to swim to your boat, or else Del Lago will chomp |
| down on Leon, this time killing Leon. Once you get back on the boat, Del Lago |
| will start swimming around again. |

| On the occasion, however, Del Lago will instead go underwater, leaving your |
| boat calm and you wondering where the hell he went. After awhile, he'll |
| surface and swim towards you with his mouth open. You can't move here - |
| instead, you can only rotate around with harpoon in hand, and throw the |
| harpoon down Del Lago's mouth when he shows up. |

| After a while, Del Lago will finally die - but don't get too cocky. Another |
| action scene comes up, where you will have to repeatedly press A to cut some |
| rope, or face drowning. |

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Chapter 2.1

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| Island Dock(
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Start off by grabbing the FLASH GRENADE on the shelf, then get the HANDGUN AMMO
(10) off the table next to the typewriter. Now, break the crate for whatever is
inside, then take the ANONYMOUS LETTER off the bed. Save at the typewriter, then
head outside. Out here, hop onto your boat, then go to the north where you

should see two blue flames. Yep, that's right. It's a MERCHANT.

|Merchant Cavern(

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In here, break the barrel beside the entrance, then push the crate to the left of that. Go and break two more barrels for some items, then climb the ladder up to the roof. Up here overtop the shop, push the crate in front of you as far as it will go, then push the crate to your right enough so that you can fit through. Bust the three barrels that are now accessible to you, two of which are random items, but one of which is a GREEN GEM. Continue along your path and jump down into the shop. Here, grab the RIFLE AMMO (10), then climb back up to the roof. On the roof, go around and into the shop from the front. Get whatever you need, then head to the right side of the shop. Bust the three barrels that you will find here, then look up. See that torch up there? Shoot it to obtain a SPINEL.

Now, if you want, you can go back to the mainland Lake Dock. Once you get off, head up the hill and go north to the cliff. You'll encounter four killer dogs in an awesome vicious cutscene. Instead of trying to fight them right here and now, turn tail and run back to your boat, and get onto it. Back up slightly, and then use the Harpoon Gun to kill all the killer dogs. Get back onto the deck and reap your rewards.

Afterwards, head back to the Island Dock, and go through the gate there into the Waterfall Area.

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|Waterfall Area(

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Yep, that's for real. From now on, those pincer-heads will come out of villagers' heads randomly, but are a lot more likely to come out when you shoot a villager's head. To destroy them, aim for the actual creature itself, not the human body. I should also take the time to note that the villagers are now stronger and will take more abuse and damage than before, so be wary. Anywho, take out the pincer-head (I'll call them by their real name when you learn what they really are) and the other villager here, and grab the 5000 PTAS the pincer-head drops. Now, continue on.

Past the staircase, jump over the two ledges. Next, move down the riverside, and jump over another trio of platforms. Once you reach the other side, climb down the rope to hit the bottom. At the bottom of the waterfall area, look to your left and shoot the sparkle on the wall. Grab the SPINEL after it falls down. Now stay back and pull out something powerful, like your Shotgun, or if you have one, your Rifle. Look at the outpost that's right in front of you, and you should see a villager up on the top. If you have a Rifle, aim at his head. If not, try to hit his head. Strike him until he's dead, then continue. Climb up the outpost tower, grab the HANDGUN AMMO (10) off of the railing and bust open the barrel for a random goodie,, then jump down again.

You'll see that you hit a dead end, but fear not. See the box hanging off of the chain to your right? Hit the chain by using your Handgun or any other gun, and it will cause the chain to break. The box will fall down and stop right in front of you, conveniently. Now jump across the box and onto the wooden bridge. Here, head up and take the ladder to your left to climb up to a higher outpost tower. Up top, bust the barrel for a GREEN HERB, then shoot down another chain holding another box that is to your left. Jump down, look to the left for the last box with a chain holding it, and take out the chain. Before going, look north towards the waterfall, and look up to the center between the two torches. See the shiny object? Shoot it down and obtain the AMBER RING. Now head back to the

end of the bridge, and jump over the next two boxes to the other side.

Here, go up to the ladder, and climb up to the third outpost tower. Here, pull the lever - it will cause the waterfall to stop, thus allowing you safe passage through the entrance in the waterfall. However, on your way back, enemies will start coming out of the cave. If you don't want to fight them, two Flash Grenades should be more than enough to run past all of the villagers. Once inside the waterfall cavern, run all the way to the end, and grab the ROUND INSIGNIA off the wall. After a conversation with Hunnigan, go through the path that opens. Take the boat to the Dock with a Merchant awhile back (No, not the one that had the Green Gem, the other one).

|Dock(
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Here, go and save at the typewriter, and stock up on weapons at the MERCHANT. If you're not in the mood for a semi-difficult boss fight, grab a Rocket Launcher. Now, head outside into the Lumber Mill Area.

|Lumber Mill Area(
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First blast the two barrels, one of which has a GREEN HERB. Head back in the direction of the church, and we'll fight another boss fight. The first part only applies if you rescued the wolf at the beginning of the game.

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|EL GIGANTE|
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|Before I start, I'd like to make a note that you can kill El Gigante in one|
|single hit from using the Rocket Launcher.|
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|For the first little bit, just run around, staying out of El Gigante's way.|
|After a while, the wolf from the beginning of the game will come in, and he|
|will distract El Gigante for a while, but not forever - so do the next|
|paragraph of things fast, and read the third paragraph before El Gigante|
|actually attacks you.|
|
|Once the wolf comes in (He's invincible, don't worry), go to the sandbag shed|
|and grab the RED HERB and HANDGUN AMMO(10) from off the sandbags. Next, go to|
|the wagon of rocks and grab the YELLOW HERB. Go and grab the item in the first|
|shack, which are TMP AMMO (50), HANDGUN AMMO (10), and a SPINEL. Now run into|
|the second shack, which has a HANDGUN AMMO (10) and 1000 PTAS. The third shack|
|has a SPINEL, SHOTGUN SHELLS (10), and 1000 PTAS.|
|
|As for El Gigante's attacks, they're pretty damaging. The first one is where|
|El Gigante will rip a tree out of the ground, and walk over to you with it. He|
|will then swing the tree very fast at you, giving you little time to press|
|either L + R or A + B to crouch and dodge the attack. A second attack is where|
|he will grab a boulder and throw it at you - avoid this by running out of the|
|way. El Gigante's two close-range attacks basically consists of grabbing you|
|and kicking you, and if you can stay underneath his legs, he won't be able to|
|do either. If he grabs you, stab him with the button shown.|
|
|How to kill El Gigante? All you have to do is throw as much firepower as you|
|have at him, anywhere on the body. After a while, he'll bend over, and one of|
|the pincer creatures will come out of his back. Get close to him, and when it|

|has the A button showing climb, press A. Leon will have to slice the pincer by|
|repeatedly pressing A or B - the button required can interchange even during |
|the slicing period itself. If you're in a tight bind for damaging El Gigante, |
|use a Flash Grenade to stun him for a small amount of time. |

|One last warning - if you're close to El Gigante after he falls, you'll have |
|to dodge him when he falls over by either pressing A + B or L + R. |

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Afterwards, grab the 15000 PTAS the El Gigante leaves behind, then continue in
the general direction of the church. If you didn't yet, grab the items from the
shacks first.

|Cemetery(

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Here, head to the shack on the wooden platforms and break the two crates. Heal
yourself completely, then stop off at the hill. See, there are three very strong
guard dogs up there, and if you approach them without caution, you're going to
get torn to pieces and devoured. If you have a Rifle, use it and aim for the
heads. If not, use a Shotgun to eliminate them from afar, and head up, Shotgun
ready if not all three were within aiming position (likely not). After they're
all eliminated, grab the remains and head up to the front door of the church.
Next, insert the Round Insignia, and you're ready to head in ^_^.

|Church(

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Head up to the front of the center of the room and grab 3000 PTAS off the left
cabinet. Next, head down to the right side and shoot the barrel in the back, and
grab it's contents. Now take the left hallway and go up the ladder at the end.
Upstairs, go into the center, and jump onto the chandelier and over to the other
side of the church. First go to the left and break the two barrels for their
items, then go the puzzle. For those who don't want any help at all, skip this
paragraph and the next. For those who want a hint, continue reading this
paragraph, but skip the next one. Now, you have to spin a red circle, blue
circle, and green circle. These three colors are primary colors, and if you
combine red and blue, you get purple, and red and green make teal, and so on.
See what I'm getting at? You have to spin things until the colors on each window
flesh correctly.

The solution is; turn the blue window once, turn the green window three times,
and then turn the red window twice. Next, opt to merge the three colors
together, and they will blend perfectly, and the gates on the second floor will
open.

Aftewards, go to where the gates opened, and head into the room here. After the
cutscenes, break the six barrels, and grab whatever is inside. After, head
outside, and go down the ladder, and catch Ashley. Watch the cutscene as you try
to leave the church, and you'll finally learn what was up with El Gigante and
the villagers. After, this chapter ends.

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|Church Backyard(

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Break the four barrels here, grab the items that are in them, and then head out through the metal door into the cemetery.

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|Cemetery(

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Outside here, go downhill until Ashley motions towards the wagon. Shoot at it after a few brief moments, then go downhill as fast as you can, with Ashley following behind. Don't bother to kill any villagers unless they get in your way. Once you make it to the house at the bottom of the hill, go into the Chapel Tunnel.

|Chapel Tunnel(

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In here, go all the way back to where you first started from in your first journey through this tunnel, but stop on the way to stock up and resupply at the MERCHANT. You might wanna buy the Red9 here too - it can be tuned up to become the most powerful weapon in the game. Now exit out into the village.

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|Village(

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Immediately after you exit the house, turn right (not extreme right, but up a bit and then right uphill) and go up the path that leads to the second part of the village, eliminating everybody in your path with a Shotgun. But watch out - there are five bear-traps in your way, so take them out before treading over them. If stuff fails and Ashley gets captured, aim at the legs of the capturer to make him drop Ashley. After you make it up to the top of the hill, head into Village Section 2.

|Village Section 2(

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In here, go and have Ashley hide in the red garbage dump, then head into the shack to your left. Grab whatever item is in the barrel and the new file - SERA AND THE 3RD PARTY - then save, and head out. Now, fire a shot or two, and wait for the villagers to come to you. Afterwards, head up to in front of the barn, and face off against the villagers standing on the bridge overhead and the villagers on the ground. After ALL of them are dead, head inside the barn to shoot the bear-traps. Now, grab from the blue cabinets on the bottom and top floor a GREEN HERB and AMMO (10).

After all the enemies have been wiped out, go and grab Ashley by calling for her with the X button, then climb up to the second floor of the big barn. Go through the window up here and onto the wooden platforms, then head to the other end. Kill the lone villager down in this area while still upside, and shoot the bear-

traps while you're at it. Jump down, and catch Ashley. Now go into the hut and destroy the crate and barrel for some items, then head outside and grab the item from the crate out here. Head to the giant door here, and after some piggyback-riding, go through the door.

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|Farm Area(

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Here, go and do whatever with the MERCHANT, then head across the bridge. One cutscene later, head across the bridge. After a few more cutscenes, we'll have a battle.

After, start off by barricading three of the four windows by pushing the shelves against the windows so the villagers can't get in. Grab the SHOTGUN SHELLS (10), the RED HERB, and the YELLOW HERB in the room, then head to the stairs. Stay on the staircase, and shoot anybody who gets in. After Luis retreats, throw a Hand Grenade/Incendiary Grenade or two, then retreat upstairs along with him. Up here, grab the GREEN HERB, use your Shotgun, Rifle, and other stuff as required until the battle is over. After, a cutscene.

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Chapter 2.3

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|Farm Area(

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After grabbing whatever is left in the house, exit, and loop around to the back. Enter the small shack here to get the TWO PATHS file and save at the typewriter, then go and talk to the merchant. After getting whatever items you may need, head right and into a small hallway. Turn the wheel here left and right to open the two paths.

Now, you can take one of the two paths. The right path has an El Gigante, while the left has a ton of villagers to deal with. Choose your path wisely. But first grab HANDGUN AMMO (10) from behind you and TMP AMMO (50) from logs to your right.

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|Right Path(

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Head down to the end, and you'll end up fighting an El Gigante. However, this time, you have Ashley to take care of (Don't run away too far from her, or she'll cower in the middle of the battlefield). Get her out of harm's way first at one end of the battlefield, then continuously attack El Gigante until he's down. Something that you can do is lure him under the giant rock at the top, and shoot the rock so that it comes falling down on him, stunning him for a while.

And of course, there's always the Rocket Launcher.

Anywho, afterwards, pick up the 15000 PTAS and head on through the door. In the next large square, grab TMP AMMO (50), 1000 PTAS, HANDGUN AMMO (10), SPINEL and an INCENDIARY GRENADE from the first shack, and from the second shack, the OLD KEY, SPINEL, HANDGUN AMMO (10), HANDGUN AMMO (10), HANDGUN AMMO (10), SPINEL, 1000 PTAS, and 1000 PTAS. After, head through the second door, and then a third door using the Old Key. On your way, there should be another HANDGUN AMMO (10) on the wooden board to your left.

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|Left Path(  
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If you're taking this area, MAKE SURE YOU HAVE PLENTY OF SHOTGUN AMMO! Anyways, start off by killing the initial bunch of villagers here by shooting the wagon, then hide Ashley in the garbage dumpster. Now, take out any villagers that come towards you, and when the battle music stops, you know that you can press on.

Head along the long path that is leading right, and then go up the ladder. Up top, take out the single man patrolling here, then head up to the metal dumpster. You'll have to take another stand against enemies here, so do so. After they're all dead, head down the left end and at the end, destroy the barrel for a GREEN HERB. Afterwards, drop into the first square, where the REAL fun begins.

Yes, that's right, TWO chainsaw (wo)men, along with at least five villagers. Immediately use your Shotgun to knock both of them off their feet, then throw Incendiary/Hand/Flash Grenades at them and the other enemies that come in. After the battle here is over, pick up the CAMP KEY and RUBY from the two dead chainsaw woman, then climb back up the ladder. Go into the small area to your right, and bust up the lone barrel here for a RED HERB. Climb back up, and go into the first square. Open the door here with the Camp Key you picked up earlier. Head along the path here, breaking the crate and barrel to grab some items, then head into the large area here to...yep...that's right...

Face a hella lot of villagers. Here, you would be recommended to use each of the three categories of flames, if you've gathered enough of them up. Anywho, after they're done, head all the way to the other side, and break the three barrels here. Now go back to the beginning of this area, grab Ashley, then come back to the exit and head through the red door.

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|Castle Entrance(  
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First off, head to the shack and grab the HANDGUN AMMO (10) off the garbage can besides the building. Now, head inside, and grab the VILLAGE'S LAST DEFENSE file off of the locker, then open the other locker for RIFLE AMMO (10). After saving at the typewriter, head outside and go up the staircase to the left to the merchant. Grab whatever stuff you need and sell whatever stuff you need (A Rifle + Rifle Scope is recommended for this next part with at least 15 ammo), then go down the staircase. Head forward and go up to the left a bit farther up a hill and a staircase to a lift.

Here, first go grab an item from the barrel, then get onto the lift.

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|Lift(  
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What do you do here? Well, lifts coming up the opposite side will have villagers on them, as well as platforms to your left. However, in the darkness it's pretty

hard to aim, and by the time they get close, they'll be hitting you with everything they have got in their arsenal - thus the need for a Rifle. For the entirety of the trip, use the Rifle to blast enemies from afar, and if it fails, use a Shotgun. If enemies get onto your lift, use a Handgun-class weapon. Afterwards, you'll be dropped off in the Lift Area.

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|Lift Area(

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Down below, immediately head through the broken window after doing a loop around the lift, and open two of the locker doors for a HANDGUN AMMO (10) and FLASH GRENADE. Now exit the building, and go down the stairs. At the fork, leave Ashley behind, and head left. You'll see two torch-throwing villagers; take 'em out quick and after the torches explode, jump over the sand bags, move along, and climb the ladder. At the top, you'll face another village. Take him out, then continue until you hit a chest. Open it to obtain the YELLOW CATSEYE. Since you should already have the Green Catseye and Red Catseye, combine the Yellow Catseye with the Beerstein to complete it.

Now, head back to Ashley, and this time, take the northern path down. Once you hit the MERCHANT, grab the SHOTGUN SHELLS (10) and the TMP AMMO (50) to the right of the Merchant, then do whatever at the Merchant (Meaning sell off your complete Beerstein for a good wad of money). Afterwards, SAVE, then head through the gate.

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|Bottom of the Village(

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Head down the hill and to the house, and you'll get a cutscene. Be warned, it's another action cutscene, where you'll have to press either A + B or L + R. Afterwards, a battle.

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|BITORES MENDEZ

|Just a note, that using a Rocket Launcher can be used to defeat both forms of |  
|this boss. If you have only one use handy, then I suggest using it on the |  
|second form. A second note is to not bother collecting the items around until |  
|after the battle, unless you're really in need of them. |

|Anyhow, Bitores Mendez is basically the frame of the chief, but his spinal |  
|column is much, much longer. Run around the room in any which direction, or |  
|heck, even go upstairs by using one of the two ladders around, and whip out |  
|your rifle. Use it to nail his spinal column repeatedly until he finally sets |  
|himself back into shape, then run away from him. If he gets too close, throw |  
|a Flash Grenade or Hand Grenade to distract him momentarily while you run |  
|away. Repeat this process of Rifle + Grenade until his spine snaps (If you run |  
|out of either Rifle ammo or Grenades, I can't help you on the Rifle Ammo, but |  
|there is a Hand Grenade around. Alternatively, you could switch to Shotgun |  
|shells). One other thing that you could do is find the oil drum on the |  
|opposite side of the room, lure Chief Mendez near the barrel of oil, then |  
|shoot the drum. Fireworks baby. |

|After Mendez's spine snaps in half, the upper body will still be alive and |  
|well. This time around, don't bother with your Rifle. Whip out your Shotgun, |  
|and blast him off the railings when he hangs onto them. Once this happens, |  
|blast him with whatever firepower you have, preferably Hand Grenades if you |  
|still have them around. If you have a TMP, that'll also come in handy. |  
|Otherwise, use your Shotgun again. Repeat this process of blasting him off the |  
|railings and then damaging him again when he's on the ground until he dies. |

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After the battle, take the FALSE EYE and 30000 PTAS from the former village chief. Now go and grab the HANDGUN AMMO (10) and TMP AMMO (50) off the crates from whence you entered, an INCENDIARY GRENADE off a green box to the left of the dead chief's body, a GREEN HERB and SHOTGUN SHELLS (10) off the boxes to the left of the ladder in the center of the room, a YELLOW HERB and GREEN HERB off the window sills to the right side on the second floor, HANDGUN AMMO (10), HAND GRENADE, and aa RED HERB off the window sills to the left. After you're done pillaging the house of it's goods, head outside through the hole in the wall to the right of Bitores Mendez's corpse. Once outside, bactktrack to the Castle Entrance area (Don't worry, you won't have to go through the lift experience again).

|Castle Entrance(  
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Back here, head down the hill. At the bottom, make a left turn to the large door. Open it by using the False Eye that you obtained from Bitores Mendez, and the door will unlock. Enter.

|Castle Entrance Section 2(
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First off, assassinate the villagers that are at the top of the hill, without actually going up. Once they're dead, leave Ashley at the bottom of the hill. A truck will now come down. Shoot it with all your firepower, and once the front starts flaming, BACK UP and go back to Ashley. After the truck falls, call Ashley to follow you, then grab 5500 PTAS from the truck. Now, you will be assaulted by a clump of villagers coming from the bottom of the hill, so start running up the hill and every so often turning around taking everyone out coming up your way with either a Shotgun or Grenade.

At the top of the hill, in a small area outlined with wooden rails, make sure to destroy the two barrels here. One of them has a VELVET BLUE in it. Afterwards, continue along the path to the castle, and after a cutscene, you'll be trapped inside the castle; that is to say, you will now be unable to return to the village.

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Chapter 3.1

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|Castle Start(  
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First off, destroy the barrels here. The one sitting by the stairs (not the staircase, but the stairs itself) contains a SPINEL. There are also two crates and a barrel besides the tree next to the shack, but best of all, there's a chest behind the house - open it for 5000 PTAS. Afterwards, head into the house, and get what items you need from the MERCHANT. There are a good number of powered-up weapons superior to what you've been using so far, such as the Blacktail and Rifle (Semi-Auto), the semi-useful Minethrower, and the Broken Butterfly. After you get what you need and sell of what you need, grab the GREEN HERB beside the typewriter, save at the typewriter, then head up the staircase and go through the red door into the next room.

|Catapult Room(
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Here, run along the hallways until you get a cutscene. Afterwards, retrieve the RIFLE AMMO (5) from the box, and then assassinate the two Illuminados monks patrolling overhead. Once that's done and over with, head right and go up about halfway up the stairs. Leave Ashley behind and continue running up the stairs. You'll see a cutscene of a flaming catapult - after it destroys the small structure in front of you, run to it and grab a SPINEL from the remains, then run back and grab Ashley. Take Ashley, run up the stairs, wait for the barrage of catapults to stop momentarily, then run along the left side. When you hit some stairs, go down.

Down here, grab whatever the two monks might've left behind, then head into the small room. Break the three barrels in here, and then head outside after grabbing the contents, which include a VELVET BLUE. Go up the staircase, head left, and go up some more stairs. Here, wait for the catapults to fire, then head down the middle - if you just run down, you'll get hit by catapult fire. Take the building to the right, where you'll face a monk with a skull mask. This skull mask prevents him from being shot in the head, so hit him in the knees then shoot his body once he's down. Afterwards, break the two crates, one for a VELVET BLUE, and open the chest for a YELLOW HERB.

Now, IF you have a rifle, head outside alone and assassinate the red-robed person and black-robed operator to your right (or alternatively shoot the red barrel). Next, turn around to your left and aim at the closer catapult (again, alternatively shoot the red barrel). Unfortunately, you can't destroy the last two catapults from here. Now, wait for the last two catapults to fire, then run across the path to the small tower room. In here, turn around and fire at the red barrel opposite you to destroy the catapult and assassinate the red-robed monk. Now head outside, and get out of the firing path of the last catapult. After they fire, aim and shoot them.

Once all the catapults have been eliminated, go to the rotater next to the hole in the ground and repeatedly press A to bring up the cannon you saw on the ground (Though a few monks will still come running towards you - watch out for them). Once it has been successfully brought up to the top, fire it. It will destroy a wall of the castle, allowing you to pass. Before heading off, go to the right side of the house and grab a GOLD BANGLE from the chest there. Now grab Ashley and go through the hole the cannon created. Buy your ITEMS from the MERCHANT, then go through the door.

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|Castle Sword Room(  
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After a cutscene, grab 2000 PTAS from a cabinet to your right, then take the HANDGUN AMMO (10) off of the table. Go up to the sword and take the PLATINUM SWORD off the wall. Now head upstairs and immediately move to the right, and get out of the way of the three monks that are here. Fire them down, and sometimes

during the time you do that, some more monks will show up from downstairs. If they grab Ashley, aim for their legs. Take them out, then head downstairs and deal with the red-clothed monk. Grab the 4500 PTAS he drops. Now head back upstairs.

Up here, grab 1800 PTAS off the table, and open the cabinet on the other side of the room near the crates for a RED HERB. Now break the crates, the bottom of which has a SPINEL, then grab the GOLD SWORD off the wall in one of the room corners. Replace it with the Platinum Sword, then head downstairs and put the Gold Sword where the Platinum Sword originally was. Afterwards, head through the new red door that opens up.

|Castle Gate(
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Yes, I'm running out of room names. Walk up and encounter a cutscene. Afterwards, head through the small door, and inside, you'll fight a bunch of monks running out of the room. Use the explosive drum to your right to take out any monks coming from that direction. Afterwards, head into the room and grab the HANDGUN AMMO (10) off of the table, then open the cabinet for 2500 PTAS. Break the two barrels, one of which has a SPINEL, and leave, continuing on. You'll have to kill a monk with a crossbow on the arch above you. Afterwards, continue on. Next, you'll end up fighting some monks with shields - use a powerful gun like your Shotgun or the Broken Butterfly or even the Punisher to go through the shield and injure the monk at the same time.

Afterwards, go through the door. In here, take the GREEN HERB off the shelf, then break the barrel for a VELVET BLUE. Now load up all your guns, and grab your fastest gun. Get Ashley out of your way (don't have her block an aiming path towards the door), then open the chest for the CASTLE GATE KEY. Immediately, enemies will start coming in - eliminate most of them by shooting the oil barrel near the door. After they're done for, head back a bit and open the large gate to go into the Main Hall.

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|Castle Main Hall(  
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Head north to get a cutscene. Head up a bit more, and another cutscene will occur. Turn around and look for a sparkle - shoot it down to obtain the GREEN GEM. Break the urns to your left to get a random item and a VELVET BLUE, then the ones on your right for more items. Save at the typewriter, then head through the right room. In here, break the two barrels to your left, one which has an INCENDIARY GRENADE, then head to the right wall. Take a HANDGUN AMMO (15) off one of the chairs, and examine the Saddler painting to show 5000 PTAS. After grabbing the moolah, break the urn on the other side, then continue heading north. Take the CAPTURE LUIS SERA file off the wall, and break the two barrels for a YELLOW HERB and another item, and then continue on. You're blocked by fire, but that's alright - grab the PRISON KEY off the painting to your right.

Now, head back to the entrance of this room, and open the door to your left with the PRISON KEY. Leave Ashley on the stairs, then head downstairs. Down here, grab a GREEN HERB that is in a corner near the left bell in this room. Now look up, and you should see something on the wooden plank in the middle of the room. Shoot it, and grab the SHOTGUN AMMO (10). Now, LOAD ALL YOUR GUNS. If you have a Magnum, it will be especially helpful in this fight to come. Break open the door and walk towards the prisoner. Sub-boss time.

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|SUB-BOSS: GARRADOR|

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Start off by turning around and running out of the cell. Once he gets out, revert to walking - the Garrador is a blind prisoner, and although he cannot tell where you are while walking, he can locate you while you're running or firing.

Now, see those claws on his hands? Although they can hurt and even impale you, they're also his weakness. By running around and making a ruckus, Garrador will run at you - but if you run out of the way at the last moment, his claws will get stuck in the wall, leaving him in the perfect location for you to hurt him - the parasite hole on his back. This is where a Magnum comes in handy, as it will finish the Garrador off fast. If you don't feel too safe with the fire and run tactic, take note of the two bells in this room - by shooting the bells while Garrador is near them, he will impale the bells, and get his claws stuck in the wall as a result.

You can also kill him with one Rocket Launcher.

After Garrador is dead, pick up 15000 PTAS from him, and go into his prison cell. Flip up the switch, and the fires in the other room will stop. But be careful as you're going up - enemies will start coming in at you. Make your way through monks up to where the fires were. Be careful here - there are enemies with exploding torches and fire-crossbows. Once you finish them all off, slowly walk past the statues to the doorframe. Turn left and hit the lone monk here. After you're done, take the HANDGUN AMMO (20) off the ledge in the middle of the room, then head into the next room.

Colosseum(

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Yes, I'm running out of good names for rooms. So sue me.

Anywho, in this room, you'll have to fight a ridiculous amount of enemies coming from all sides. These include red-clothed monks, enemies with shields, enemies with crossbows, and skull-masked enemies. If you have the Mine Thrower, it will be a god, as you can shoot it onto an enemy shield, and it will hurt all the enemies around it. Other possibilities are to trip enemies as much as possible by shooting their knees, and throwing Grenades like no tomorrow.

After the initial onslaught plus the second barrage of enemies as well as the archers have been wiped out and no more enemies are coming after you, start pilfering for items. Break the urns on the cabinets on both sides of the entrance, one of which contains a VELVET BLUE. Break the four urns in the center of the room, and get 2000 PTAS off the table to the left. After, go down the left staircase. Take out the enemies wandering around here, then break the two urns for some goodies. Now go into the next room. In here, grab the GREEN HERB off the table in the center and the Shotgun Shells (10) off the right chair, then get Ashley to stand on one of the two blocks. Tell her to not follow, then have Leon stand on the other block. After, head outside, and go up to the crank. Have Ashley crank while Leon takes care of the monks coming from every which direction. After the staircase comes up, take out the scythe-wielding monks and red-clothed monk that come down. Once they're all dead, head upstairs.

Up here, piggyback Ashley up onto the second floor on either side of the room. For this part, all you have to do is shoot enemies approaching Ashley on the second floor and take out enemies on your side of things. I recommend the Shotgun for this entire operation, as you don't have too much time for aiming, and the Shotgun only needs a general direction - but if Ashley gets captured, use the Rifle to take out the enemy's legs. Be sure to break the two urns around

grab the Eyes they leave behind, then grab the HANDGUN AMMO (15) and VELVET BLUE, and then the TMP AMMO (50) in the hole. Climb up the ladder, continue on.

In this room, TURN RIGHT IMMEDIATELY! Two more Novistadors will come out of the hole in the wall, one at a time. After they're dead, head up and grab from the three cells a YELLOW HERB, HANDGUN AMMO (20), INCENDIARY GRENADE, SHOTGUN SHELLS (10), and LUIS' MEMO file. But be ESPECIALY CAREFUL when leaving a cell - there will be one more Novistador hanging around, and as yet, I can't determine when exactly that happens. Afterwards, head past the cells through a Novistador-free hallway. At the end, enter the door. In here, break the two crates, one of which contains a GREEN HERB. Now open the chest for a BUTTERFLY LAMP - if you have one of each color of Eye, you can combine it with the Butterfly Lamp. Now, turn the red wheel to drain the water. Yes, there will be Novistadors outside the room - two of them, in fact. There'll also be another one as you turn the corner into the main section of the room, and a fourth Novistador will come out of the hole in the ceiling. After they're all dead, head down into the water, and break open the door.

There'll be a fifth and last Novistador in the water here in front of you. Take it out, then head upstairs and break the two barrels. After, head up through the door into another corridor. This time, you have to run past falling axes. Thankfully, this trap isn't too hard to pass - all you have to do is get to one axe, stand just before it, and when it swings past you, run. Once you reach the end, grab the VELVET BLUE to the right, then head through the door. In here, climb up the ladder, break the two barrels, one of which contains a SPINEL, then head through the door to go back into the Castle Corridor.

|Castle Corridor(
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Well, we have a few monks praying or something. Interrupt their party by throwing a Hand Grenade down at them, and taking all of them out with one shot. After, grab whatever they leave behind. Each monk leaves behind a SPINEL, but the red-robed leader will leave behind an ILLUMINADOS PENDANT. Afterwards, climb back up the ladder, and jump onto the chandelier. Swing to the other side and jump onto them. Grab a VELVET BLUE from a urn to your left, then go back to the other side of the room. End to the end of the hallway here, break the glass, and open the chest for an ELEGANT MASK. Now go down onto the first floor, and climb the stairs up to the MERCHANT. Grab what you need from the MERCHANT and sell off whatever you've got (You'll want a Rifle with as strong as firepower as possible and a scope for the next little bti), then head through the red door.

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|Machine Gun Room(  
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First off, grab the RED HERB on the table, then head left up the stairs. Go upstairs and take the CASTELLAN MEMO off the table, as well as HANDGUN AMMO (20) off of one of the chairs. Head through the door, and get the jump on the red-clobed monk by aiming at him with your Rifle and firing. After he gets hit as many times as possible before running away, nail the two archers on either side of the center. Next, take out any black-robed monks that are coming up to you. Once that's all done, destroy the seven urns on top of the railings, one of which contains a VELVET BLUE, another of which contains a GREEN HERB. Now head down through the center and take the left staircase, and go through the room here.

In here, break open the two barrels in here, then take out the single monk at the top of the stairs. Head upstairs, and exit out onto the upper-floor balcony. Out here, take RIFLE AMMO (5) off a table to your left, then head along the

balcony's path until you hit a locked door. Take out the monks on the small balcony to your left, and then jump down - the red monk will run out. Now, take out your Rifle, and aim and fire at him as many times as you can. DO NOT LET HIM RUN AWAY! After he runs away/dies, go into the room he came out of and grab SHOTGUN SHELLS (10) off the table and 1000 PTAS, 1000 PTAS, 1000 PTAS, and 1000 PTAS off the chest. If you do let the monk run away, continue onto the next paragraph now. If not, skip the next paragraph and grab the GALLERY KEY off the red-clothed monk's dead body.

Follow the monk down to where he left. The door to the staircase going down has a black-robed monk with a shield - if you have a Punisher or Shotgun, it would be handy right now. Take out the monk and go downstairs until you see a cutscene. Once this happens, head back upstairs and equip your Rifle, then head outside. Out here, move around, trying to outlast the monk's artillery fire, and when he stops to reload, take a single shot at him, then start running again. Repeat this process until he is dead, then go grab the GALLERY KEY from the cage he was in.

Afterwards, go to the door on the small balcony and unlock it using the GALLERY KEY. In the next room, break the three urns, then knock the shining item on the moosehead to the left for a VELVET BLUE. Now, examine the puzzle. Here, you have to switch the portraits around so that there are six dead people from all four portraits combined. All you merely have to do is press each switch once to get it right. After, enter the next room.

|Ambush Room(

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After the cutscene, throw a Hand Grenade to take care of the scythe-wielding monks, then get back. When the archers show up, use your Rifle to take them out at long point range, then the flaming-arrow archers that take their place. Next, archers will start coming down the stairs on your side - use a Shotgun with blast radius to take them out and then put them out of their misery permanently. After, break the urns for items and get the remains of villagers, and watch out for the two Rocket Launcher monks when they appear. You don't have to kill them, as they'll only fire once, but a quick Shotgun blast will stop them.

After, head up to the stairs on the other side of the room, and grab the HANDGUN AMMO (10) on the table, then hit the red switch on the wall to the right of the door. The painting will open again to reveal two Rocket Launcher monks - take care of 'em quickly or run. Now go to the hallway to the right, and head through the door here, but grab the GREEN HERB off the table to the right of the door first. Break the urn in here, and hit the switch underneath. Grab your Shotgun - when you head out that door, there'll be two more Rocket Launcher monks, right in front of you. Now, go to the structure in the middle, and open the chest for a Goat Ornament. Some scythe-wielding monks will come out - take care of them, then head up to the chairs in front of you and grab the SPINEL. Now head to the just-opened door and head outside.

|Outside Balcony(

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Save at the typewriter, then head up the hallway. At the end of this hallway, break the urn on the table to your left, then open the blue door to your left. In this hallway, look up and aim at the sparkling item at the top for a SPINEL. Now continue through the doorway, and out here, head along the path until you see a fountain, and more specifically, three crows. One of these crows has a SPINEL on them - pick them off and hope you got the one that has the SPINEL on it. Afterwards, head over to the fountain and obtain a VELVET BLUE, VELVET BLUE,

and a SPINEL.

Now, head along the left path (you can't go through that door for now), and bust up the barrels in your path. Head towards the door now and enter the next room.

|Castle Garden(
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NOTE: Since the enemies here come in fast, it would be handy to read every step beforehand, rather than wait to get killed before reading the next step.

In here, head along the balcony until you get a cutscene. Afterwards, head downstairs and go through the castle gate. Get a strong gun ready, then go left - a killer dog will come down and attack you. Shoot it as fast as possible, and don't let it get up. After, shoot the two barrels behind you, one for a VELVET BLUE, then take the left-most path in front of you. Going through the gate on the left path, you'll see a cell holding three dogs. Now THIS is where the Mine Thrower comes in handy, if you have one. In using the Mine Thrower, shoot just a little above where the actual door is, so the Mine Thrower doesn't knock the door down. Once it explodes, goodbye dogs. If you don't have the Mine Thrower, stick to your Shotgun.

After, head left, and at the fork, continue up. Go around the maze to a chest with SHOTGUN SHELLS (10) in it. Immediately turn around, and shoot the dog when it comes running around the corner. A second dog will come through the hedge. Shoot them both when they appear, then head back to the fork. This time, go up the bridge. On the other side, head left and open the chest here for TMP AMMO (50), then take the right path. At the fountain, examine it to get the MOONSTONE (LEFT HALF). Now head back to the bridge, where you'll fight off three dogs. Now go back onto the bridge, and jump off.

This time, take the right path, and stop. Turn around, and a guard dog should come at you. At the same time, the gate behind you should break with a second guard dog. Take both dogs out, then continue through the gate. Go left and kill the dog in the cage, then break the barrel for whatever is inside. Head north and left at the top to get a FIRST AID SPRAY from the cage, then take the middle left path. You'll face one more dog on your way, but he'll appear to soon for it to make much of a difference. When you have two paths to your left and one north, take the upper left. Kill the dog that comes running towards you, then continue to the right path from there. Grab the YELLOW HERB at the end, then head back to the "two left paths, one north path." Take the bottom left path for a RED GEM at the end in a chest, then backtrack once more. This time, take the north path, up to the water fountain. Grab the MOONSTONE (RIGHT HALF), then jump down from here and leave the garden.

Now, go up the stairs and onto the balcony until you hit the door. Combine the two moonstones to get the BLUE MOONSTONE, and insert it into this door. Inside, a cutscene.

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|Salazar's Room(
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Break the single urn next to the door for an item, then grab the HANDGUN AMMO (20) off the cabinet. Break the lone urn to the right of the bed for a SPINEL, then go into the next room where there's a MERCHANT. Open the one cabinet for a MIRROR W/ PEARLS & RUBIES, blast the urn behind the MERCHANT for a goodie, then grab the FEMALE INTRUDER file off the table. Afterwards, talk to the MERCHANT to get whatever you need. Now head out the room, save at the typewriter, and go into the next room.

|Cage Area(
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First off, head to the end of the hallway and break the urn on the wooden table. Next, get the GREEN HERB off of the first dining table, and HANDGUN AMMO (20) off of the second table. Now go right and ring the bell here, and the painting will flip over. Use your Rifle to aim at the bottle of wine, and shoot the bottle of wine. The caged door will open, but DON'T GO THROUGH YET. Instead, take the passage to your right which leads into another room.

|Outside Balcony(
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'tis right - the door on the opposite side of the room leads to the outside balcony, and it was the door you couldn't open before. Anywho, break all the urns in here for some goodies, which includes a SPINEL. Grab the GREEN HERB off the table, and before heading back into the Cage Area, open the cabinet to the right of the door for 5000 PTAS. Now go back into the Cage Area.

|Cage Area(
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Back in here, go through the door and towards the chest. Unfortunately, a cage will drop over you. IMMEDIATELY take out a gun and start shooting the lock of either of the doors here, and don't stop even when enemies come at you. Eventually (read: quickly), another Garrador (one of the blind clawed guys much like the prisoner you faced a while back) will come into the cage, and you want a lot more space than the cage gives you. Once you get out, kill all the monks that give you hell, then start working on the Garrador. The easiest way to do this is to make noise on the side of the cage that still has an intact door, then running around to strike his back. Again, he can also be instantly slain by a Rocket Launcher. After he falls, pick up 15000 PTAS from his corpse.

After, before heading through the new door, break the cabinet in the southwest corner for a FLASH GRENADE (What, did you expect me to tell you to get it during the battle to use against a BLIND prisoner?). Also before going through, open the chest for an HOURGLASS W/GOLD DECOR. Now go through the door into the next room.

|Bridge Room(
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Start off by taking out the three monks on the ground, then break the urn to your left for a goodie. Jump down now, and grab whatever the monks left behind. Kill the shield-bearing monks while they're on the other side of the steel-barred wall; it's much easier to do it now than when you could be attacked by them. Now turn the lever and head back up the ladder. Careful now, as there are two monks coming through the door you came in through - take them out quick with a Grenade, then turn around, go across the bridge, and take out enemies coming through THAT door with another Grenade. At the end, head left downstairs.

Here, grab 1800 PTAS off the table. Next, jump down and head up the stairs to the right to take out a lone archer. Now go back down the stairs and break the glass on the small stand. Grab from here a FLASH GRENADE, SHOTGUN SHELLS (10), HANDGUN AMMO (10), RIFLE AMMO (5), INCENDIARY GRENADE, but best of all, a ROCKET LAUNCHER. Now go back up the stairs, open the door, go along the bridge again, and enter the door at the end of the bridge. Break an urn at the top of the staircase, and head along the hallway, breaking another urn to your right for a SPINEL. Do what you need at the MERCHANT, save at the typewriter, then head on into the next room. A cutscene.

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|Balcony Room(
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First off, grab the HANDGUN AMMO (20) off the cabinet to the left of the entrance door. Next, destroy all six urns in this room, one of which contains a SPINEL. Next, check the portrait of Saddler to get 5000 PTAS, then head to the opposite side of the room and go down the short staircase. Equip the Rifle/ (Semi-Auto), and aim at the three shackles restricting Ashley.

Once all three shackles have been broken, enemies will come in. Eliminate them as they get close to Ashley (and switch to the Rifle if they capture her), and wait for her to confront the red door and find out it doesn't open. When this happens, kill the red-clothed monk as soon as you can. There'll also be archers in this second wave that can aim for you. After they're all down, Ashley will grab the key the red-clothed monk left behind and go through the red door. You will now play as Ashley for the rest of the chapter.

|Ashley Hallway(
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Immediately head left to grab a SPINEL. Now go left some more into the far left side of the room, and grab the YELLOW HERB here. Head back and save at the typewriter, then head north. In here, you'll face a Los Illuminados monk. In order to defeat him, you need to throw lamps around the room at him so that he

lights on fire. A good tactic is to wait until he starts to get up after being burned, then throwing another lamp at him. But for the first, monk, you don't need to fight him at all. Instead, grab the GREEN HERB off the table, then crawl under the table in the right corner, and through a hole in the wall to another room. In here, now you'll have to fight a Los Illuminados.

After this one is dead, open the cabinet besides the bed to get 2500 PTAS. Next, rotate both cranks to continue down the hallway. At the end, grab the RED HERB off the table then go through the blue door to your left. In here, immediately open the drawer to your right for a VELVET BLUE, then take the SPINEL off of a chest a bit further down. There's nothing else you can do now, so exit and continue down the hallway. At the end, go through the left door.

|Armor Room(

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First, head up to the end of the room and grab a GREEN HERB off the table, then push the bookcase behind you to reveal a switch. Press it, then climb under the table near the door. Go to the end here and press the switch here, then draw back and go through the newly-opened door. Go all the way up to the fireplace and take the STONE TABLET, then press the switch to the left of the fireplace. Go and press the switch next to the fireplace once more, then head up. Open the cabinet next to the exit for 1800 PTAS, then after taking a VELVET BLUE off the table to the right of the door, head out through this door.

In here, just head down the hallway (don't worry, there aren't any enemies, but there is a SPINEL on a wooden chair) until you reach a puzzle. This'll be a bit tough to explain, so I'll try to dumb it down. Just press the panel that I tell you to in this order;

Right, Upper Right, Upper Center, Center, Left, Lower Left, Lower Center, Lower Right, Right, Center, Upper Center, Upper Left, Left, Lower Left, Lower Center, Center, Right, and Lower Right. After the puzzle clicks into place correctly, examine it again and put the Stone Tablet in. Now head inside the new room. On the left side, open a chest for a GOLD BANGLE. Now go grab the SALAZAR FAMILY INSIGNIA off the knight's above the fireplace, then grab the SERPENT ORNAMENT from the chest that appears.

Now, outside that door are the knights of armors that are being controlled by Las Plagas. You need to make it past them by luring them to one side, then running all the way back to the main hallway. However, on your way, there are three guard suits - you'll have to press either A + B or L + R once to dodge them. Now, head back to Ashley Hallway while avoiding taking damage.

|Ashley Hallway(

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In here, head back through the blue door. Examine the dais and put in the Salazar Family Insignia. Turn the dais, and go up the ladder that appears. Grab the 1500 PTAS and 1800 PTAS to your right, then take the long-winding left path into the Balcony Room. Cutscene.

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|Balcony Room(

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After a cutscene, we have some backtracking to do. Remember that hallway outside the Cage Room that lead into a room that went to the Outside Balcony? And remember that door in the Outside Balcony that Leon couldn't reach ON HIS OWN? Yeah. But be warned, you'll have some monks to deal with on your way, and in the room connecting to the Outside Balcony, there are two more Novistadors.

|Outside Balcony(

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Out here, head out to the door that you need Ashley to piggyback for you (No enemies in your path). The three smaller chests have 5000 PTAS, a RED HERB, and an ELEGANT PERFUME BOTTLE, but the big chest is the best prize - a BROKEN BUTTERFLY. Now head back to the Balcony Room, and go through the southern door.

|Dragon Room(

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Well, it's not really the Dragon Room quite just yet, but anyways...take the HANDGUN AMMO (10) off the cabinet to your right, and break the two urns to your left, one of which has a VELVET BLUE. Next, save at the typewriter, then walk onto the wheel vehicle (Leon goes alone). Head to the other side, and through the door into the real Dragon Room.

First and foremost, equip your Rifle along with the scope. Now, when heading along, a cutscene will happen, and the first dragon will activate. Aim at the monk operating the dragon with your Rifle, and shoot him just once to make the dragon stop operating and crash. Continue down, and grab 5000 PTAS from the chest. Continue on your path, and when you hit the rotating steel cage, wait until the opening in the cage comes towards you. When that happens, jump through, then go to the other side of the cage. Jump through the cage when the opening shows up once more. Down here, get down to in front of the tower and kill the two enemies before the second dragon starts shooting fire, lest you get burned.

After the two monks are dead, equip your Rifle once more and once more try to take a shot at the operator. After that dragon falls, take the ILLUMINADOS PENDANT from the chest, then wait a few moments. Monks should start dropping down, so take out every single one of them until no more monks drop down from above. Once they're dead, continue heading north to confront the last dragon.

This time around, you have two walls to use as shields. What you want to do here is to head to the end of one of the walls so the dragon follows you, then shoots flames at you. Once it starts shooting flames at you, head to the end of the other side, past the wall, and take aim at the operator with your Rifle there. Once he's dead and the dragon crashes, open the chest for the LION ORNAMENT. Now head back to Ashley, go down the stairs, and get onto the tram.

|Castle Main Hall(

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Here, break the two urns, one of which contains a SPINEL, then head out into the Castle's Main Hall, where you first met Salazar. Now, remember that block that prevented you from going down the hallway? The whole last chapter and the first part of this chapter was just to get the three ornaments that were needed to pass this block. Insert the Goat Ornament, Serpent Ornament, and Lion Ornament to make the block go down, then after a brief cutscene, continue on through the door. In the next room, break the urn to your right for a SPINEL, and the urn to your left for a random goodie, then go on the tram.

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|Castle Exit Corridor(

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That's right, you're finally nearing the end of the castle. Once you get off the tram, break the two urns, one for a VELVET BLUE, and to the right of the Velvet Blue, examine the painting for 5000 PTAS. Now head out into the corridor. Out here, head left and through the door.

|Queen's Grail Room(

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In here, push the two knight statues onto two of the four blocks. Get Ashley to stay on a third block, then have Leon stand on the fourth block. One of the two doors will open - head through here. After the cutscene, grab a quick and weak weapon, and shoot out the four glowing red spheres on the ceiling to stop the advance of the spikes. Now, go through the door and into the next room. Head to the end of the hallway. Another cutscene. Uh-oh. Have no fear, though. Just equip the Rifle and aim at the two drivers of the vehicle to get Ashley out of there.

Afterwards, destroy the two crates, one of which contains a SPINEL, and the three barrels, one of which contains a VELVET BLUE. Afterwards, open the chest for the QUEEN'S GRAIL, then head outside after destroying the lock. Head out to the Castle Exit Corridor now.

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|Castle Exit Corridor(

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Out here, head north down the long hallway. At the end, open the cabinet to your left for a SPINEL, and take the YELLOW HERB and SAMPLE RETRIEVED file off of the table. Now enter the King's Grail Room.

|King's Grail Room(

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In here, head to the end of the first hallway and grab the HANDGUN AMMO (20) off of the lion. Now, leave Ashley behind, fully stock up all your guns, then press on. Remember the three knights that Ashley had to dodge when you were playing as here? You have to do the same, only it's just two knights. At the end of the hallway, head into the room to your right, and go to the center. Here, take the KING'S GRAIL off the stand, and then three armored knights will show up. Take them out by using your Shotgun and Magnum. Rocket Launchers (although I doubt that you would pay that much just to take out one knight) also destroy a knight instantly. After the first three knights are down, three more will appear to take their place. The second trio of knights will give off 6500 PTAS apiece.

After they're all down, grab the SHOTGUN SHELLS (10) and GREEN HERB that are lying around, head back to Ashley, then go back into the Castle Exit Corridor.

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|Castle Exit Corridor(  
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Now, go back to the four-way split, and take the only path not yet exploited - to your right. Grab a FLASH GRENADE off the chair, then continue out. Leave Ashley behind, and fire at the four scythe-wielding monks and two shield-monks. Once they're down, blast the shining items on the statues to the left for a SPINEL, PURPLE GEM, VELVET BLUE, and another SPINEL. Now grab Ashley, and at the end of the room, put the Queen's Grail into the queen's hands and the King's Grail into the king's hand. After a brief moment, the gate will lift up, and you can go through the door.

|Novistador Hive(
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In this next area, blast the four urns on the cabinets to your left and right, one of which contains a VELVET BLUE. The first cabinet to your left while traveling up should have 1800 PTAS, the second 2800 PTAS. Blast the urn on the right cabinet, then go through the window to the right of the cabinet. Grab the RED HERB, then climb the ladder up. Up here, go around the balcony and open the chest for a BUTTERFLY LAMP. Now jump down into the room, and also catch Ashley as she comes down with you.

Head along to see a cutscene...oh, shit. Afterwards, blast every Novistador you can. If you hit them while they're flying, it's an instant kill. After they're all wiped out, go to the opposite side of the room and flip the lever. Next, shoot the bolts off the drawbridge. Before we head over the drawbridge, however, take a look at the hive. Put in as much firepower as you can into the hive, and eventually it'll fall down, releasing a bunch of Red Eyes, Green Eyes, and Blue Eyes. NOW head out to the Castle Exit.

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|Castle Exit(  
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In here, grab the HANDGUN AMMO (10) off the chair, do what you need to do at the MERCHANT, then save. Continue down the hallway, and head outside. Break the two barrels out here, one of which contains a VELVET BLUE. Head across the bridge, to encounter a cutscene. Once you hit the bridge, go left and up the stairs. Up here, take out all the monks, then take the right path around the tower. On your way into the Clock Tower, break two barrels and grab the goodies they contain. Head into the Clock Tower once you reach the door.

|Clock Tower(
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In here, start off by heading up the ladder. Go left and destroy the crate, then head around to the other side and grab the HANDGUN AMMO (20) off the box. Head up the ladder, then move right just a bit. Turn around now, and look to the upper right and lower left - you should see two pieces of wood in the gears. Shoot them to destroy them. Continue along the path to grab a GREEN HERB and the RITUAL PREPARATION file off the table, then head back down two levels. Go to the door you just came through, and then turn around. Look up, and you should see a third wooden block. Shoot this block then head up to the top of the tower again and turn the lever.

Monks will come down through the door on the bottom floor, so start heading to the ground floor, taking out everyone in your way. Take all the enemies out, and once you hit the ground floor, destroy the three crates for some items. After all that is done, head through the big door to the foot of the clock tower.

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|Clock Tower Foot(

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Here, take out the shield enemies coming across the bridge. Go across the bridge, and after the cutscene, turn around and take out the enemies at your back. Go back to your initial starting point, and then take out the monks coming your way. After, grab all the items that are around, including a GOLD BANGLE from the one monk body that remains behind.

|Main Hallway|

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Uh-oh...that's not good...4 skull-masked monks...plus TWO GARRADORS! Start off by taking the monks out first, so that they can't get in your way. Thankfully, you have a lot of horizontal room in here, so if a Garrador comes running at you, you can get out of the way with plenty of time to breathe. Once you're done with the monks, get one Garrador trapped in the wall by either just firing or pumping some ammo into a bell, then pump some Magnum ammo into him. Afterwards, take the other Garrador out in the same fashion. The rule of Rocket Launchers still applies.

Afterwards, grab the 15000 PTAS from each Garrador's body, the RIFLE AMMO (3) and INCENDIARY GRENADE on either side of the room between the two staircases, and break a lone urn for a goody. Now continue through the door, and stop at the two statues. Take the shining items on them to get two SPINELS (No shooting necessary), then continue up the staircase through the doors. Up here, we'll see a cutscene, and you'll have to press the A + B button combo or R + L button combo.

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|Sewer(

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After a conversation, head right and grab TMP AMMO (50), a YELLOW HERB, MAGNUM AMMO (5), INCENDIARY GRENADE, and from the hands of one of the dead men, a CROWN. Now, buy whatever stuff you need from the MERCHANT - a Rocket Launcher is recommended for an upcoming battle. Now climb up the ladder after saving at the typewriter.

Up here, head along the sewer, grabbing the VELVET BLUE from a pipe to the left. When you find the RED HERB, continue and grab a SPINEL from another pipe to the left.

|Nitrogen Tank Storage(

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I admit it; I'm running out of name ideas. But whatever. Head down the hallway, and go right through a doorway. In here, examine the table for a HANDGUN AMMO (25), and FIRST AID SPRAY. Now, before going to check the elevator, READ THIS. After you check the elevator, Salazar's Right-Hand Man will come around - he's a mutant creature that will at first poke you from the creature, and you have to press either L + R or A + B to dodge his attacks.

Anyways, check the elevator, then run outside. Head right, then go to the end of

the hallway. In this new room, head left, up, and right to find a lever. Flip the switch, but in doing so, you'll activate the boss fight.

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|RIGHT-HAND MAN                                     |
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|It's been a while since we've had a boss fight, but now we're in business. |
|Salazar's Right-Hand Man is a disgusting giant-sized reptile, and he takes a lot |
|of punishment before in. However, by getting close to one of the red tanks |
|that you've seen around (liquid nitrogen tanks), it will freeze him for a |
|couple of moments, allowing you the time to hit him with a Rocket Launcher and |
|destroy him. No, he will not die even with a Rocket Launcher until you freeze |
|him.                                               |
|                                                    |
|Now, the question: Why no alternate strategy than Rocket Launcher? The problem |
|is that fighting the Right-Hand Man without using a Rocket Launcher will very |
|likely cost you too much to be worthwhile. For starters, he'll take a lot of |
|damage even with Magnum shots, and that factor alone makes him very dangerous. |
|The second factor is that you'll probably have to go through four liquid |
|nitrogen tanks, and that would take too much time to do - you would more than |
|likely get killed by the Right-Hand Man before then. |
|                                                    |
|And yes, you don't have to have the Right-Hand Man next to you to freeze him |
|with the liquid nitrogen. The liquid nitrogen tank will spread throughout the |
|whole room, so pour it over as soon as possible. |
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After, pick up the CROWN JEWEL that the Right-Hand Man drops, and then grab the SHOTGUN SHELLS (15) and GREEN HERB that are in this room. Head out, take the room to the right when you can. In here, grab the TMP AMMO (50). Once that's done, head outside, go to the first room, and head up the elevator now. One cutscene later, this hellish(ly long) chapter will finally end.

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|Las Plagas Mine(  
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Right in front of you is a GREEN HERB. Pick it up, then go down the staircase to your right. Get what you need at the MERCHANT, pick up the HANDGUN AMMO (20) to the right of the typewriter and the LUIS' MEMO 2 file to the left. If you want to, head through the blue door to go to the shooting range. Afterwards, head out the other door.

In here, you'll find some enemies that haven't been around in the longest while; villagers! However, the two that you fight are even more powerful than the ones from Chapter 2, so be careful. After, examine the right-most of the three mine carts for a VELVET BLUE, then break the two barrels here for some goodies. Continue out the passage into a giant mine area. Once you get out here, immediately jump down and go into the enclosed area in front of you with cage-walls on either side. This is a tactical choice; enemies can only come in through one side, and you can still fire through the wires, but they cannot.

After all the villagers have come to fight you and fallen before your strength, head out and strike north, grabbing SHOTGUN SHELLS (10) on a crate next to the rock that you jumped off of, and grabbing 2800 PTAS off a crate to your right further down. Now head back to the cage, and flip the lever that is beside it. A trolley will come down, but it won't be able to make it down completely. Grab the VELVET BLUE that is in the mining cart just to your left. Head back north, and go up the stairs. You'll more than likely have to deal with a few more villagers that have been hanging back coming up the stairs. Before you go to flip the switch, go behind the stand and grab 5000 PTAS off one of the bags. NOW flip the switch.

Now, head down, and...say, do you hear a familiar VRRRRM VRRRRM sound? That's right, it's another chainsaw man. He'll be coming in from the right near the giant rock that prevented you from coming in. Take an aim with your Rifle and hit him when you can before he comes up to you - you'll have to deal with villagers coming into the cave from the same path you came, so take out your Shotgun afterwards and blast them from afar. When the chainsaw man gets close, blast him with the Shotgun as well, then take out your most powerful weapon (preferably a Magnum), and hit him with it until he dies. Pick up the 10000 PTAS that his dead body leaves behind, then go ahead and flip the switch besides the trolley once more. Now go into the steel cage and grab the DYNAMITE.

HOWEVER, do not go and destroy the big boulder next to the trolley lever just yet. Instead, go back a bit, and look for the two villagers standing on the other side of the rock. Blast them in the head with your Rifle until they go down. Now go and put the dynamite on the rock, and RUN AWAY. After the rock explodes, go through, destroy the two barrels for whatever contents are in there, then head in through the next door.

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|Lava Room(

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Head over to the right and grab a FIRST AID SPRAY and FLASH GRENADE hidden on the rocks as sparkling items. Now go to the right side, to the right of the switch, grab the SHOTGUN SHELLS (15). Now, take a look at your surroundings. See that big circle in the middle of the floor? By flipping the switch to your left, the floor will open up and whatever is over top of it will fall into the lava. Now, see that high-rising tower to your left with a ladder? By climbing to the top of it you can grab hold of a rope and slide down to the switch. Now, head to the door...

That's right. Two El Gigante. Head straight to the switch and lure the first El Gigante over top the circle, and then flip the switch. There's one opponent down (later, that El Gigante might pop out of the lava briefly, but he cannot do anything to you). Now you have to fight the other El Gigante. Same tactics apply; use a weapon or Hand Grenade to deal him damage, then stab the parasite on his back. Alternatively, use a Rocket Launcher. After the battle, grab the 15000 PTAS the non-lava'd El Gigante left behind, exit through the door you came through, then head back in. Grab the 15000 PTAS over the lava pit, then head to the door you didn't come through. Remember to break the two barrels first before

continuing on through.

|Novistador Cave(
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Trust me. You WILL dislike this part. Anyways, alternate between your Handgun + Rifle and either Shotgun or Magnum. The Handgun should be used for attacking the Novistadors that are flying to kill them instantly in short-range while the Rifle should be used for long-range, while the Shotgun/Magnum should be used to take out the Novistadors who are walking on ground and WON'T be so easy to take out.

Anywho, go through the tunnel, then take out the Novistadors that will immediately come in. After they're all dead, head left and grab the GREEN HERB on the ground here, then go right. At the base of the hill, pick up the FLASH GRENADE, then head up the hill. At the top, hang a right into a cavern where you should first pick up the GREEN HERB, then hit the switch. Turn around, and when Novistadors come in, throw a Hand Grenade, then start pummeling them with ammo.

After, head out the cave, and take care of any of the Novistadors that come at you. Once they're all dead, take out your rifle and aim north. You should see a couple of Novistadors in the far distance flying around. Take them all out. Now head right to the base of the hill and grab the SHOTGUN SHELLS (15), and then head up the hill. Up here, go grab the RED HERB, then start moving across the bridge. One ambush later, press on, grab the HANDGUN AMMO (20) lying on the ground, and go right into another cave. Press the switch here. No ambush. Now go outside. That's where your Ambush is.

Anywho, there's two things you can do. You can either kill off all the Novistadors that are flying and running around, or you could run across the bridge to the other side, open the door, and get to safety. I recommend the latter choice, since more likely than not you're running sparse on ammo by now.

Once you do make it through the door, you'll see some pounding rocks falling from the cylinders. It's not too complicated - just wait until the rock begins to go back up, then run ahead. Once you make it past the first two rocks, pull the lever to your left. Now, try to approximate where the fourth rock was going to fall (Use the non-shadowed part of the floor as reference), then run past the third block and under the fourth block. After the fifth rock lifts up, run past it also. Once you make it out, continue along the tunnel into a large cavern. Here, run to the shrine and examine it for the ROYAL INSIGNIA. Examine the pedestal where the Royal Insignia was again to go up and end the chapter.

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|Small Castle Entrance (

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Go and break the two barrels to the left side, one of which has a GREEN HERB in it, then go and take the LETTER FROM ADA file off of the wall. Now, go and talk to the MERCHANT and buy/sell/tune up what you need, then save at the typewriter. Head out now onto the path again, and continue down again. Once you make it to some broken columns, tread along slowly. Take out the two guards that are around, then grab 2200 PTAS off a chest to your left. Continue on and break the barrel, then progress down the left until you hit a ladder. Go up the ladder, and at the top, you'll see a gathering of villagers. A couple of Hand Grenades should take care of them easily enough.

After they're all dead, grab the items that their bodies leave behind, then go up to the door. Hmm..."Offer the sacrifice to the lion"...Head right and go into the broken shack to pick 1800 PTAS off the floor and a VELVET BLUE from the moss-covered well, then head up and around the old wooden shack. Remember to break the barrel on your way in. In the wooden shack, destroy the crate for a random goodie, then rotate the crank until the hole in the floor opens. Afterwards, head down the ladder through the hole in the ground that appears.

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## |Tombs (

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In here, head down the tunnel around the stone block with a message on it. Going down the tunnel, destroy a crate first to your left and then to your right for a VELVET BLUE and then a random item. Once you get into the large room, stay back, and whip out your Rifle. Start sniping any targets from afar. Once they start coming at you, stand your ground, taking out any targets coming from either left or right with your Handgun or Shotgun. After they're all dead and the various items that their corpses have left behind have been ransacked of, take out your Rifle. See those three holes that act as windows to a room to your upper left? See that figure with a potato sack and chainsaw wandering around in that room?

Yep, that's right. Better to take him out now than later. A very good thing is that you can snipe him from afar, and he won't leave his room at all. Once he doesn't get up anymore, you know it's safe and that he's dead...Well, at least the dead part. Now, head down the left stairs, and grab the VELVET BLUE shining on the floor to your right. Continue on right, and go down the stairs here. Inside here, open the tomb and take the STAFF OF ROYALTY. Now, head back outside, and go along the path of bear traps, either setting off the bear traps with your weapons or walking around them. You might run into a few more villagers while going through the path of bear traps; take care of them with efficiency.

Once you finally hit the ladder, don't go up. Instead, head right, and before going through the door, take out your most powerful weapon. Yep, that's right. It's another chainsaw man. Take him out as quickly as you can, and more villagers will start coming in through the downstairs door. Once they're all dead, grab the remaining goodies from the carnage and the 10000 PTAS from the dead chainsaw man. Destroy the crate and two barrels for some goodies. Head upstairs and grab the extra 10000 PTAS from the second dead chainsaw man's body, then destroy the barrel for a YELLOW HERB. Before taking the item off the table, knock over the ladder. Now take off the table the KEY TO THE MINES.

You'll have to fight off some more villagers as they come in, and with the ladder knocked down, you can take out the ground forces coming upstairs first without worrying about the ladder folks. Once the ladder folks climb up to the second room, pick them off with a Handgun and watch as they fall to their demise. A Hand Grenade works to take out the villagers below too. After they're all dead, head downstairs and go up the staircase. Take a RED HERB from your

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|Statue Room(
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Head down the hallway a short bit, then grab the HANDGUN AMMO (10) and HANDGUN AMMO (15) off the table to your right. Next, save at the typewriter. Now continue down the hallway until you get into a large room. Out here, destroy two urns on the stands to your right, one of which contains a VELVET BLUE, then head down the stairs and across the bridge. Oops. Now go back up the stairs you just came down, slaying the lone monk, then head up the ladder. Up top, destroy the one urn on the shelf for a random item, then kill the monk here. Now head up to where the monk came from, and jump across the moving hands and onto the platform in the middle, killing all the Los Illuminados in the process that are in your way.

On the platform here, flick the switch on the belly of the Salazar statue, then jump across the second hand to the other side. Over here, destroy the two urns on the cabinet to the side, one of which contains a VELVET BLUE. Jump downstairs down and kill the red-clothed monk here; afterwards, pick up 5000 PTAS off his body. Destroy the single urn, and pull the lever next to you. Hmmm...not quite. Now, climb up the ladder, and get onto the hand. Wait for the hand to rise up a bit higher, and go onto a high platform, taking out all the Los Illuminados members around you. After collecting treasure from the carnage, break the single large urn here. Go around the back along the path, destroy the smaller urn at the end for an item, then flick the switch on the back of statue Salazar's neck.

Now, go back around, and back here, jump over both hands to make it to the other side. Here, defeat all the monks, destroy the two urns for their goodies (one of which is a SPINEL), then flick the lever. Head downstairs now, and go across the bridge. Salazar's statue will suddenly start moving, and you'll have to press A to sprint. The statue will also knock over some columns, forcing you to press L, R, and then L + R in that order. Once you reach the exit door, kick it until you can get outside, then out here, sprint again using A (and tap FAST), and after a while, you'll have to press either A + B or L + R then tap A again to climb up. Afterwards, head through the door into the Small Castle.

|Small Castle(
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Badass. You'll also have to press a L + R or A + B combo partly through the cutscene, so be warned. Afterwards, grab the HANDGUN AMMO (20) off the boxes to the left, then go behind all the boxes to the left side for a chest with a YELLOW HERB inside it. After all this, go up the stairs, and when you get the cutscenes of the monks bringing down barrels, take out your Rifle. Look up and to your left, and kill the two/three monks up there (one of them might jump down later). After they're all dead, head up the stairs. When you have wooden planks to your left, head onto it and break a barrel on your path for an item. Next, climb up the ladder.

Up here, you'll see a cutscene of monks coming in from downstairs. Start throwing barrels at them by continuously flipping the switch next to you until they're all dead, then continue on. First off, continue heading up the stairs to grab a GREEN HERB, then go back down. Destroy the barrels around, then head onto the elevator here. Push the two crates on, then hit the switch. Now, you'll have to take on archers from four sides, along with red-clothed monks that constantly drop down onto your elevator. Afterwards, head outside along the straightforward

path, breaking the three barrels on your way. After those three barrels, keep your eye to your left for a RED HERB, then continue on into the elevator. Head up.

Upstairs, head along up the stairs, and next to the typewriter, grab the TMP AMMO (50), RIFLE AMMO (5), FIRST AID SPRAY, and MAGNUM AMMO (5). Afterwards, grab what you need at the MERCHANT, save at the typewriter, then head inside.

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|RAMON SALAZAR                                     |
|                                                    |
|Meh...that's one ugly guy. Anywho, Salazar is made up of four main parts - two |
|guarding tentacles, the main tentacle, and Salazar himself. The two guarding |
|tentacles will be the ones doing the most attacking, and their swipes can    |
|usually be dodged with the L + R and A + B combos. If you do get hit by one of|
|these tentacles, you'll be brought down to the floor below, where there will |
|be some parasites running around, so climb up the ladders that are around.   |
|                                                    |
|Anywho, there's the problem of the main tentacle. It has two attacks. One is a |
|very rare attack in which it will strike you with your head, and you will have|
|to manually dodge it. The second is an instant-kill attack, where the main    |
|tentacle will open it's mouth and try to devour you whole. When you see this, |
|RUN OUT OF THE WAY! Now, defeating the boss. See that eye on the main tentacle|
|there? You have to shoot it until it bursts. When it does, a protective cocoon|
|will open, revealing Salazar himself. Blast Salazar with your most powerful   |
|attacks (Magnum/Rifle, or simply a single Rocket Launcher) until the cocoon    |
|closes again, then repeat the process of attacking the eye on the tentacle and |
|striking down Salazar.                               |
|                                                    |
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After the battle, start grabbing the items around you. On the top floor are SHOTGUN SHELLS (15), GREEN HERB, and HANDGUN AMMO (20). On the bottom floor, there are eight barrels, one of which has a second GREEN HERB in it. After, climb up the platform in the center of the room, grab 50000 PTAS, then head outside. Out here, break the two barrels, one of which contains a third GREEN HERB, then head down the rope ladder. On the bottom, destroy two more barrels for items, then head down the elevator. On the bottom floor, go through the tunnel until you come into a MERCHANT's shop.

In here, destroy the crate for a SPINEL and then the two barrels, and grab the FLASH GRENADE. To a table to the right of the MERCHANT, grab a SHOTGUN SHELLS (10), RIFLE AMMO (5), and HANDGUN AMMO (15). Do what you need with the MERCHANT, save at the typewriter, then go through the door. Out here, head along the tunnel until you run into a familiar face...

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Chapter 5.1
(115.1)

|Island Entrance(
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Cue some cutscenes. Afterwards, head along the dark path. When you reach a lighted part, there's a bridge ahead, but don't go along there just yet; instead, continue on your way until you hit some cliffs. Knife the two crates up top of here to grab a random item and an EMERALD. Now head back to the bridge, and walk over it and up along the path until you see an island in front of you. You'll also get a cutscene with Ashley being taken off. Grab a Shotgun, and shoot out the spotlight up above you, then jump over the island. Continue on, and IF YOU DID NOT SHOOT THE SPOTLIGHT OUT, you'll suddenly be attacked by a new variant of the Las Plagas enemies, militia. The militia are stronger than the villagers, and carry weapons such as spark rods and spiked weapons. Take them all out (if you didn't destroy the spotlight), and wait to make sure that no more are advancing towards you. Once that is done, grab the HANDGUN AMMO (10) off the crate, then continue along a bit. A large militia with a machinegun will come down, and this enemy is known as the Gatling Gunner. To take him out, grab a Rifle, Incendiary Grenade, or Flash Grenade, and constantly blast him (in the head with the Rifle). When he begins to fire, hide behind a wall or door frame that is around, then attack him again when he stops momentarily to reload. If he advances towards you, retreat. Once he is dead, grab the 15000 PTAS that he leaves behind, then advance with a Shotgun or Handgun in hand.

Run up to the top of the hill, to the south of the door that Ashley was taken through, and stay near the sandbags. Take out anybody that comes close, and repeat this manner of fighting until no more enemies are coming around (the battle music should still be playing). Once they are all down, head back to the house that you were hiding in/behind from the Gatling Gunner and grab the GREEN HERB sitting on the crates in here. Now head into the house behind the wall and sandbags you were hiding at, and grab the TMP AMMO (50) off the crates. Next, go to the door Ashley was taken through, and examine it to send out a red light. Now, go back to the building you just came from, and climb up the ladder outside there. Rotate the reflector here until it reflects the light onto a second reflector. Climb down now, and go to the second building, to the right of the building you were using to protect yourself from the Gatling Gunner. Climb up the ladder in here, grab the MAGNUM AMMO (3) off the roof, then rotate the reflector here to bounce the light into the second yellow disk beside the doorway. Now get down, and head to the doorway.

In the cavern here, jump over the small brick wall and grab the SHOTGUN SHELLS (5). Continue down the hallway until you reach the mouth of the cavern. You'll have to dodge a boulder trap by pressing either A + B or L + R quickly. Once you continue on, to your immediate right, there should be two barrels. Destroy them both, one of which will contain a GREEN HERB. Now, continue along the tunnel, and once you make it past the next bridge, you'll have two more Ganados militia to take care of. Once that's all done, grab the SHOTGUN SHELLS (5) from the end of the cavern, then climb up the ladder.

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|Island Cliffs(  
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To your immediate left, there should be a militia over a small brick wall. Fortunately, he won't see you until you get close, so take him out as soon as you can. Grab the TMP AMMO (25) on a rock near where the militia was around, then turn around and head in the opposite direction. Jump over the gap in the cliff, then jump through the window to your right. Grab the RIFLE AMMO (5) off the table, then head down right, taking out some masked militia. Once they're

done for, head along, going left at the split. Grab a RED HERB, then continue along the right path. Here, shoot the gas barrel from afar to destroy the rocks blocking your way in, then continue on. In here, climb up the small ledge to grab a GOLDEN LYNX from the chest, then jump down.

Now, head back to where you came in through, and go to the leftmost stack of crates. Examine this spot for an EMERALD, then jump outside through the window to the right. Out here, grab your Rifle, and aim for the militia that is shooting fire arrows at you from above. Once he's been assassinated, continue on the regular path until you come to a stack of boxes about as high as Leon. Stay back here; there's a militia wielding dynamite here, and you don't want to get in the middle of his warpath. Thankfully, he can't throw past the crates, so stay back, and search him out with your Rifle. After he's dead, take out the fire-crossbow-wielding archer up on the bridge above, grab the HANDGUN AMMO (10) off the crate behind you, then continue on. You should see another fire-crossbow archer ahead of you, so take him out quickly. Grab the SHOTGUN SHELLS (5) off the crate near where he was. Now go up the hill this archer was on, and keep pressing to the left until you go through a door. Take out the militia that might be in here, then grab the TMP AMMO (25). More militia might come down from above, so hurry out.

Once outside again and on the hill, shoot the wagon ahead of you, then run back into the small cave. Once the flaming wagon has shot down past you, head back out and up the hill, and slay any stragglers. Once they're all done for the running, head down the hill, then go up the tunnel to your left. Up top, take out anybody up here, destroy the barrel just to make sure nobody hits it when you're near it, then continue along the tunnel. At the end, grab the SHOTGUN SHELLS (5) and GREEN HERB, then head back outside to the top of the hill. Press the switch next to the door, then go through. Go down the hill, do what you need at the MERCHANT that is here, save at the typewriter, then continue advancing along the hallway. You'll face some more militia, but don't bother with them except for one quick Shotgun blast or Flash Grenade. Instead, head through the door to your left.

|Kitchen Area(

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Check the locker to the immediate left of the entrance door for 2000 PTAS. Now run along the hallway (the door to your left is locked). Open the bin to your right at the first turn for an INCENDIARY GRENADE, then continue on to the end and a door. Inside, you'll encounter a militia. Take him out quickly, and that'll be the only one. Head around the side from whence the militia came, and open the briefcase for a SHOTGUN SHELLS (10). Now continue on, until you see some raw meat hanging down. Look to your left, and you'll see a large white container. Continue on slowly, with your hand on the R and A button. A militia on fire will burst out - hit him quickly before he can run into you. Now examine the water for a HAND GRENADE, then go through the door.

|Camera Area(

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Here, head along the hallway. Past the first corner, you'll hear a bloody roar. Go on a bit more, and you'll face a villager in armor. Hit him in the head - it's basically the only position he is vulnerable in. After he's dead, continue on your way until you hit some stairs. Go downstairs, where you'll face another armored militia and a fire-crossbow archer. Not only that, but before you've likely taken them out, two more militia will have come from upstairs, one with a shield. Once all four of the enemies have been taken down, grab the items left by their carnage, then check the briefcase you probably saw from the stairs for a RED STONE OF FAITH. Next, look in the pantry that is behind the stairs for two

barrels, one of which contains a YELLOW HERB. Now, go back upstairs and go through the door to your left.

In here, grab the HANDGUN AMMO (10) off the cabinet right in front of you, then run around. You'll see a cutscene. Oh noes. Now continue on through the door to your left. In here, go down the hallway, opening the cabinet to your left for SHOTGUN SHELLS (5). Hang a right through the door in here to grab SHOTGUN SHELLS (5) off a crate to your left, and break the glass on the cabinet for RIFLE AMMO (5). Now go talk to the MERCHANT and do what you need to do here. Go for some Shooting Gallery fun if you want, then head back into the main hallway. Here, you'll see some shutters, and when they open, some militia will shoot arrows or throw dynamite at you. Shoot them down, waiting until the shutters stay open, then open a filing cabinet to your left for an EMERALD. As you continue, you might fight a few more militia. Now open the red chest in the northwest corner for TMP AMMO (50), then grab a RED HERB from behind the small wall. Now go through the door.

|Second Floor(
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In here, go left, and grab the GREEN HERB. Head through the door door, and break the crate here for a BRASS POCKET WATCH. Save at the typewriter, then go out and up the stairs. Past the two stairs, go left at the split, and take an INCENDIARY GRENADE from the box. Continue on until you see a door with some red lights over it, and enter.

|Hospital Room(
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Things are beginning to get scary...Oh well. In here, go through the small door, and examine the thing through the window. Now what is THAT!?! Head off to the right, and examine the security system. To open the door, press Blue once, Green twice, and Red thrice, in no particular order. Inside, pick up LUIS' MEMO 3, which contains a really important note on the Regenerators, the single most tough enemy in this game. Since you probably will want to know what they are and how to defeat them beforehand, that gray-skinned humanoid is a Regenerator. Regenerators have three parasites on them that must be sniped by Rifles with thermal sensors to kill the Regenerator. You can also kill a Regenerator by blasting them with a lot of force, and I mean a LOT of force (try at least a half dozen fully upgraded Broken Butterfly shots). However, you might be wondering WHY they are called Regenerators; it's because they regenerate their body parts quickly. However, this won't save them from either Rifle-sniping or a lot of force.

Now, pick up the TMP AMMO (50) on the ground here, then take out of a dead man's hand the FREEZER CARD KEY. Oops. What was that thump? The Regenerator is alive! However, since you are probably ill-equipped at the moment, you should throw a quick Flash Grenade and then leave. However, if you do decide to kill it, you will receive 5000 PTAS for your effort, and afterwards, can grab an EMERALD from the cabinet in the room the Regenerator was in by slashing the glass. Then leave.

|Second Floor(
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Out here, tread around slowly. There's a Regenerator around, so when you're headed to the corner where the three-way split is, throw a Flash Grenade to momentarily blind the Regenerator. Afterwards, run across the hallway, and go through the barred doors. Open the door to your right with the Freezer Card Key, and then enter the Freezer.

|Freezer(

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More Regenerators. Damn. Pick up the RIFLE AMMO (5) to your immediate left, then tread to the back of the room and grab the GREEN HERB here by slashing the glass. Now go into the room to the right of the entrance and rewrite your Card Key into the card key rewriter to gain the WASTE DISPOSAL CARD KEY. Now turn the dials on the cyrogenic machine, and the room will defrost. Head up take the right room here. Open the cabinet here to get the INFRARED SCOPE, and immediately equip it onto your rifle. Now head out and aim at the Regenerator that has been released, and shoot all the red spots. This will kill the Regenerator. Afterwards, grab the 5000 PTAS and head outside.

|Second Floor(

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Out here, go right and up, and open the briefcase for an EMERALD. Turning around, you should see a Regenerator looming towards you. Take care of him before he becomes a nuisance with your newfound and trusty Infrared Scope. Grab 5000 PTAS off the Regenerator when dead, then open the red box for RIFLE AMMO (5). Head up to the doorway from whence the Regenerator came, and open it using the Waste Disposal Card Key. Now enter the Waste Disposal Room.

|Waste Disposal Room(

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In here, go to the end of the room, and pick up the TMP AMMO (25) off of the boxes. Now go through the door, and in here, grab the HAND GRENADE. Now, see the switch? Basically, you pick enemies off the floor below and try to drop them in the waste disposal vent (Try to grab the Gatling Gunner first, lest you let him shoot you down later). However, when they finally notice you, they'll start running towards you, so watch out when that happens and quit fooling around. After they're all eliminated, go downstairs, grab a GREEN HERB hiding behind one of the waste boxes, then go through the door.

In here, grab the TMP AMMO (25), then head up the two stairs. Up here, grab the SHOTGUN SHELLS (10) off the table and a YELLOW HERB off a different table. Open a locker for a FLASH GRENADE, then head through the door.

|Prison Area(

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In here, go along the hallways, until you see the cutscene. Around the corner, throw a Flash Grenade, then nail the two armored militia in the head until they're both dead. Unfortunately, we can't get into the cell door just yet, so continue on through the door.

In here, head down the stairs and pick up the SHOTGUN SHELLS (5) to your left. In the next room, turn right IMMEDIATELY, and take out the enemies coming in here. Take out the rest of the enemies, which include one with a shield and one with a crossbow, until they're all dead. Now grab the RIFLE AMMO (5) in the cabinet opposite you, a FLASH GRENADE off the table next to the door, and then head downstairs. Go behind the stairs, and take the MAGNUM AMMO (5) off the cabinet there. Now go through the second door. Go up the stairs in here, and enter the door at the end of the hallway. In here, grab the GREEN HERB, and save at the typewriter. Now head through the other door.

|Laboratory(

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In here, go through the door, and watch the cutscene. Turn to your right with your Rifle and Infrared Scope equipped. You'll see four hot spots on this creature - shoot them all. Unfortunately, this creature, nicknamed the Iron Maiden, has five hot spots on it, one of which is on it's back. Shoot it's leg out to make it fall down, then shoot it's back. Besides having five hot spots, the Iron Maiden also has spikes on it, and can attack from a further distance. After the Iron Maiden falls, grab the STORAGE ROOM CARD KEY.

After the battle, pick up the RIFLE AMMO (5) off the table, and TMP AMMO (25) hidden behind some glass, then go to the right of the giant broken window. Open the briefcase here for RIFLE AMMO (5), then go through the large window screen. On the left side, destroy the glass window for a RED HERB, and then a GREEN HERB, and SHOTGUN SHELLS (5) off a cabinet to the right. For an EMERALD, shoot the four small glass cylinders, then check the area where the glass fell. Now go through the door in the northwest corner, and go through the door behind it as well.

|Communications Tower(
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Here, look overhead until you see some crows. You know what you can do. Afterwards, head along the path until you find a MERCHANT. Do what you need with him, then break open the three barrels, one of which contains a YELLOW HERB. Now head to the end, and go up to the top via the elevator. Up at the top, look to your left for a GREEN HERB, then head around to enter the communications room. Cutscene. Afterwards, backtrack all the way to the Prison Area. Just to make a note; they'll ambush you just before you reach Ashley, so watch out for some enemies.

|Prison Area(
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Here, go and unlock the door of Ashley's cell. Go inside, and around the back, and you'll get a cutscene.

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Chapter 5.2

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|Prison Area(
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Take the SHOTGUN SHELLS (10) right in front of you, then go along the path. Grab the PAPER AIRPLANE, then leave the room. You'll encounter an enemy ambush, one of which is an armored militia, another of which has a shield. Take them all out, then start backtracking one room back to the Waste Disposal Room.

|Waste Disposal Room(
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In here, take out the immediate ambush. Now try to go down a bit to the next door, and an enemy militia will shut open the door. Take out the militia, then go and place Ashley in a spot that you can defend her from the switch. Now go and flip the switch to open the door, and more enemies will pour through the door. Take care of them before they can get in too far, then go down into the next room. Jump down the junk disposal.

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|Waste Disposal Bottom(  
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Yep, it's an Iron Maiden. Go and flip the lever, and it'll come alive. Blind it quickly with a Flash Grenade, or even a Hand Grenade, and then start sniping the four hot spots, taking out it's legs, and sniping the hot spot on the back (Alternatively, you could go through the door and flip the lever on the other side to trap it first). Once it's dead, pick up the 20000 PTAS it leaves behind. After, go through the door, pick up the RIFLE AMMO (5) to your right, then continue along the path, flipping another lever. Once you reach the box, make sure you have Ashley following you, then push the box into the water.

Now, go across the water, leaving Ashley behind. Grab the RIFLE AMMO (5) and GREEN HERB on the floor, and turn around to see another Iron Maiden. Grabbing the 20000 PTAS it drops, call Ashley to you, and continue along. Push the box over, then go through the door ahead.

|Lava Pit Room(
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In here, take out the small ambush that attacks you, then destroy the barrel for a random goodie. Continue along your path, grabbing the GREEN HERB, then go through the barred doors. Go along the path until you drop into a room with a pit of lava in the middle. There's an exit, but of course, more enemies come out to your left. Take them out quickly before they can hurt you, then defeat the enemies overhead to your left, then run up to the small room at the top. Get Ashley to operate the switch for the wrecking ball, take the HANDGUN AMMO (10) and RED HERB, then head outside on your own to duel with the militia until the wrecking ball breaks open your exit. Once it does, don't bother staying around; go grab Ashley and head through the door.

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|Shutter Corridor(  
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Equip your Rifle and Infrared Scope. Yep. Leave Ashley behind and then move up a bit, and the shutter will open on it's own (though in some cases you might have to open it first instead of it opening automatically). Take out the Regenerator that is behind the door for 5000 PTAS, then go through the door to your right. In here, open a cage to the right side for an INCENDIARY GRENADE and the cabinet up top for RIFLE AMMO (10). Exit back into the hallway, and continue along now.

When you near a split between left and up, you'll more than likely encounter another Regenerator. Keep Ashley to the left, and face the Regenerator at the split. Once it's dead and you're 5000 PTAS richer, go through the door to the left. In this room, grab the GREEN HERB in the northwest corner, open the locker to the immediate right of the entrance for SHOTGUN SHELLS (10), and then press the red switch. Head out into the hallway, go to the half-opened shutter, and send Ashley through to open the rest of it up.

Here, go through the right door for a sanctuary area. In the locker here, there should be a RED HERB. Talk to the MERCHANT to get what you require, save at the typewriter, then head back out. On the high security door here, leave Ashley near one of the switches, and go to the other. After figuring out to flip both switches at the same time, press A on the count of three. Enter the room.

|Bulldozer Room(
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Oh my. Break the three crates to your right for some random goodies, then go grab the SHOTGUN SHELLS (5) and RIFLE AMMO (5) to the left, and break one last crate for a FIRST AID SPRAY. Now get onto the bulldozer back, and Ashley will start operating. A few notes on riding the bulldozer;

- You cannot get off while the bulldozer is running.
- Enemies will start running from behind and jump onto the back. You can take these out by blasting them with a Shotgun to keep them down before they can jump on, but there are some enemies that jump down onto the back. These are the ones you want to worry about.
- When the truck comes around, shoot it around the engine. When it starts flaming, you're safe.
- When the truck moves again, don't bother with it, as it'll destroy itself on it's own.

Once you reach a block, get off, and go up the ladder to your left. Take out the enemies in your way, then turn around and use a Rifle on whomever has crept down to the bottom and is trying to do anything to Ashley. More enemies will come down to Ashley occasionally, so watch out for them. Now grab the GREEN HERB from behind you, then go flip the switch. Go around the other way, grab the TMP AMMO (25) here, then get back onto the bulldozer. After it's done rising, the bulldozer will start moving down again. Same things apply, but two things of note; there will be a lot more enemies jumping down onto the truck, and when you hear an engine, turn around and shoot the truck. After a cutscene, the bulldozer will be destroyed. Grab the HANDGUN AMMO (10) on the floor, then go into the next room.

In here, open the cabinet to your right for a HAND GRENADE, and the cabinet to your left for 5000 PTAS. Take the SHOTGUN SHELLS (10) off the chair, then open the briefcase for the GREEN STONE OF JUDGEMENT. HANDGUN AMMO (15) lies on a cabinet to the left of the typewriter. Do what you need with the MERCHANT, save, then go through the door. Cutscene.

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|Catwalks (

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Straight off the bat, go and grab the 5000 PTAS lying on the floor to the left of the stairs. Now go upstairs and grab the OUR PLAN file off of the table, then head through the door to your left. Head through the door to see a cutscene. After, go down the stairs, and grab the SHOTGUN SHELLS (5) on the other side of the catwalk. Now look up to your left to see eight different windows. Shoot any one of them to break the glass, and an EMERALD will drop down. Now go down the stairs. On the floor, grab the GREEN HERB, then head through the door.

In here, you'll meet up with some enemies. Take them out, which include a shield-bearing enemy and a crossbow-wielding enemy, then go to the end and into the door to your right. In here, grab a FLASH GRENADE off the boxes, as well as 3000 PTAS. Go back outside, and head up the stairs to the end. Here, open the locker for 1200 PTAS, grab the SHOTGUN SHELLS (5) off of the table, then head back downstairs and go through the new door. In this room, go along the straightforward and enemy-free path. Grab the SHOTGUN SHELLS (10) at the end, then head right and into an elevator.

At the top, you'll encounter an action cutscene. However, this cutscene will involve a ton of A + B, R + L, and even some rapid A or B pressing. Once the cutscene is over, you'll get a call. Afterwards, climb down the ladder and head through the door.

|Paul Anderson Room (

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Heh heh...you'll see why it's called that. Go through the door, and you'll see why. Lasers! The first two can be dodged easily by first waiting for an opening and then running through. The third and fourth must be dodged by either L + R or A + B, the fourth one twice. When you get to the end and flip the switch, the lasers at the other end of the hallway will come at you VERY quickly - press whatever combo is required. After, go through the door.

In here, go up to the throne and take the EMERALD off the throne. Now sit on it, and once you get off, look up from the position you're facing. You should see a sparkle; shoot it down for an ELEGANT HEADDRESS. Now go through the door, and head downstairs.

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|Cavern Area (

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In here, go along the hallway and down the stairs. Behind the staircase, there should be a GREEN HERB and EMERALD. Now continue heading along the tunnel until you come to a MERCHANT and typewriter to your left. Do what you need to do there, then grab the LUIS' MEMO 4 sitting on the box to the left of the merchant, and a MAGNUM AMMO (5) from inside the caged area, as well as a RED HERB on the floor. Afterwards, go through the large door.

In here, go down along the path. To your left after the first broken steel wall is a YELLOW HERB. Continuing along into the lighted space, grab the TMP AMMO (50). With that out of way, continue along the path until a cutscene occurs. Head up a bit more, and another cutscene.

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|"IT" PART ONE

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|Immediately start off by firing at It. Once it retreats, keep this in mind -
|occasionally, it'll try to grab you, and you'll have to press A + B/L + R

|before it can succeed in it's evil intentions. If you get grabbed, you'll have
|to rotate the Analog Stick to free yourself. Anyways, start off by going up
|and turn a right for a SHOTGUN SHELLS (10). Go the opposite way now, and at
|the dead end, shoot the green board to make the light lift up. Past the now
|open door, press the red button. Backtrack all the way to where you started,
|and then go the other way. Take the right path first for a GREEN HERB, then go
|to the left side and past the door, remembering to shoot the light first. In
|this path, as you go up, It will drop down behind you. Turn around and take
|him on, then once he retreats, press the red button. Now go to the red door
|that you just went path, and head through it.

|Here, immediately go to your left to grab an INCENDIARY GRENADE. Next, go up
|the main path, and go left. You'll face It again, so take him out. Once you're
|done, back up a bit and look up to your right past the locked door. You should
|see the green light up here. Shoot it. Now go past, and go right for a HAND
|GRENADE. Now go back to the split, and this time, head right. Destroy the
|green light that is behind you to open the door, then go in and press the
|switch. Head back now and press the other switch, then go through the second
|red door.

|In here, ready your weapons, then go up right and press the red button. It'll
|open the red door blocking off your path, but It will drop down again. With
|a metamorphosis in store, It will be a bit tougher this time. Afterwards, go
|through the tunnel the red door blocked off. Head along the path (take note of
|the large red door) until you hit a dead end, then look over the railing for a
|green light. Shoot it, then head around all the way back to the front side.
|Press the red button, then head all the way back to the red door, ignoring It.

|Past the red door, you'll see a hook. Move forward and jump onto it to escape
|the clutches of It.

On the solid ground provided, walk along the path. Oops.

|"IT" PART TWO

|Immediately turn around and head up and right to a cage door with a lever next
|to it. Go through to the end of visible sight and grab the HANDGUN AMMO (10),
|and then turn around to face It. When It gets near the red barrel, shoot the
|barrel to make it explode. With It damaged, run around the rock the red barrel
|was leaning against for a GREEN HERB and SHOTGUN SHELLS (10). Now circle
|around It and back into the tunnel, and keep the red barrel to your back.

|Since It can break through the bars, watch both sides to make sure he doesn't
|sneak up on you. The side that he does come through, back away, and shoot the
|barrel to make it explode on him, then shoot him some more before getting out
|of the tunnel.

|Eventually, It's body will droop to the ground, and the upper part of it's
|body will do the attacking. Take it out as well, as it's alot weaker than the
|main It. Main It's attacks are basically to either hit you, or grab you and
|take off your leg, the latter of which can be dodged by Analog Stick rotation.

|As always, the Rocket Launcher serves true. However, in this case, the Rocket
|Launcher needs to be used twice to slay It.

After, grab whatever items you didn't get, and the 50000 PTAS It drops, then go through the door that you almost could've gone through were it not for It's intervention. Now go through the tunnel, and when you head up a staircase, go onto the elevator and head down back to where you came from. Grab a GREEN HERB that It prevented you from obtaining earlier on the ground, then come back up. Now climb up the ladder to the top.

|Camp Area(

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Up here, take the SHOTGUN SHELLS (10) off the table near you, then grab the HAND GRENADE from the cabinet. Now head outside. Out here, destroy the nearby barrel USING YOUR KNIFE for a RANDOM ITEM, then head off to the side and look over. You'll see a ton of Ganados militia in a gathering on the campground below. A cleanly placed shot at the oil barrel near them will kill most of them instantly. Once they've all been wiped down, jump down into the valley, and grab whatever they've left behind. Now break the two barrels behind the tent for RANDOM ITEMS, then head to the front of the camp. Up here, take the TMP AMMO (50) off the boxes, then head out onto the cliff. Take the YELLOW HERB out here, then head into the tent. Break the two crates here for random items, then go down the ladder.

Down here, look up immediately and shoot the sparkling item for an EMERALD. Break the barrel for a RANDOM ITEM, then go down the path. At the first chance right, go down that path and take the BLUE STONE OF TREASON. On the first left, break open the two crates, one of which has 5000 PTAS, the other which is a RANDOM ITEM. Now go to the end. Break the barrel beside the ladder for a RANDOM ITEM, take KRAUSER'S NOTE off the table, do what you need with the MERCHANT, save at the Typewriter, go to the Shooting Gallery if you want, then head up the ladder.

Out here, break the barrel behind you for a RANDOM ITEM, then go through the wooden gates at the end.

|Island Military Installation(

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Out here, just head along the path until a cutscene occurs. Afterwards, don't hide behind the walls - instead, run forward to the wooden door and get inside. In here, check the steel door for the timer to go off, and settle down in for the wait by grabbing the GREEN HERB and breaking open the crate for a RANDOM ITEM. Now keep watch until Krauser comes in. When he does, there are a few items you should know; the first thing is that at random, Krauser will get into a mini-duel with you, in which you'll have to press L + R and A + B until you win or lose. If you win, Krauser will be knocked down on the ground. The second note is that Krauser takes a lot to go down - this is the fight the knife was meant for. Use it as often as you can in place of a gun to conserve ammo.

Anywho, after you defeat Krauser the first time, the timer will be done, so head through the steel door. Out here, Krauser might throw a few grenades (in addition to dropping in a few times), requiring you to dodge them. Anyways, grab the SHOTGUN SHELLS (10) to your left, then continue until you hit a split. Here, take the right path, and when you see Krauser, take out your Rifle and snipe him down. You should be able to keep him down until he runs away again.

Now head down to the end, past the building that Krauser was on, to the right side, then head up left when you get the chance, grabbing the GREEN HERB as

well. Going up the stairs, Leon will obtain the PIECE OF THE HOLY BEAST, PANTHER. Grab the RED HERB that is just behind Krauser, then duel Krauser again. Once he runs off, grab the HANDGUN AMMO (20) in the area, then go examine the headless statue that just popped up. Move it left, down, right, and then down again onto the panel. Pull down the lever to open the gate, then head down to the area of the other exposed lever. Careful, though; on the last turn before reaching that lever, Krauser will be hiding, so throw a Hand Grenade to bring him out first.

Once he's finished business here, pull the lever and head through the gate. Jump down, and grab the GREEN HERB and TMP AMMO (50) right in front of you. Now turn left, and face the machines in front of you. You need to hit these machines just once to make them explode - but do it long-range. Head along the path until you encounter Krauser again, then make sure to destroy the machine with a red glow before it can fire at you. Now go into the gate. Here, take the YELLOW HERB. Now climb up the stairs, and go up the ladder. Up on the roof, head left and grab the MAGNUM AMMO (3) and GREEN HERB, then head right around the tower. Take the PIECE OF THE HOLY BEAST, EAGLE, then you'll fight Krauser to the death.

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+-----+
|KRAUSER                                     |
|                                           |
|Krauser is in no means an easy boss fight, but the way to defeat him is easier|
|than it is usually made out to be. Head shots are the most effective way to  |
|slay him, but because he has that giant arm shield, quick shots are usually  |
|not effective, especially with his quick legs to defend him. However, there is|
|an easier way (albeit requiring a lot of menu switching), and this is to first|
|knock him down onto his knees (you can't knock him flat on the ground,      |
|unfortunately). To accomplish this, use a Hand Grenade or Shotgun on his legs.|
|Once he's down, quickly switch to a Magnum and target him in the head, then  |
|repeat until he's dead.                                                         |
|                                           |
|However, there is one negative side to this fight; you only have three minutes|
|to win this in, so you'll have to take him out fast. After he drops dead, take|
|the PIECE OF THE HOLY BEAST, SERPENT from Krauser's dead body.                 |
|                                           |
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Quickly jump down the ladder, then jump off the wooden plank to your right. In here, insert the three pieces into the door, and enter to end the chapter.

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Here it is...This is the last stronghold of the enemy. Defeat them here, and there's nothing left in your way to Saddler. Anyways, grab the GREEN HERB in front of you, then save at the typewriter. Now head up the path, and you'll see one hell of a badass cutscene. After, go up and to the left into a tent to grab some SHOTGUN SHELLS (10). If the pilot yells at you to get away, do so, and he'll shoot down the machine gunner.

After the gunner is down, press forward. Two barrels to your left should contain a GREEN HERB and a RANDOM ITEM. At the split, head left, and take everyone around you with a Shotgun until the pilot blasts that side as well. Once that's done, go along that way until you come to a building with steel bar doors protected by a lock. Take out the enemies first, then kick/shoot the lock off. Head through the door, then run back out when Mike (the pilot) tells you to get out, plowing through Ganados militia in the meantime. Once the top of the building is destroyed, head back inside, and grab the GREEN HERB and HANDGUN AMMO (10) inside. Now take the right side for a barrel containing a RANDOM ITEM, then open the door to your left.

Step through the door now. Once the Gatling Gunner comes out, though, run back inside and take care of the regular enemies that are coming towards you. Once they're all dead, head outside and use your Rifle to take care of the Gatling Gunner. Once he's dead, go along the path. Break open the barrel on your way for a RANDOM ITEM, then at the top of things, go down the zip line to where the Gatling Gunner was, and grab the 15000 PTAS remaining behind. Take the HAND GRENADE that's around too, then jump down and flip the switch. Jump down once more and go through the door.

In here, immediately duck behind the sandbags until the first fire ceases, then go into the tunnel to your left. Break the barrel for a RANDOM ITEM, then hold off the enemies until Mike the pilot destroys the first machinegun. Once that's done (and the wave of militia stops attacking), take out your Rifle and snipe down the machine gunner right across from you. With him dead, climb the ladder up behind you, and once again, wait on Mike to cause some havoc. Still, the last machine gunner is left. Anyways, run around the path until you get to the other side, and go into the small space here. After waiting for the fire to cease momentarily and the barrel being broken apart for a RANDOM ITEM, go out and snipe down the last machine gunner.

Wait for Mike to destroy one last part of the installation, then head down the path. The lights will turn red. First of all, break down the gate and flip the switch on your side up. Next, go down the hole in which a gunner was originally, then head directly across for a GREEN HERB. Climb the ladder to your left now, then go to the second switch and flip this one as well. Now go to the large door, and enter through, after grabbing the FIRST AID SPRAY the last gunner leaves behind.

In here, head up the stairs until you run into a cutscene, and then another call. After, go back to the staircase, and look up at the pillar to the left. Snipe down the object for an EMERALD. Now go examine the wreck of the helicopter, and go straight between the two walls. Break open the barrel for a FIRST AID SPRAY, then take the right side. On the first pillar, examine the top for another EMERALD. Now head down to the large door and enter.

Down here, head down to the end, and go down the ladder. At the bottom, there is a PEARL PENDANT laying on the tomb behind you. Now go into the next room for a cutscene. Afterwards, take the HANDGUN AMMO (10) off the table, then go into the next room, and the room after that.

|Second Prison Room(

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First and foremost, SAVE AT THE TYPEWRITER! Can't you tell the breathing of a Regenerator by now? Next, grab a FLASH GRENADE on the cabinet next to the door and MAGNUM AMMO (3) from a drawer near the typewriter (don't open the waste bin), then go through the small hallway near the typewriter for a YELLOW HERB at the end. With your Infrared Scope and Rifle equipped, head through the prison hallway. Regenerator is in the second prison to your left; watch for it (or you could make a quick escape out). Once it sees you, back up and shoot it from afar. It's basically a regular Regenerator with Iron Maiden hot-spot locations. Afterwards, grab 5000 PTAS from the Regenerator, RIFLE AMMO (5) in the first cell to the right, and the RED HERB at the end of the hallway. After, climb up onto the top of the end of the hallway, and go through the door.

|Last Fight Area(

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First off, go down the stairs, then grab a GREEN HERB and destroy a crate behind the stairs for a RANDOM ITEM. Now go down the hallway slowly until you see an enemy up above. Take him out, and then the fight begins. Take out the enemies as quickly as you can. Once the Gatling Gunner comes out, back up and crouch against the left wall on the stairs, and aim for him with your Rifle until he is dead. When everything is said and done, go climb the ladder up in the upper left corner. Up here, take the FLASH GRENADE off the table, then hit the switch.

Now, stay here in this room with your back to the wall, and take out everyone who comes around until the wave stops. Sooner or later somebody will drop the EMERGENCY LOCK CARD KEY that you need. Once you get it, head out onto the catwalk, and climb up the ladder here. In the large building at the end, open the briefcase for 5000 PTAS, then put the Emergency Lock Card Key into the switch here. Break the two barrels for some goodies, then go to the two emergency locks and press the buttons.

Before leaving just yet, go to the ground floor and find the three barrels. Break them for a YELLOW HERB and two random goodies, then head inside the steel bar door here. Grab the RED HERB, then go through the door you need to go through. In here, turn to your left immediately and take care of two enemies with shields. Now grab SHOTGUN SHELLS (10) from the cage to your right, then head down the hallway leftwards and go through the door.

|Endgame(

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After the scene, head out through the door to your left. Go to your right and destroy the two barrels for 5000 PTAS each. Do what you will at the MERCHANT, then pick up the TMP AMMO (50) and GREEN HERB off the ground, along with LUIS' MEMO 5 beside it on a rock. Now enter the door.

In here, head down the stairs, then turn right to face off two armored guards, along with a couple of regular militia. Now head along the hallway and through the sliding door for one more cutscene. After, the chapter ends.



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Final Chapter

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(115.F)

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Endgame (

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Go up the second door frame and along a long set of stairs. At the top, grab the YELLOW HERB, SHOTGUN SHELLS (10), and OUR MISSION file. Now head outside. Out here, break open two crates, talk to the MERCHANT for last-minute items, then save at the typewriter. Grab the GREEN HERB that's around, then head down the staircase. Leon talks about something not being right. Yep, it's that time.

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+-----+
|SADDLER|
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|Immediately, run past Saddler and grab the SHOTGUN SHELLS (10) past the oil |
|barrel. Next, continue along the path to grab some HANDGUN AMMO (10), then |
|turn around to face off against Saddler. Now, see his four legs? On the |
|occasion, a yellow eye will open up on each of Saddler's legs. When this |
|happens, aim at the eye to make Saddler writhe and fall down for a couple of |
|moments. When this happens, Saddler's main eye will be prone to attack. Go to |
|Saddler's main eye and when the A button says CLIMB (probably a writing error |
|during translation, it really means stab), press it to stab Saddler's main |
|eye. Repeat this strategy on the four legs of Saddler until you run out of |
|power.
|
|Now, remember that oil barrel? If you shoot it while Saddler is near or over |
|top of it, he will also fall. Additionally, go to the end and climb up the |
|ladder. Besides having a GREEN HERB there, operating the crane when Saddler is |
|just behind you will throw steel bars at Saddler, harming him.
|
|More than likely, you won't be able to kill him even with these six hits. So, |
|there's the other side. From time to time, two stoplights will turn to green, |
|and the bridge to the other side will open up. You must run across, and if the |
|spotlights turn red before you reach the end, you'll have to press either |
|A + B or L + R to jump over. On this side, besides there being another barrel |
|and crane switch, there's also MAGNUM AMMO (3) and HAND GRENADE.
|
|You can also make Saddler fall down momentarily by using Hand Grenades or |
|Rocket Launchers.
|
|After five to seven hits, you'll receive the ROCKET LAUNCHER (SPECIAL) which |
|is on the upper side. Just aim at Saddler's general direction to win. If by |
|some chance you fumble up the shot, all you have to do is repeat the procedure |
|of beating down Saddler about another half dozen times before he finally bites |
|the dust.
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Afterwards, you'll obtain the JET-SKI KEY. Now head back down the tower

elevator. With the cutscene over, go down the tunnel, and jump down the hole. At the bottom, catch Ashley, then continue on through the tunnel. Here, you'll see a Jet-Ski that will obviously be activated by the Jet-Ski Key.

This is basically a fast do-or-die with no pause option, so I won't give you directions as you probably won't be able to read things and turn your head around to do said action quickly enough. Once you go through it, enjoy the ending. Mmmm...overtime...

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Unlockable!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

New Game+ is now open. By saving a file after completing a game, you can continue the game by starting a new game, but with all your items, upgrades, maps, files, and health intact! Additionally, Merchants will now sell everything they offered at the last Merchant in the game (except for regional maps).

The Matilda can now be bought from the Merchants for 70000 PTAs.

The Infinite Rocket Launcher can now be bought from the Merchants for 1000000 PTAs.

Starting a New Game+ gives you the option for Leon and Ashley to don special costumes.

MERCENARIES is now available on the title screen.

ASSIGNMENT ADA is now available on the title screen.

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Assignment Ada

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NOTE: Since you're treading area Leon once went on, this place should seem familiar. As such, I'll be giving somewhat more general directions.

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|Island Entrance(  
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Head down the path, but stop before the gap in the cliffline. Instead, take out your Rifle and assassinate the two militia at long-range. Head along a bit more until you reach the bridge, where you'll face three more militia, one from the left, two more from the right. Head along the left path and break the two crates at the top, one of which contains a YELLOW HERB. Afterwards, go across the bridge and cross the gap.

Here, grab the HANDGUN AMMO (10) off the crate, then climb through the window to your right. Go up the ladder here and grab some FIRST AID SPRAY. By now you

should've caught enemy interest. If you haven't, go look over the roof and shoot one of them. Now, back up against a wall, and shoot at enemies with the TMP until none are coming. Afterwards, jump down and go to the house where Leon once defended himself against a Gatling Gunner...speak of the devil. Take him out quickly using your Rifle, and hold off other enemy fire. After, go into the house and grab the TMP AMMO (25), then take the GREEN HERB just outside the house. Now take on the rest of the militia from a defensible position, and remember the Punisher has the potential to go through two or three militia at once.

After the horde dies down, go into the first reflector tower, then grab the HANDGUN AMMO (10) off the table. Head outside, and climb up to the top to take RIFLE AMMO (5). With that out of the way, go grab a second GREEN HERB beside the stair to the building the Gatling Gunner came out of, then go inside. Leap over the small wall for a YELLOW HERB, then go down the path, being wary of enemies and two barrels to your right. Go past the ladder at the end for a RED HERB, then climb up the ladder.

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|Island Cliff(

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Up top here, head left to break open the two barrels, one of which contains a GREEN HERB. Turn to your right to take on any enemies coming your way, then jump over the gap. Over here, jump through the window to your right, and inside, take HANDGUN AMMO (10) off the table. Take the right path now and destroy the oil barrel. Head along and jump up onto the ledge to open the chest for a HAND GRENADE. Heading back, go to before the window to grab a YELLOW HERB, then go out the window again.

Out here, wait out the militia, and once you're positive no more are coming, go along the path. Head up the tower, and at the top, shoot the oil barrel to kill any militia up here. Continue along to the end and grab the RED HERB from the cave. Turn around and take out whoever's coming at you, then head out. Throw a Hand Grenade at the large cluster of militia to the right, or otherwise just run past them down the tunnel they're guarding. Going through, grab the GREEN HERB where the Merchant once was. Down a bit more is RIFLE AMMO (5) and enemies. Besides a quick stunning shot, ignore these enemies and go up the ladder, and then into the ventilation shaft.

|Second Floor(

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Down here, go left first down the stairs, taking whomever is in your way, and go right at the first chance. In this room, destroy the crate for a GREEN HERB and take the TMP AMMO (25) off of the table. Go back to the ladder and go right. Head along the hallway to the hospital room, taking a GREEN HERB at the first doorframe, grabbing HANDGUN AMMO (10) from the red box, and facing a militia on the way.

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|Hospital Room(

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There are two militia here in the actual autopsy room; you can catch them by surprise with your Rifle. After, take the TMP AMMO (25) off the table right in front of you, a YELLOW HERB from the glass in the autopsy room, HANDGUN AMMO (10) off one of the seats in the operating room, and the PLAGA SAMPLE out of the man's hands. There'll also be a few electric rod-wielding militia with iron helmets, so watch out for them. Afterwards, leave.

|Second Floor(

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Here, head back to the split, and go through the steel bar gate. Now go into the freezer.

|Freezer(

γγγγγγγγγγ

In here, grab the GREEN HERB to your left, then go into the room to your right for RIFLE AMMO (5). Break open the glass in the cabinet at the end of the room for a HAND GRENADE, then go into the small room and open the cabinet for the second PLAGA SAMPLE. Head outside again now.

|Second Floor(

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In here, head right and up to open a briefcase for TMP AMMO (25). Now turn around and you'll face some regular militia, some shield-bearing militia, and some armored militia. The shield-bearers and regulars can be defeated by using the Punisher or TMP, but you'll want to use the Rifle on the head for the armored prisoners. After, head along the hallway to the waste disposal room, remembering to open the red box for a RED HERB.

|Waste Disposal Room(

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In here, run along down to the end of the hallway, and grab the HANDGUN AMMO (10). Go through the door to face off against two militia. Once they're dead, take the RIFLE AMMO (5) off of the table. Now, you have three crossbow archers and a Gatling Gunner below. Try to take the crossbow archers before the Gunner notices you, then dodge his first fire. When he ceases fire to reload, get out and take him out, not giving him an instant. Once he's dead, wait for some more enemies to come in. Take them out, then head downstairs. Grab a RED HERB right in front of the operating room.

Go through the door now, and take the GREEN HERB right in front of you. Head up the stairs, and at the top, take out the two enemies in here, one before the door is locked, one after. Once they're both dead, take the TMP AMMO (25) off the table, then flip the switch. A horde of enemies will come in; take them out before they come to you with a Hand Grenade, the Punisher, or the TMP. After, head off through the door.

|Prison Area(

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Head along the hallway, and once you get into open area, go right for a YELLOW HERB, then open the red box for a HAND GRENADE. Now go to Ashley's cell, but don't actually open the door. Instead, take out the enemies who come to the door, possibly throwing in a Hand Grenade or two. Once a count of four has been established, you can go in. In here, take the HANDGUN AMMO (10) off the table, TMP AMMO (25) off a box to your right, and a PLAGA SAMPLE from the briefcase at the end. Leave the cell and go into the next room.

In here, you'll be assaulted by about a half a dozen militia. Wait for them to come to you, and take them out. After the small battle, take the TMP AMMO (20) from the table right in front of the door, and the GREEN HERB off the last table of X-Ray scans. Going downstairs (make sure there are no enemies left), take a RED HERB to your left, then go take HANDGUN AMMO (10) off a windowsill behind you. Examine the door to find it locked, then when the ambush comes in, go and hide behind the staircase. When you see the shield-bearing enemies coming down


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|Village(
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This area is modeled after the village in RE4, obviously. The most important thing of note here is that the house that was blocked off is no longer blocked off, and you can use it as a hideout. The other locked cabins are also open.

The enemies you'll be facing off against here are the villagers, but they'll be upgraded beyond what you first faced in the village in the actual game. The main characteristic of the enemies here are their tendency to gather together in a group; for somebody such as Wesker or Krauser, this is your opening to cause massive ownage.

What you should do is run around from area to area gathering the time bonuses you find, then when you've got a large group following you, devastate them with something like a Grenade, TMP, etcetera. Once they're down for the most part, run away again, leaving them to gather and follow you again, and repeat the cycle. But be careful, as about three minutes in, the Bella sisters will come in, so you'll have to watch out for them and listen for the roar of a chainsaw.

|Waterworld(
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This area is chock-full of explosive barrels, so you definitely need to watch your footing, while at the same time, using this to your advantage. This is because the area is almost entirely comprised of militia, and fire arrows, electric rods, and the like won't be pretty.

The place itself cannot be found in the main game, and is an entirely new area. It consists of a few buildings with staircases to get in and out (and basements), and a few high-rising towers to climb ladders up. With three different levels of altitude around, you should have ease sniping down enemies from above.

However, while the militia aren't too tough, there is one problem; Dr. Salvador X. The regular chainsaw man could be stunned easily and knocked down to his knees, but not Dr. Salvador X. Dr. SX first off is not only a giant behemoth who has to be hit in the head to be stunned (and sometimes won't even be), but his chainsaw is a LOT larger than the regular size; not exactly pretty when you're hitting him straight in the head and he keeps coming at you. So watch out for him, and keep your Grenades ready, along with your most powerful weapons.

|Castle(
γγγγγγγγ

In the castle, you'll be fighting off monks. What makes this area not quite fun for me is how many of the monks have iron masks, preventing them from being shot in the head. However, they do have a great tendency to gather in groups, which

makes them very easy to take down in a quick blow.

What you'll notice as you dig into the castle is that many blocked off areas are now open. So if you think you're stuck in a dead end, search around, and you'll more than likely find some room.

However, what really takes the cake for difficulty is the arrival of the Garradors. There are not any bells around, and even if you do get the Garrador to put his claws in a wall, you still have countless monks to deal with at the same time. So as far as the Castle area is concerned, you should hold onto your Hand Grenades until you fight a Garrador.

|Island(
γγγγγγγγ

Militia again...Taking place in the area where you and Mike fought a boatload of militia, you'll face off against the Gatling Gunner as your special opponent on this level. When you're not facing against the Gatling Gunner, keep watch out for the oil barrels - there're a lot of them in this level.

Anyways, fighting off the militia is rather easier than it looks. They also have the tendency to get into groups, and once they get together, bam, they're dead. However, the Island is usually not too easy until you get more experienced at flat-out warfare, since you have to take out the enemies without using your more powerful weapons, as the Gatling Gunner can damage you more than half your life bar in one hit.

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Items given are what the characters will have at start.

|Leon Kennedy(
γγγγγγγγγγγγγγγγ
(22.1)

- Blacktail -Riot Gun -Handgun Ammo (30) -Shotgun Shells (10)
- First Aid Spray -Knife

Leon is decently-rounded. Unfortunately, compared to the likes of Hunk, Wesker, and Krauser, all who are giants, he isn't very capable of raising hell when you need him to, he can easily run out of Shotgun shells quickly, he isn't exactly the greatest character to fight chainsaw men with, and even his Shotgun isn't powerful enough. On the upper hand, though, he does have the Riot Gun and Blacktail, which both employ good accuracy, quick firing power, and strong

shots.

|Ada Wong(

γγγγγγγγγγ

(22.2)

-Punisher -TMP -Rifle (Semi-Auto) -Scope (Semi-Auto Rifle)
-Incendiary Grenade x3 -TMP Ammo (100) -Handgun Ammo (30)
-First Aid Spray -Rifle Ammo (5)

Ada is...iffy. Due to her need for three weapons, ammo for one weapon will be more sparse than usual, oftentimes requiring you to use a weapon clumsy for the situation at hand. Her Fan Kick doesn't do too much damage either, often leaving enemies alive and requiring you to shoot them down. The only real advantage that she does have is her diversity of weapons, how she's packed with ammo at the start, and that her weapons are the perfect choice for groups of enemies.

|Jack Krauser(

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(22.3)

-Bow -Arrows (30) -Flash Grenade x3 -First Aid Spray

The bow that Krauser uses is pretty powerful, ranking in at 10.0. Additionally, he can aim accurately (though there isn't as much a room for error as other weapons with his bow), and it can easily hurt three or four people at one time. Also, since it's his only weapon, ammo is easy to come by. Besides decimating groups with his bow, he can do the same by using his arsenal of Flash Grenades and then kicking them away. But that is not all. When Krauser's arm is glowing red, press X to transform it, and then press A to plow straight through your enemies with no mercy.

|Hunk(

γγγγγγ

(22.4)

-TMP -TMP Ammo (50) -Hand Grenade x3 -First Aid Spray

There are two reason why I love Hunk. The first is his ability to grind down his enemies with no mercy by using his TMP at an infinite pace. The second happens when enemies stumble after being hit in the stomach or around there, and he can perform his special ability; Neck Snap. This ability does exactly as suggested; he snaps the necks of his opponents, killing them INSTANTLY. While this won't work against certain opponents, the Bella sisters sure won't harm him. And don't forget his arsenal of Hand Grenades, or the fact that he relies on solely one type of ammo.

|Albert Wesker(

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(22.5)

-Handgun -Killer7 -Rifle (Semi-auto) -Hand Grenade x4
-Flash Grenade x3 -Incendiary Grenade -First Aid Spray

Remember Ada Wong and her trio of weapons? Wesker also has three weapons, but this time, he knows how to make them deadly. The Handgun is upgraded to do some

decent damage, while the Killer7 will always be there to get you out of tough binds, while the Rifle (Semi-auto) allows you to snipe from afar. More importantly, though, is his arsenal of Grenades. While he isn't owning enemies one-by-one, a toss of a Hand Grenade here can take out an entire platoon. But if that weren't enough, Wesker has the ability to perform the Thrust Punch - a replacement for the Kick that does a TON of damage, killing many enemies quickly. That, and his Handgun is silenced. Yes, silenced.

```

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  %!!!!!!$%%%%#####%%%%%%@@@#@##%
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  $$$$#####$###%
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```

WEAPONS

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  #$$$#####$
  %%###$$$###$
  %%%%%%%%%

```

```

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  MMMM
  @MMMMM
  MMMMMMM

```

```

  iMMa MM-----
  MMi; MM                                     Handguns

```

```

  MMM, MM-----
  MMMM MMMM                                     (31.0)

```

```

  MM .M7 MMMMM
  M      rMM ;M
          MMM M
          M M MM
          SMM

```

(31.1)

HANDGUN						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	01.0	-	Level 1	0.47	-	
Level 2	01.2	7000	Level 2	0.40	5000	
Level 3	01.4	10000	Level 3	0.33	12000	
Level 4	01.6	15000	Level 4	-	-	

Level 5	01.8		18000	Level 5	-		-	
Level 6	02.0		20000	Level 6	-		-	
+-----+								
			RELOAD SPEED				CAPACITY	
+-----+								
LEVEL	SPEED		COST	LEVEL	CAPA.		COST	
+-----+								
Level 1	01.73		-	Level 1	10		-	
Level 2	01.47		4000	Level 2	13		4000	
Level 3	00.87		10000	Level 3	16		6000	
Level 4	-		-	Level 4	19		8000	
Level 5	-		-	Level 5	22		10000	
Level 6	-		-	Level 6	25		12000	
+-----+								

The Handgun's base cost is 8000 PTAS.

Handgun Exclusive

 If you shoot a person in the head, you have a 5x greater chance of making his or her head explode. Costs 57000.

Brief Analysis

 The Handgun will be your first weapon, and it'll be a trusty weapon for the first two chapters. Cheap and with ammo readily available, it can be used for a variety of things, such as shooting enemies in the head, breaking boxes, and so on. Unfortunately, once you start fighting the villagers with parasitic heads and bosses, it's not so powerful, and by the time you start Chapter 3, it becomes obsolete with the Blacktail around, and when you have enough PTAS to upgrade the Red9 fully, it's useless in every category.

(31.2)

+-----+								
				RED9				
+-----+								
			FIREPOWER				FIRING SPEED	
+-----+								
LEVEL	POWER		COST	LEVEL	SPEED		COST	
+-----+								
Level 1	01.4		-	Level 1	0.53		-	
Level 2	01.7		15000	Level 2	0.47		10000	
Level 3	02.0		20000	Level 3	0.40		15000	
Level 4	02.4		24000	Level 4	-		-	
Level 5	02.8		28000	Level 5	-		-	
Level 6	03.5		45000	Level 6	-		-	
+-----+								
			RELOAD SPEED				CAPACITY	
+-----+								
LEVEL	SPEED		COST	LEVEL	CAPA.		COST	
+-----+								
Level 1	02.37		-	Level 1	8		-	
Level 2	02.20		6000	Level 2	10		6000	
Level 3	01.67		10000	Level 3	12		8000	
Level 4	-		-	Level 4	15		12000	
Level 5	-		-	Level 5	18		16000	
Level 6	-		-	Level 6	22		22000	

-----+
The Red9's base cost is 14000 PTAS.

Red9 Exclusive

Increases the Red9's firing power to 5.0. Costs 80000 PTAS.

Brief Analysis

The Red9 is inferior to the Blacktail in every way except for one form - firepower. However, this firepower doesn't come until you upgrade the Red9 with it's exclusive. Thus, the choice between Red9 and Blacktail is a bit of a conudrum - power or everything else? That choice is yours.

(31.3)

PUNISHER						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	00.9	-	Level 1	0.47	-	
Level 2	01.1	10000	Level 2	0.40	10000	
Level 3	01.3	15000	Level 3	0.33	20000	
Level 4	01.5	20000	Level 4	-	-	
Level 5	01.7	25000	Level 5	-	-	
Level 6	01.9	35000	Level 6	-	-	

RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	01.70	-	Level 1	10	-	
Level 2	01.47	8000	Level 2	13	8000	
Level 3	00.83	18000	Level 3	16	10000	
Level 4	-	-	Level 4	20	15000	
Level 5	-	-	Level 5	24	18000	
Level 6	-	-	Level 6	28	24000	

-----+
The Punisher's base cost is 20000 PTAS.

Punisher Exclusive

A single bullet from the Punisher can go through five enemies and/or obstacles before losing it's power. Costs 40000 PTAS.

Brief Analysis

The Punisher has nothing over the Blacktail - it's only redeeming quality is it's ability to go through five enemies and obstacles, and that doesn't come until it's exclusive. However, considering how 1.9 is only enough to make an enemy flinch, and the Blacktail + Red9 can each do a lot more damage, and that

by the time you get the Punisher you won't face mobs of enemies very often, the Punisher shouldn't really be used.

(31.4)

BLACKTAIL					
FIREPOWER			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	01.6	-	Level 1	0.47	-
Level 2	01.8	15000	Level 2	0.40	10000
Level 3	02.0	18000	Level 3	0.27	20000
Level 4	02.3	24000	Level 4	-	-
Level 5	02.7	30000	Level 5	-	-
Level 6	03.0	40000	Level 6	-	-

RELOAD SPEED			CAPACITY		
LEVEL	SPEED	COST	LEVEL	CAPA.	COST
Level 1	01.70	-	Level 1	15	-
Level 2	01.47	8000	Level 2	18	8000
Level 3	00.83	18000	Level 3	21	10000
Level 4	-	-	Level 4	25	15000
Level 5	-	-	Level 5	30	20000
Level 6	-	-	Level 6	35	25000

The Blacktail's base cost is 24000 PTAS.

Blacktail Exclusive

The Blacktail's power increases to 3.4. Costs 80000 PTAS.

Brief Analysis

The Blacktail is the most rounded of the four handguns, with fast firing speed and reloading speed, a big capacity, and a good amount of force behind it. The only unfortunate downside to it is that the Red9 is more powerful with the capability of 5.0, but otherwise, the Blacktail performs extremely well in most situations.

(31.5)

MATILDA					
FIREPOWER			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	01.0	-	Level 1	0.46	-
Level 2	01.2	15000	Level 2	-	-
Level 3	01.4	17000	Level 3	-	-
Level 4	01.6	20000	Level 4	-	-

Level 5	01.8		25000	Level 5	-		-		
Level 6	02.0		35000	Level 6	-		-		
+-----+									
				RELOAD SPEED				CAPACITY	
+-----+									
LEVEL	SPEED		COST	LEVEL	CAPA.		COST		
+-----+									
Level 1	01.73		-	Level 1	15		-		
Level 2	01.47		6000	Level 2	18		7000		
Level 3	00.87		15000	Level 3	21		10000		
Level 4	-		-	Level 4	25		12000		
Level 5	-		-	Level 5	30		16000		
Level 6	-		-	Level 6	35		20000		
+-----+									

The Matilda's base cost is 70000 PTAS.

Matilda Exclusive

The Matilda's capacity increases to 100 AMMO. Costs 35000 PTAS.

Brief Analysis

The Matilda, weak as it might be compared to the Blacktail and Red9, has an upside - it can fire 3 bullets for every .087 seconds. On the other side of things, however, this eats bullets up incredibly fast. This makes the Matilda useful only for damage control on a mob of villagers. The Matilda is only obtainable after defeating the game once.

8
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MMMMMM

iMMa MM-----

MMi; MM Shotguns

MMM, MM-----

MMMM MMMM (32.0)

MM .M7 MMMMM

M rMM ;M

MMM M

M M MM

SMM

(32.1)

+-----+									
SHOTGUN									
+-----+									
				FIREPOWER				FIRING SPEED	
+-----+									
LEVEL	POWER		COST	LEVEL	SPEED		COST		
+-----+									
Level 1	04.0		-	Level 1	1.53		-		
Level 2	04.5		15000	Level 2	-		-		
Level 3	05.0		20000	Level 3	-		-		
Level 4	06.0		25000	Level 4	-		-		

Level 5	07.0		30000	Level 5	-		-	
Level 6	08.0		45000	Level 6	-		-	
+-----+								
			RELOAD SPEED				CAPACITY	
+-----+								
LEVEL	SPEED		COST	LEVEL	CAPA.		COST	
+-----+								
Level 1	03.03		-	Level 1	6		-	
Level 2	02.43		7000	Level 2	8		8000	
Level 3	01.50		15000	Level 3	10		10000	
Level 4	-		-	Level 4	12		12000	
Level 5	-		-	Level 5	15		15000	
Level 6	-		-	Level 6	18		18000	
+-----+								

The Shotgun's base cost is 22000 PTAS.

Shotgun Exclusive

The Shotgun doesn't lose power as a bullet goes farther and farther; the attack power stays the same no matter how far you shoot a bullet. Costs 90000.

Brief Analysis

The Shotgun is an excellent weapon to use for first-time players of Resident Evil 4. It can easily get you out of many tight binds, such as being able to knock an entire group of enemies off their feet, able to stun stronger enemies such as the chainsaw men/women, and it's fire radius means that so long as you shoot in the general direction of an enemy, you'll hit them. However, the Riot Gun and Striker soon outclass it.

(32.2)

+-----+								
+-----+								
			FIREPOWER				FIRING SPEED	
+-----+								
LEVEL	POWER		COST	LEVEL	SPEED		COST	
+-----+								
Level 1	05.0		-	Level 1	1.53		-	
Level 2	05.5		20000	Level 2	-		-	
Level 3	06.0		24000	Level 3	-		-	
Level 4	06.5		28000	Level 4	-		-	
Level 5	07.0		32000	Level 5	-		-	
Level 6	08.0		50000	Level 6	-		-	
+-----+								
			RELOAD SPEED				CAPACITY	
+-----+								
LEVEL	SPEED		COST	LEVEL	CAPA.		COST	
+-----+								
Level 1	03.03		-	Level 1	7		-	
Level 2	02.43		7000	Level 2	9		10000	
Level 3	01.50		20000	Level 3	11		12000	
Level 4	-		-	Level 4	13		15000	
Level 5	-		-	Level 5	15		20000	
Level 6	-		-	Level 6	17		25000	
+-----+								

The Riot Gun's base cost is 32000 PTAS.

Riot Gun Exclusive

The Riot Gun's Firepower is upgraded to 10.0. Costs 120000 PTAS.

Brief Analysis

Let's see...the Riot Gun has the same amount of firing speed and reloading speed as the Shotgun, has a lesser maximum capacity, and sacrifices equal strength between distances for 5/4 the strength of the Shotgun, all for a much higher price. This makes the Riot Gun very unuseful. My recommendation? Pass the Riot Gun for the Striker when the Striker becomes available.

(32.3)

STRIKER						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	06.0	-	Level 1	0.73	-	
Level 2	07.0	25000	Level 2	-	-	
Level 3	08.0	28000	Level 3	-	-	
Level 4	09.0	32000	Level 4	-	-	
Level 5	10.0	40000	Level 5	-	-	
Level 6	12.0	60000	Level 6	-	-	

RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	03.00	-	Level 1	12	-	
Level 2	02.40	8000	Level 2	14	10000	
Level 3	01.50	15000	Level 3	16	12000	
Level 4	-	-	Level 4	20	16000	
Level 5	-	-	Level 5	24	18000	
Level 6	-	-	Level 6	28	25000	

The Striker's base cost is 43000 PTAS.

Striker Exclusive

Upgrades the Striker's capacity to 100 shells. Costs 60000 PTAS.

Brief Analysis

The Striker has the most firepower, firing speed, and capacity of all three guns, and costs less to upgrade fully than the Riot Gun. An upside of the ammo capacity is that you can regularly keep all your shells within the gun, which not only saves room in your inventory, but also shows you when you're about to run out of shells.

(32.4)

CHICAGO TYPEWRITER						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	10.0	-	Level 1	0.10	-	
Level 2	-	-	Level 2	-	-	
Level 3	-	-	Level 3	-	-	
Level 4	-	-	Level 4	-	-	
Level 5	-	-	Level 5	-	-	
Level 6	-	-	Level 6	-	-	

RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	01.63	-	Level 1	Infinite	-	
Level 2	-	-	Level 2	-	-	
Level 3	-	-	Level 3	-	-	
Level 4	-	-	Level 4	-	-	
Level 5	-	-	Level 5	-	-	
Level 6	-	-	Level 6	-	-	

The Chicago Typewriter's base cost is 1000000 PTAS.

Chicago Typewriter Exclusive

There is no Exclusive Upgrade for the Chicago Typewriter.

Brief Analysis

I should say, yay. Although it's expensive, the Chicago Typewriter is VERY useful, being able to shoot off several bullets in a second, taking out most bosses and even the Iron Maidens in a matter of seconds. It can only be bought from a merchant after beating the game and then completing Assignment Ada. Oh, and ignore the reloading speed - you won't actually have to reload it ever.

But watch as your accuracy rates go down, down, down...

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  MMMMMMM
 iMMa MM-----
MMi;  MM                Rifles
MMM,  MM-----
MMMM  MMMMM             (33.0)
MM .M7 MMMMM
M      rMM ;M
      MMM M

```

(33.1)

RIFLE					
FIREPOWER			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	04.0	-	Level 1	0.67	-
Level 2	05.0	10000	Level 2	-	-
Level 3	06.0	12000	Level 3	-	-
Level 4	08.0	20000	Level 4	-	-
Level 5	10.0	25000	Level 5	-	-
Level 6	12.0	35000	Level 6	-	-

RELOAD SPEED			CAPACITY		
LEVEL	SPEED	COST	LEVEL	CAPA.	COST
Level 1	03.00	-	Level 1	5	-
Level 2	03.23	8000	Level 2	7	6000
Level 3	02.33	18000	Level 3	9	8000
Level 4	-	-	Level 4	12	12000
Level 5	-	-	Level 5	15	18000
Level 6	-	-	Level 6	8	25000

The Rifle's base cost is 12000 PTAS.

Rifle Exclusive

Upgrades the Rifle's firepower to 18.0. Costs 80000 PTAS.

Brief Analysis

The Rifle is a good long-range gun that is quite useful in taking enemies from far away. It will be especially handy in Chapter 5, when you run into the Regenerators and Iron Maidens. However, there is one downside - Rifle Ammo is limited, almost as limited as Magnum Ammo. A scope is available to increase the range of sight for 7000 PTAS. The Thermal Scope, found in Chapter 5, is necessary to see the microscopic parasites on Regenerators.

(33.2)

RIFLE (SEMI-AUTO)					
FIREPOWER			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	07.0	-	Level 1	1.43	-
Level 2	08.0	15000	Level 2	-	-
Level 3	09.0	18000	Level 3	-	-

Level 4	11.0		24000	Level 4	-		-	
Level 5	13.0		30000	Level 5	-		-	
Level 6	15.0		40000	Level 6	-		-	

RELOAD SPEED			CAPACITY		
LEVEL	SPEED	COST	LEVEL	CAPA.	COST
Level 1	02.33	-	Level 1	10	-
Level 2	01.90	9000	Level 2	12	10000
Level 3	01.33	18000	Level 3	14	12000
Level 4	-	-	Level 4	17	15000
Level 5	-	-	Level 5	20	20000
Level 6	-	-	Level 6	24	25000

The Rifle (Semi-Auto)'s base cost is 35000 PTAS.

Rifle (Semi-Auto) Exclusive

Upgrades the Rifle's firepower to 18.0. Costs 80000 PTAS.

Brief Analysis

Although the Rifle works well for most of the times you need it, going into Chapter 4 and 5, you WILL need the Rifle (Semi-Auto). Why? First off, the mine-ride in Chapter 4 will be made a lot easier, and the Regenerators/Iron Maidens will fall a lot faster. This is because when you fire, Leon doesn't stop to reload, and your crosshairs stay on screen, meaning that you don't have to reaim your gun. A scope is available to increase the range of sight for 10000 PTAS. The Thermal Scope, found in Chapter 5, is necessary to see the microscopic parasites on Regenerators.

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iMMa MM-----

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Magnums

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(34.0)

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MMM M

M M MM

SMM

(34.1)

Broken Butterfly			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	13.0	-	Level 1	0.73	-

Level 2	15.0		25000	Level 2	-		-	
Level 3	17.0		30000	Level 3	-		-	
Level 4	20.0		35000	Level 4	-		-	
Level 5	24.0		50000	Level 5	-		-	
Level 6	28.0		70000	Level 6	-		-	

RELOAD SPEED			CAPACITY		
LEVEL	SPEED	COST	LEVEL	CAPA.	COST
Level 1	03.67	-	Level 1	6	-
Level 2	03.00	15000	Level 2	8	10000
Level 3	02.33	20000	Level 3	10	12000
Level 4	-	-	Level 4	12	15000
Level 5	-	-	Level 5		-
Level 6	-	-	Level 6		-

The Broken Butterfly's base price is 38000 PTAS.

Broken Butterfly Exclusive

You can upgrade the Broken Butterfly's firepower to a whopping 50.0. Costs 150000 PTAS.

Brief Analysis

It's expensive. But it's worth it. With the ability to be the second most powerful gun in the game (Next to the HandCannon), the Broken Butterfly can take out most bosses with only a few hits. Regenerators and Iron Maidens fall before this. Unfortunately, there are three problems; as said before, it's expensive, Magnum ammo is very limited, and reload speed is poor. Sure, other guns have poorer reload speeds than the Broken Butterfly, but the times that you'll use a Broken Butterfly are the times where time is of the essence. Overall a good gun.

(34.2)

Killer7					
FIREPOWER			FIRING SPEED		
LEVEL	POWER	COST	LEVEL	SPEED	COST
Level 1	25.0	-	Level 1	0.70	-
Level 2	30.0	62000	Level 2	-	-
Level 3	35.0	78000	Level 3	-	-
Level 4	-	-	Level 4	-	-
Level 5	-	-	Level 5	-	-
Level 6	-	-	Level 6	-	-

RELOAD SPEED			CAPACITY		
LEVEL	SPEED	COST	LEVEL	CAPA.	COST
Level 1	01.83	-	Level 1	7	-
Level 2	01.53	20000	Level 2	10	30000
Level 3	00.93	30000	Level 3	14	40000

Level 4	-		-	Level 4		-	
Level 5	-		-	Level 5		-	
Level 6	-		-	Level 6		-	

The Killer7's base price is 77700 PTAS (lol 3 7s).

Killer7 Exclusive

Unfortunately, Killer7 is the only non-unlockable weapon in the game that does not have an exclusive upgrade.

Brief Analysis

The Killer7 is pretty underrated. Most people are quick to point out the Broken Butterfly's 50.0 maximum firepower in arguments dealing with the Killer7 vs. Broken Butterfly, but there are two points that make Killer7 still a good gun; the first is it's fast reload speed, useful for when you're dueling bosses, and the second is how less moolah you need to get a strong gun. It only takes 140000 PTAS to get Killer7 at 35.0 firepower; on the other hand, it takes the Broken Butterfly 210000 PTAS to get to 28.0 firepower, and a whopping 455000 PTAS to reach 50.0. My recommendation? Take the Killer7 first, and once you have the money to fully upgrade the Broken Butterfly, grab the Broken Butterfly.

(34.3)

HandCannon						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	30.0	-	Level 1	1.17	-	-
Level 2	35.0	40000	Level 2	-	-	-
Level 3	40.0	50000	Level 3	-	-	-
Level 4	45.0	70000	Level 4	-	-	-
Level 5	50.0	90000	Level 5	-	-	-
Level 6	99.9	120000	Level 6	-	-	-
RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	03.67	-	Level 1	3	-	-
Level 2	02.87	25000	Level 2	4	14000	-
Level 3	01.83	50000	Level 3	5	20000	-
Level 4	-	-	Level 4	6	25000	-
Level 5	-	-	Level 5	8	35000	-
Level 6	-	-	Level 6	10	50000	-

The HandCannon's base price is 0 PTAS. You get it for free.

HandCannon Exclusive

The HandCannon will carry infinite ammo. Costs 200000 PTAS.

Brief Analysis

 I'll get it out of the system - HOLY CRAP! 99.9 Firepower on Infinite ammo? Incredible! However, there are a few downsides to the HandCannon. The first is slower Firing Speed compared to the other two Magnums, but that doesn't matter too much. The real flaws are how you have to pay 790000 PTAS to fully upgrade the gun, and the fact that to first get it, you must get 5 stars on each Mercenaries stage with each character. But the greatest flaw of all is that to use the HandCannon, you have to get a special 0.45 Magnum bullet to fire it with - thus, you cannot use regular Magnum ammo.

```

      8
      MM
      MMMM
      @MMMMM
      MMMMMMM
      iMMa MM-----
      MMi;  MM                      Other
      MMM,  MM-----
      MMMM MMMM                      (35.0)
      MM .M7 MMMMM
      M      rMM ;M
            MMM M
            M M MM
            SMM
    
```

(35.1)

TMP						
FIREPOWER			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	00.4	-	Level 1	0.10	-	
Level 2	00.5	7000	Level 2	-	-	
Level 3	00.6	14000	Level 3	-	-	
Level 4	00.8	18000	Level 4	-	-	
Level 5	01.2	24000	Level 5	-	-	
Level 6	01.8	35000	Level 6	-	-	

RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	02.37	-	Level 1	30	-	
Level 2	01.93	5000	Level 2	50	7000	
Level 3	01.17	15000	Level 3	100	15000	
Level 4	-	-	Level 4	150	20000	
Level 5	-	-	Level 5	200	25000	
Level 6	-	-	Level 6	250	35000	

The TMP's base price is 15000 PTAS.

TMP Exclusive

 The TMP's maximum firepower is 1.8. Costs 100000 PTAS.

Brief Analysis

The TMP is meh. The ammo that you get will be sparse, and consider that 10 shots from a fully upgraded Broken Butterfly does more damage than a full load of the TMP completely upgraded. Not only that, but the TMP has backfire to it - that is to say, the instant you start firing, the recoil of all the bullets will either push your TMP up or down, forcing you to lose a lot of bullets. It loses it's usefulness after Chapter 2, when you don't fight off mobs of enemies very often anymore.

(35.2)

Mine Thrower						
FIREPOWER (M)			FIRING SPEED			
LEVEL	POWER	COST	LEVEL	SPEED	COST	
Level 1	02.0	-	Level 1	1.33	-	
Level 2	04.0	25000	Level 2	-	-	
Level 3	06.0	45000	Level 3	-	-	
Level 4	-	-	Level 4	-	-	
Level 5	-	-	Level 5	-	-	
Level 6	-	-	Level 6	-	-	

RELOAD SPEED			CAPACITY			
LEVEL	SPEED	COST	LEVEL	CAPA.	COST	
Level 1	03.43	-	Level 1	5	-	
Level 2	02.57	18000	Level 2	7	25000	
Level 3	-	-	Level 3	10	40000	
Level 4	-	-	Level 4	-	-	
Level 5	-	-	Level 5	-	-	
Level 6	-	-	Level 6	-	-	

The Mine Thrower's base price is 28000 PTAS.

Mine Thrower Exclusive

Gives mines the ability to heat-seek.

Brief Analysis

The Mine Thrower is a weapon that allows you to shoot mines at targets. Once the mine latches onto something, it'll explode after a while. In this case, your firepower is the meters of the radius of the sphere that the explosion will create. Although the Mine Thrower seems more of a novelty weapon - a weapon to have fun with and toy around with - it does have a few uses. The Dragoon Room comes to mind, as well as basically being a rifle with explosive capabilities. A scope can be bought for the Mine Thrower for 8000 PTAS.

(35.3)

The Rocket Launcher's base price is 30000 PTAS.

Brief Analysis

The Rocket Launcher, although it will put you back a pretty penny, is very powerful. It can take out many bosses with one hit (El Gigante, Right-Hand Man), and will cause an explosion in a normal hit. The Rocket Launcher is fired by aiming at a target and using crosshairs. Unfortunately, the Rocket Launcher is a one-time use weapon.

(35.4)

INFINITE ROCKET LAUNCHER

The Infinite Rocket Launcher's base price is 1000000 PTAS.

Brief Analysis

See Rocket Launcher for more details. The Infinite Rocket Launcher allows you to shoot infinite Rocket Launchers.

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|Anonymous Letter(

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(41.8)

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 going on in your body...If I could help you, I would. But unfortunately, it's beyond my power.

|Playing Manual 3(

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(41.9)

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 3rd Party(

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(41.10)

The whereabouts of Sera are still unknown. Most likely he's using an old secret passage taught to him by his grandfather who used to hunt in this region long ago. I'm pretty certain that he's hiding our property somewhere in the forest. If his grandfather was still alive, I would have used him to find Sera...But how did he found out about the egg injected into his body?-And the fact that he was able to remove it before it hatched is concerning. In order to settle this whole situation, we have to capture Sera and wait for the effects of the drug to wear off before we inject him with another egg. Once this is done, whoever is behind all of this will surface. Nobody shall interfere with our plans. Those who do shall suffer severe consequences.

|Two Routes(

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(41.11)

Just a while ago, I was informed by Lord Saddler that our men had shot down a United States military helicopter. There shouldn't be any more outside interference for a while now. Unless the United States government determines who the traitor is, they can only initiate very small covert operations. We must use this time to our advantage and recapture the girl. The two Americans can only get out of our territory by using one of two routes. This is where we will stop them. We shall make use of our forces to the greatest degree. We will deploy a large number of Ganados in one of the routes to ensure 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(

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(41.12)

I clearly underestimated the American agent's capability. He's still alive. I thought that we could wait until the egg hatched, but at this rate, he could destroy the whole village before it does. We must take care of this nuisance. We shall change our priorities - for the time being, we will cease our hunt for Luis and ambush the two Americans. There is a building used to enlighten betrayers just beyond the point where you get off the lift. It's 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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|Capture Luis Sera(

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(42.1)

I have confirmation that Sera has entered the castle. Why he would return during his escape leaves me to question his motives. But we must seize this moment and capture him. We will get the other two Americans after we apprehend Sera. It appears he took some vaccines when he stole our "sample". The vaccines we can do without but we must retrieve the "sample" for it is our life blood. I feel there is somebody else or some other group involved in this whole affair. If the "sample" were to get into the hands of that other entity, the world which we seek to create will not come. We must apprehend Sera as quickly as possible.

|Target Practice(

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(42.2)

-Game Rules-

- 1. Receive prizes by scoring above 3000 points.
2. Bonus points will be awarded for headshots.
3. A high-scoring Salazar target will appear with 5 consecutive hits.
4. Shooting an Ashley target will decut points.

-Prizes-

1. Normally 1 bottle cap will be awarded as a prize.
2. Special bottle caps will be awarded by either shooting all the wooden targets except Ashley or scoring above 4,000 points.
3. There are 24 bottle caps in all. Each time you enter a new Shooting Range, 6 new bottle caps will become available.

-Special Bonuses-

1. Each time you complete a row on the collector's base, you'll earn bonus points!
2. There are a total of 4 rows. You have 4 bonus chances!

Note: Bottle cap collections can be viewed in the Key/Treasures screen.

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|Luis' Memo(

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(42.3)

There are some parasites that have the ability to control their hosts. It's basic knowledge among biologists, but not much is known as to how the parasites do it. Studying these parasites specifically might reveal some clues as to how the powers of the Las Plagas work. And perhaps provide more insight on the victims of the Las Plagas, the Los Ganados. Here is a list of some parasites that have the ability to manipulate the behavioral patterns of their host.

#### Dicrocoelium

Once the larvae of this parasite migrates to the ant's esophagus, it alters the behavior of the ant. When the temperature drops in the evening, the infected ant climbs to the top of a plant and clamps onto a leaf using its mandible. It stays there immobile until the next morning, placing the ant where it's most vulnerable to be eaten by a browsing herbivore such as sheep. One could conclude that the parasite is manipulating the host's behavior to make it's way into the body of it's definitive host.

#### Galactosomum

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

#### Leucochloridium

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

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|Castellan Memo(

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(42.4)

For many years the Salazar family has served as the castellans of this castle.





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MMMM MMMM (43.0)

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|Luis' Memo 3(

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(43.1)

The hideous creatures such as the El Gigante and the Novistadors are merely by-products of the diabolical and inhumane experiments conducted on the specimens that were once human. But there's one type of creature that clearly distinguishes itself from the rest. These creatures are called Regenerators. Regenerators have a superior metabolism that allows them to regenerate their lost body parts at an incredible speeds. I've never seen anything like it...It is this characteristic that makes them almost invincible to conventional weapons. But 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.

|Paper Airplane(

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(43.2)

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(

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(43.3)

Because of that agent we lost Chief Mendez and Ramon. Nevertheless, everything will proceed according to plan. I must admit however, the loss of my loyal men is a bit disheartening. But I will deal with it. Replacing that loss will not come easy. I must choose wisely, for the Plaga reflects the conscience of their hosts. If chosen poorly, they could betray me. I need men who will swear their allegiance to me. I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

|Luis' Memo 4(

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(43.4)

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

1. As mentioned previously, the Plagas have the ability to manipulate the behavioral patterns of their hosts.
2. The Plagas are social organisms. By this I mean that instead of living individually, they live in perfect social harmony. It is believed that they have a collective intelligence. This type of behavior can be seen among insects such as bees and ants. However, this kind of social behavior is rarely seen among parasitic organisms. Perhaps it was a learned behavior by the Plagas. I'm finding out if this has any relationship with their first characteristics.
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...?

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|Krauser's Note(

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(43.5)

It turns out that old man Saddler wasn't buying me from the start. Even though I succeeded in kidnapping Ashley, I sort of sensed this when Saddler didn't completely let me in the loop. Under the circumstances, I had no other alternative but to call for her assistance. Perhaps she knew this was the way it was going to turn out all along. My guess is that her ultimate goal might be different from Wesker's and mine. This is just the perfect opportunity to find out. And after I get rid of Leon and retrieve the sample, I'll put her in a bodybag along with Leon and send them both to Wesker.

|Luis' Memo 5(

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(43.6)

From the initial stages of the research, we have been searching for a safe and practical remove 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 much be mentioned is that once the Plaga grows into an adult, the removal procedure could kill the host. But

perhaps death isn't so bad when you think about the alternative.

Our Mission(

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(43.7)

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 advice the President. After this is done, the rest of the departments will quickly fall under our sway. If by chance the United States were to figure out our plan, the damage caused should be minimal. We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly. As already stated, if our first plan doesn't go as smoothly as expected we'll proceed with our secondary plan. By sending in our "special" forces we will infiltrate the country from within. Fear and chaos will spread through the nation like a virus. It'll only be a matter of time before the country loses its stability. At that time, when they're most vulnerable, we will strike. Rejoice my brethren, the world shall soon be cleansed.

Contact(

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(CTC)

My email is at yamishuryou AT gmail DOT com. Email sent must have the words "Resident Evil 4" in the title, plus the type of email you're sending - comment, question, contribution, or a complaint.

Credits(

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(CRD)

- Robert Tisu/Mirkuma, for telling me that in Chapter 2.1, I can go back to the Lake Dock and fight some killer dogs, along with information on how to kill them easily.
- Various hosts of this FAQ.
- A I e x for a last-chapter pep talk.
- Capcom for making such a badass game.

Un-Credits(

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Astro Blade for insisting on being in the Credits despite being unhelpful. Either way, he'll never read this anyways, unless somebody else alerts him to this :D.

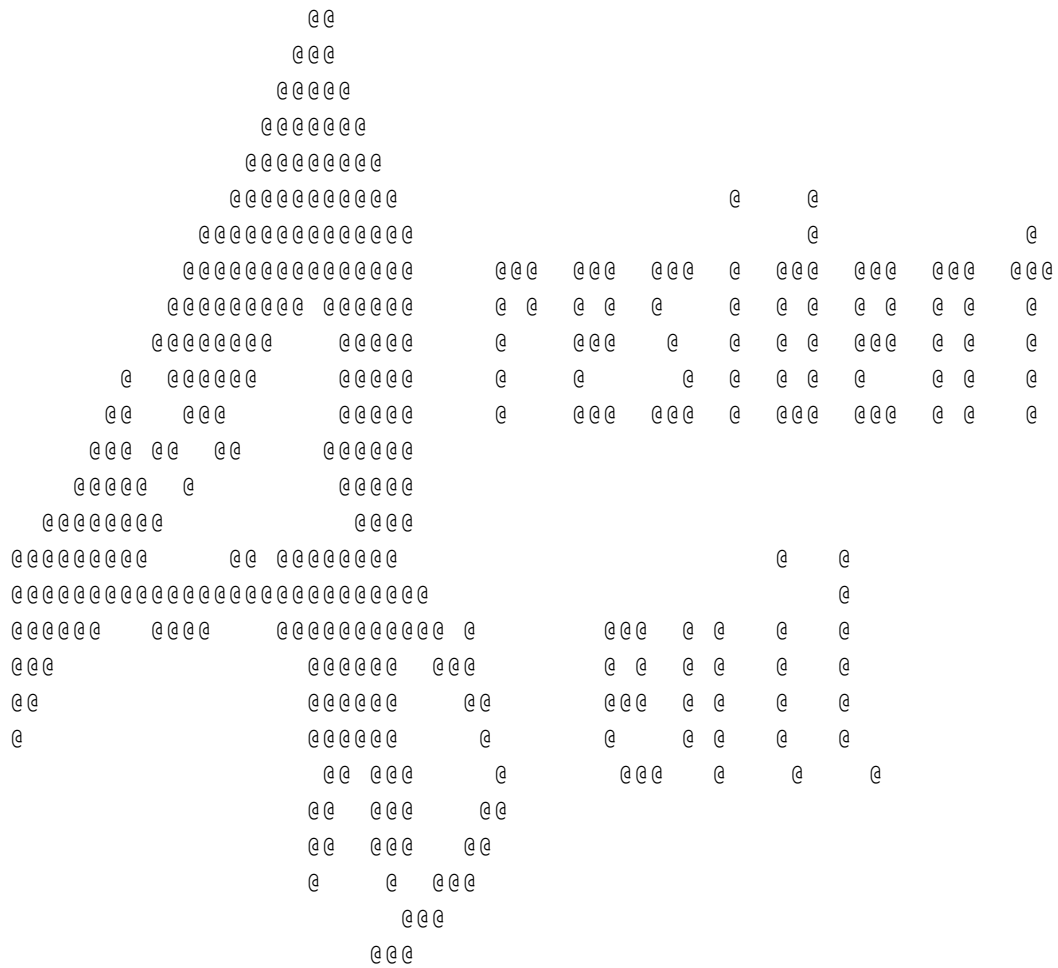
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I'm out...Have a happy time with...



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