

# Resident Evil 4 FAQ/Walkthrough Final

by A l e x

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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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Leon Kennedy - The hero of the tale, this is Leon's second tale in the Resident Evil series, as he was one of the two main characters from Resident Evil 2. Seperate from R.P.D. now Leon works for the government and he's be assigned to a special mission. The president's daughter has been kidnapped and the perpetrator has eluded everyone. Intellegence has tracked her mostly likely location to a small village in Europe where Leon is sent. Everything seems rather routine at the beginning, however things quickly escalate into an encounter so intense, it rivals the one from six years ago...

Luis Sera - Luis Sera is a mysterious person who Leon first meets unexpectedly when searching for the president's daughter. The man seems unwilling to reveal much about himself or what he's doing there, however the circumstances they find themselves in give the impression this man knows far more than he's willing to let on.

Ashley Graham - Ashley is the daughter of the president of the United States of America. She is the reason Leon has been assigned to this mission in a far off town in the middle of Europe. Finding Ashley will be an ordeal to say the least. Even more elusive than who kidnapped her is why they kidnapped her, the signs point to much more than a simple ransom.

Bitores Mendez - Mendez is responsible to the majority of the written memos Leon finds throughout his mission. Mendez himself is as mysterious as the circumstances however, it seems as though he is working for someone known as Lord Saddler, but how or why he got into this situation and what his true motives are cannot be obtained by any reasonable means.

Ramon Salazar - Ramon Salazar is the descendant of the Salazar family which has occupied the castle for many generations. His immature behavior and small stature are not good indicators of his vile nature. Salazar seems to have fallen victim to some outside influence, however who or what this influence is undetermined. Leon can however expect to encounter him more than a few times.

The Rest - A woman in red, a violent knife fighter, a cloaked individual... they all play important roles in Leon's mission and his very survival (or death) through the story. To avoid spoilers these people will have to remain as nameless as they are from the very start...

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|--|--|
| Analog. - Move character/navigate menu | D-Pad.. - Move character/navigate menu |
| C-Stick - Camera control               | A..... - Perform action/fire weapon    |
| X..... - Interact with partner         | B..... - Cancel/run                    |
| Y..... - Menu                          | L..... - Aim knife                     |

Z..... - Map  
Start.. - Pause

R..... - Aim weapon

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It's important to have the basic idea of how the gameplays down before actually getting in to it. It's not too hard so just read closely. There are a number of new game mechanics introduced in Resident Evil 4 from the camera angle, to the shops to the chapter system. I'll try to outline everything as best I can and avoid spoilers doing it.

You've probably got the basic idea of moving around pretty well. You can go up to things and interact with them by pressing the A button. Some things can be interacted with in different ways like ladders, which you can push over and pick back up at will. You've got control of your basic camera with the C-stick, this will come in handy when trying to view an entire area. You've also got a menu accessable by pressing Y, here you can equip different weapons and use healing items. Each item you pick up takes up some space in your inventory. As you go through the game it is possible to get bigger cases however it is quite small to start. Use the X button to pick items up and R to rotate them, this way you can arrange your inventory to pick up everything you get. If you happen to overflow put an item in the area on the right side and you can discard it.

Open your map by pressing the Z button, many things are displayed here and it will be essential when using the walkthrough to know the different between East and West when your camera is constantly moving around. You have two different kinds of weapons, short range and long range. Short range is limited to the knife in your inventory, equip it by holding L and you can slash things like the many crates and barrels you will find. Long range pretty much applies to every other weapon in the game. Hold R to bring up your gun, each gun is equipped with a laser sight which acts as your crosshairs. Point at at something and press A to fire.

Lets examine some of the more advanced item use in this game. You've got four type of healing items, red, green and yellow herbs, as well as FFirst Aid Spray. The green ones heal you, the red ones can be combined with the green ones to heal you fully and the yellow ones can be combined with the green ones to increase your maximum health. First Aid Spray always heals you fully. COmbining items is simple, if it can be done then you just select an item, choose combine and then put it on top of another. They will be combined if it is a possible combinatin. Here are all the possible combinationsfor herbs:

Green + Green = Heals twice as much as Green  
Green + Green + Green = Heals fully  
Green + Red = Heals to full health  
Green + Yellow = Heals Green amount and increases max health  
Green + Red + Yellow = Heals fully and increases max health

A new mechanic introduced in this game not seen in previous ones is the currency system. As you go you'll find many Pesetas (Ptas) which is the money you will be using. There are various merchants which can be found throughout the game and they are always willing to sell you new weapons and tune up your old ones. Weapons can be tuned up as well as purchased, each of the four main categories. You can also sell you weapons, items and such. One thing you can sell is the treasure you find. Treasure are special items that do not take up

space in your menu. To view them along with your key items press the L button when in your menu. Treasure looks nice but serves no purpose but to be sold, the money you can make from these is quite good especially if you complete them before selling. What this means is that often you will find treasure that was slots in it, try combining some of the jewels that you pick up to make the treasure more valuable. Remember that treasure serves no purpose but to be sold so don't hang onto it longer than you need to.

In case you were wondering, the merchants that you visit can be shot... and killed. They won't ever appear again where you killed them, but if you go visit another he is perfectly good and healthy. Try to avoid it!

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| \-----o-----\                Special Techniques                |
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There are a number of special actions you can perform through the game. Many of them involve pressing A, the action button at appropriate times however there are some more advanced (and not so advanced) techniques to learn.

Reloading - This would fall under the less advanced category, to reload your weapon hold the R trigger to bring it up then press the B button to reload the gun. You can also reload by firing an empty gun.

Quick Turn - The quick turn is one of the most important techniques to master in this game, it will save your life more than a few times. TO perform the quick turn simply press Down + B and you will do a quick 180 degree turn. Useful for running away then flipping around to shoot.

Kick - The kick is a powerful melee attack which is good for both conserving ammunition and hitting multiple enemies at a time. To kick enemies first you must stun them by shooting them in the head, or in the leg so that they are either staggering or on their knees. You can also stun them with a Flash Grenade. In this stunned position run up to them and press A to perform a kick. Try shooting the enemies in the castle portion of the game in the leg, and then try the Suplex!

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|                               Full Walkthrough                               (00000) |
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o----- Don't just wait until you have a question, if you -----o  
enjoy the guide send me an email and let me know!

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|_) esident Evil 4 /-----o
| \-----o-----\                Chapter 1 - 1                |
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o----- Item Checklist -----o

		When you first get control of your
		character, start walking down the path. If
Handgun Ammo....._____		you try to turn around and leave across the
Handgun Ammo....._____		bridge, the game won't let you. Approach
Green Herb....._____		the cabin for a quick little scene. Before
Green Herb....._____		entering the cabin, go around the left side
Shotgun Shells....._____		and you'll find a crate sitting on a wagon.
Red Herb....._____		Shoot the crate and pick up the contents
Handgun Ammo....._____		using the A button when standing

Shotgun....._____	close. Go back to the entrance and enter
1000 Ptas....._____	the cabin. When you walk toward the main
Hand Grenade....._____	room a scene will occur. Once the scene
Shotgun Shells....._____	is over you have no choice but to fight.
Spinel....._____	Press the R2 button to bring up your
Handgun Ammo....._____	gun, and hit A to fire. Aim with the left
Pearl Pendant....._____	analog stick, try for head shots by
Handgun Ammo....._____	positioning your laser scope on his face.
Spinel....._____	Another scene occurs after the
Spinel....._____	fight. Examine the man's body. Head up the
Handgun Ammo....._____	stairs to find some more 'Handgun
1000 Ptas....._____	Ammo (10)' on the table. When you're ready
Beerstein....._____	examine the window and jump through it, be
_____	prepared to act quickly, have your weapon
o-----o	at the ready before jumping out the window.

When you land you'll be ambushed by three villagers, before you begin firing, navigate to a safe place with your back to a wall so that none of them are able to come up behind you. As previously suggested, aim for the face and if they get too close, try the "Kick" attack by pressing A when prompted. You should be able to find more ammo and money if you examine the bodies. If you're inexperienced with the controls, you likely took some damage in these fights. If your character is injured, which is easy to tell by the way he limps, go to your menu with the Y button and use your First Aid Spray to heal yourself. You don't have an unlimited number of these however, so avoiding damage is always the best practice. Run back to the bridge and stand by the cliff, use the "Look Down" option when you get it. You are now left with no choice, but to turn around and make your way toward the village.

As you pass through the gate there's a small shack on your left. Inside you'll find a number of crates, rather than shooting them save ammo by holding the L button to bring out your knife and slashing them. Take the 'Handgun Ammo (10),' and break open the crates to get whatever is inside. Examine the typewriter, you may find yourself thinking that you will be unable to use it due to your lack of an ink ribbon, however those days are gone and you may save here as much as you like. Further down the path, just beyond the warning sign on your right, is a wolf caught in a bear trap. Examine it and free the animal. A dozen metres or so down the path there are a number of panels attached to the trees, these are explosives and if you look closely there is a wire running between them. It's quite easy to see the safe path between the two middle trees, however if you prefer to be extra cautious, you can shoot and detonate the explosives from a safe distance. Continue forward until you hear someone yelling, stop moving and pull out your gun as a man is about to ambush you. From this distance you should be able to dispatch him with ease.

The path remains linear to another shack on your left. There are crates to break in here too. You'll find 'Green Herb' on the table. When you leave the shack you'll be attacked by another two villagers, find a safe place to attack from a distance. Cross the bridge and you'll see some more villagers, however you are lucky and they don't attack you. There a cabin around the corner with someone waiting inside, if you're careful you can actually approach the door and get a shot in before he sees you standing there. Inside the cabin is 'Handgun Ammo (10)' and two crates to break open with your knife. Leave the cabin and open the gate to the village for a scene.

As you walk down the path, the option to "Look" will appear. Zoom in using the C stick with your Binoculars. Now approach the village, slowly to avoid being seen. You will be able to walk in and take the path on your right without alerting them. Along this path on your right is a small stone structure with two crates. Now try to get back to the entrance without being

seen. Just before you come into the village there is a fork. Take the left path, examine the logs on your left beside the cabin to find a 'Green Herb.' Walk forward a bit, you still shouldn't have alerted them at this point. Enter through the door of the next cabin you see, the door should be facing in your direction. Inside the house, smash the barrel. Break the crates on the table as well. To get the rest of the stuff you'll inevitably be seen.

Leave the house and go Northwest to near where the woman is forking some hay. Smash the nearby crate. Continue North and follow the path to the central area of town. At the North, where you should be, on the left is a large tower with a ladder inside. Climb up it and pick up the 'Shotgun Shells (10).' Now run around to the East side, on a cart behind one of the houses you'll find a 'Red Herb,' and to the South you'll find a crate. Now enter the house South of the bell tower and watch the scene. Run to the right and push the shelf in front of the window. Behind the stairs are two barrels you can break open, also pick up the 'Handgun Ammo (10)' on the shelf behind them. By now they have probably broken through the door. Climb the stairs and pull the 'Shotgun' off the wall. There's '1000 Ptas' on the shelf upstairs, also break the cabinet glass and pick up the 'Hand Grenade.' On the bed at the other end are 'Shotgun Shells (5).' Examine the window and choose "Knock Down" to keep villagers from climbing into the window. Jump out the side window, beside the table onto the roof. Follow the outer walkway around to the other side of the house you were just in to find a 'Spinel' on the roof. Now your only task is to continue killing villagers until you've killed enough, and enough time passes. Try and kill the chainsaw man, he'll drop something nice. Watch the scene afterward.

Now that everything's quiet again, approach follow the path leading Northeast away from the village. You can confirm these directions on your map by pressing the Z button. Be sure to check the house on your right along the way to find 'Handgun Ammo (10)' on the table. Proceed through the gate.

Walk toward the central area, the shed on your left has a save point in it, as well as a barrel you can break open. Update: Thanks to the contributions of numerous people, note that you can in fact shoot down part of the well and knock the object down without actually dirtying it, causing the price to go up. Thanks to all who helped out. Beside this shed is a well with a shiny object hanging down, shoot the object with your handgun and pick up the 'Pearl Pendant.' Shooting your gun will alert a couple of people to your presence, but they won't be much trouble to take out. Head to the left (North) area over the fence. Look behind the shed here to find a barrel. You'll find another barrel in the small two-doored barn. Down at the Southern area just above where you came in you'll find a note on the tree. Read the note to learn about Blue Medallions. The first of these medallions is hanging from the tree to which the note is pinned. Shoot it, that's 01/15. In the barn North of here there's a number of barrels and a crate on the shelf. Climb the ladder and open the blue cupboard to find 'Handgun Ammo (10).' Jump out the upper window. Directly opposite the window is an area you can jump down. Break the crate to find the rare 'Beerstein' item. Go back up the ladder in that barn to reach the walkway outside the window again, run to the North end of this walkway and jump down. Break the crate directly in front of you. There's a small hut under the walkway you were just on that you can access from this area, go inside to find a crate.

Now for the Blue Medallions. Look at your map and you'll see a number of blue dots. These are the locations of the medallions. Go back to the central area of this map and let's start. First head to the North end, hanging from the tree on the right of the small shack is medallion 02/15. Go to the South end and turn around to face the barn in the middle. Hanging from the upper window is medallion 03/15. From the Southern area head East and stand on the pile of

hay in the corner. Look up to the top of the barn to see medallion 04/15 hanging from the roof. Enter the barn and climb the ladder, turn around and face North to see 05/15 in the window. Jump out the window and run to the North end of the walkway, but don't jump down. You should be able to see the last two from here, the first is right beside you on the right, hanging from the windmill. Be careful because it's moving, this is 06/15. The next one can be seen above the Northeast gate from here, but it's hard to shoot at this distance so you may want to drop down and shoot it from just in front of the gate, that's 07/15 and the last one in this area.

Since the Northeast gate is locked, leave through the Southeast gate. Begin down the path and get ready, the instant a scene occurs position your finger above the A button. When you see the icon on the screen, start pressing it as fast as you can. After about fifteen seconds or so a button combination will appear for you to dodge, you really don't have a lot of time to push it, and unfortunately it's random so you just have to have a sharp eye. Two of the most common ones are L+R and A+B. When you've avoided the rock, you can backtrack and get revenge on the two villagers standing on the bridge if you wish. Your destination lies beyond the tunnel. As you go through it, shoot down the gems from the roof to get two 'Spinel.' Continue to the other end.

This area is certainly the most dangerous you've encountered so far. Make note of a couple of things before going in, the cabin directly in front of you is home to two dynamite-throwing vilagers, this as you can imagine is very dangerous. When you run forward do not stop or you will be blown to bits! This in itself creates a problem because there are bear traps all over the ground, but they're mostly situated on the right side so stay left when you run. You can't open the door to the cabin, but it has a large hole in it so you can safely eliminate the villagers in there without fear of being exploded. There's another person running around free with dynamite in his hand, this guy's dangerous so kill him from a distance. Watch out because if he dies while holding an explosive, his corpse will also explode! When the area is free of enemies, make your way into the small shack to the Northwest. Trip the bear traps by shooting the centre of them with your Handgun. Be careful not to walk across the explosive trap in this shack, break open the crates to get the items inside. Head West and go around to the right side of the house, break open the crate at the base of the tree. Once you've done this it's time to enter the house itself. Kick it three times to open.

There's 'Handgun Ammo (10)' on the table here and '1000 Ptas' in the cabinet. Be sure to save your game using the typewriter. In the next hall, stand back as far as you can and shoot the explosives from a distance. The same applies for the next room. Pick up the '1000 Ptas' from the table and get the 'Green Herb' from the cabinet. The shelf on the North wall can be pushed out of the way to reveal a door to another room. Approach the large cabinet, which is the source of all this pounding, and examine it for a scene.

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| \-----o-----\                Chapter 1 - 2                |
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o----- Item Checklist -----o
|                                     | The second chapter beings with a cutscene,
|                                     | the only thing you need to know is to keep
| Handgun Ammo....._____ | your hand on the controller, because you'll
| Rifle Ammo....._____ | be prompted to dodge. Start by picking up
| Shotgun Shells....._____ | the 'Handgun Ammo (10)' from the shelf.
| Handgun Ammo....._____ | Before leaving the house there's a shelf
| Emblem (Right Half)...._____ | with 'Rifle Ammo (5)' and a save point on

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| 1000 Ptas....._____ | it. Leave and head around behind the house
| Emblem (Left Half)....._____ | for a quick scene. This is your first shop,
| Elegant Mask....._____ | you can purchase new weapons/items, as well
| Brass Watch....._____ | as improve old ones. At this point there's
| 1000 Ptas....._____ | lots of good stuff, and it's very doubtful
| Insignia Key....._____ | you can afford it all. Personally I enjoy
| | using sniper rifles, so I picked up the
o-----o Rifle along with the scope. Make your
descision, choose something you like.

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o- Merchant -----o
|
| Attache Case M.....30,000   Treasure Map (Village).....10,000 |
| Handgun.....8000             Shotgun.....20,000 |
| Rifle.....12,000             TMP.....15,000 |
| Rocket Launcher.....30,000   Scope (Rifle).....7000 |
| First Aid Spray.....10,000
|
o-----o

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Just beyond the merchant around the corner you'll find some barrels to smash. Now leave through the main gate. There are quite a few enemies in this area, I recommend sniping them if you bought the rifle, until you run out of ammo and then switching to the Shotgun, you should be able to do this and keep your damage to a bare minumum. You'll make lots of money here as well, so a return trip to the merchant may also be a good idea. When you're in the clear, take the path down the stairs. Take the left path and enter the house, pick up the 'Shotgun Shells (5)' from the shelf. In the next room you'll find 'Handgun Ammo (10)' on one of the boxes. Ascend the ladder to the roof, there's a very nice treasure chest here containing 'Emblem (Right Half).' Follow the walkway to a barrel you can smash, then jump down. There's red drums will explode if you shoot them, so stand back if you do. Follow the path North (according to your map remember) and go behind the house to find a barrel. Proceed up the hill, there are another couple barrels at the top, but watch out for the villagers above because some of them are wielding dynamite. Go into the shack in front of you and open the locker to find '1000 Ptas' then climb the ladder outside to reach the top of it. Another ladder here will take you to the top, but you'll only find a barrel. Return to the ground again.

Cross over the bridge to the South. Follow the path to higher ground where you'll find two barrels and another chest containing 'Emblem (Left Half).' Jump off the platform on the opposite side of the treasure box and examine the gate. It will bring you to a key items menu, select one of the two emblem halves and choose combine. Combine it with the other half then use the full emblem to unlock the door. Follow the linear path, just before you reach the metal door check out the enclosed area on your left to find a couple of barrels you can break. Head through the large door, break the barrel in the upper left door and continue. In the next hallway there are a number of enemies so be careful. You may notice they're getting smarter, if they've got a laser sight on their face for more than a couple of second they'll try to move out of the way. Keep this is mind and shoot the instant you get the chance. Kill the enemies and run to the end of the hall, break the barrel and jump through the window. Now this part is dangerous, I recommend jumping right back through the window again. Pull out your Handgun and eliminate the villagers through the window. You won't be able to get the dynamite throwing ones however, so jump back and pull out your Rifle to snipe them. If you approach the large container you have the option of crouching and using it for cover. Take cover and then pop up when you get the chance. You may want to try grenades or some alternate weapons here. When you continue forward do NOT jump over the potato sacks, shoot the traps and go around because there are

traps waiting to clamp you on the other side. Now head through the door.

In this room you'll want to equip your Shotgun. To get that shiny object you've probably had your eye on, use your Shotgun to blast those wooden boards out of the window. Examine the object to receive 'Elegant Mask.' There's a couple of barrels in the water room of course. Take the only door you haven't been through yet. Navigate the hallway until you reach a couple of ladders. If you're low on health, or just want some backup healing, you can jump down below and shoot some fish. They're not dangerous, however the underwater bear traps are. Go back up and climb the second ladder.

Update: Thanks to the contributions of numerous people, note that you can in fact shoot down part of the well and knock the object down without actually dirtying it, causing the price to go up. Thanks to all who helped out.

To the left of the well you just jumped out of, is a shiny hanging object. Shoot it and pick it up to receive the 'Brass Pocket Watch.' There's a barrel and a crate in the cabin just beside this as well. Take aim and fire at the dynamite trap on the tree, before following the path any further, and just to when you thought you were clever, a bear trap is waiting as well right below the explosive trap. Head up into the building and examine the door.

— \\_ / / You'll need to rotate the object to unlock this door. It's not too hard to do, on the left is the approximate shape you need to make in order to get it. Once you're inside check the cabinet for '1000 Ptas' and open the box on the shelf which holds the 'Insignia Key.' Don't miss the article found on the bed either. When you're ready, and everything is out of the way then proceed through the door and watch the scene. This marks the end of Chapter 1 - 2. Be sure to save your game.

Update: Supposedly if you retrace your steps back through the house some time during Chapter 1 - 3, a bonus scene can be viewed.

— |\_) esident Evil 4 /-----o  
| \-----o-----\ Chapter 1 - 3 |  
(00003) \-----o-----o

o----- Item Checklist -----o Examine the cabinet at the end of the hall  
| | to find a 'Green Herb.' Down the stairs  
| Green Herb.....\_\_\_\_\_ | you'll find a save point on the table, if  
| Brown Chicken Egg.....\_\_\_\_\_ | you wish to save your game again so soon.  
| Incendiary Grenade.....\_\_\_\_\_ | If you open the oven in the kitchen there's  
| 1000 Ptas.....\_\_\_\_\_ | a 'Brown Chicken Egg' inside. On the  
| Red Catseye.....\_\_\_\_\_ | opposite end of the house, break the glass  
| Handgun Ammo.....\_\_\_\_\_ | on the shelf and pick up the 'Incendiary  
| Spinel.....\_\_\_\_\_ | Grenade.' There's '1000 Ptas' in the  
| Spinel.....\_\_\_\_\_ | cabinet behind you here as well. You can  
| Elegant Headdress.....\_\_\_\_\_ | check out the washroom as well, beside the  
| Handgun Ammo.....\_\_\_\_\_ | stairs but all you'll find is a crazy  
| Green Catseye.....\_\_\_\_\_ | villager in there. Leave the house and  
| Handgun Ammo.....\_\_\_\_\_ | be very careful as there is another crazy  
| Spinel.....\_\_\_\_\_ | chainsaw man here. Be sure to kill  
| Spinel.....\_\_\_\_\_ | him though since he usually drops something  
| Handgun Ammo.....\_\_\_\_\_ | nice. Take care of all the enemies in this  
| Handgun Ammo.....\_\_\_\_\_ | area and head down the path. There's a  
| Hand Grenade.....\_\_\_\_\_ | crate you can break in the first shack on  
| Incendiary Grenade.....\_\_\_\_\_ | your left. There's even more enemies  
| Antique Pipe.....\_\_\_\_\_ | guarding the gate at the end of the path,

| Handgun Ammo.....\_\_\_\_\_ | fight your way through them and continue.  
 | Red Herb.....\_\_\_\_\_ |  
 | Gold Bangle w/ Pearls..\_\_\_\_\_ | There's quite a few more villagers to fight  
 | Handgun Ammo.....\_\_\_\_\_ | in this area. Once they're eliminated and  
 | Yellow Herb.....\_\_\_\_\_ | the town quits down a bit there's something  
 | | you can do. To get the rare treasure 'Red  
 o-----o Catseye' take the Northeast path back to the  
 area where the dynamite villagers were. Up  
 in the tree near the house you'll see a large white object, shoot it down to  
 obtain the Red Catseye. Back in the main village examine the door with the  
 large symbol on it, where all the villagers went originally and use the  
 Insignia Key when it brings up your inventory to gain access to the building.

Break the crate, and pick up the 'Handgun Ammo (10)' off the desk. There's a  
 save point on the table here as well. Go through the door and shoot the  
 light, but stand back! When the flames go out pick up the 'Spinel.' There's  
 a trap door in the floor, open it up and jump down. When the tunnel opens up  
 you'll find two shiny objects in the room, shoot them both down to get a  
 'Spinel' and 'Elegant Headdress.' Follow the path to the South and soon  
 enough you'll reach another merchant. Pick up some new items here.

o- Merchant -----o

Attache Case M.....30,000	Treasure Map (Village).....10,000
Handgun.....8000	Shotgun.....20,000
Rifle.....12,000	TMP.....15,000
Rocket Launcher.....30,000	Stock (TMP).....4000
Scope (Rifle).....7000	First Aid Spray.....10,000
o-----o	

The only thing new that he sells is the Stock (TMP) but there's lots of old  
 stuff you may not have been able to afford the first time. Proceed further  
 and climb the ladder. This is another Blue Medallion area. Walk along the  
 path for a quick scene. Just to be safe, before hunting for all the  
 medallions kill all the enemies in this area. Medallion 08/15 is hanging from  
 a tree at the Southwest corner. Medallion 09/15 is right in the opposite  
 direction hanging from the closest tree. Go into the shack to the West and  
 get the 'Handgun Ammo (10)' off the table, as well as breaking the crates.  
 Medallion 10/15 is hanging from a tree in the Northern-central area. You can  
 find 11/15 dangling from a tree to the left of the large building. Run around  
 to the back of the building to find a pedestal. Don't do anything with it  
 yet, look up and shoot medallion 12/15 hanging from the roof. Head back and  
 take the Southeast path. You'll get a call about how you shouldn't be  
 deviating from your destination, but take the path anyway.

When you come to the wooden walkway the enemies are quite easy. Just use your  
 Handgun to shoot them once in the face, then kick them off the edge. Stand  
 where you can jump over and you'll clearly see number 13/15 in front of you.  
 Step into the hut and get the article off the table, watch out for the crates  
 though as they may contain snakes which attack you. As you exit the hut you  
 can see 14/15 hanging from below the path you already crossed. Continue  
 forward but before jumping across the next gap, shoot medallion 15/15 on the  
 underside of the walkway. Now go all the way back to the merchant, you can  
 obtain your special gun for free now that you've shot so many. Return to the  
 graveyard and examine the door to the large building. Once you've established  
 that it's locked, go around and examine the pedestal behind the building.

You need to highlight the three symbols on the twin gravestones out front. In  
 a clockwise direction from the very top, these symbols are the first, the

third and the fourth. There may be a really quick way of doing this, but here's the following method I used that works, spin it: 3 -> 4 -> 4 -> 4 -> 3 -> 4 -> 4 -> 4 -> 3. This should complete it correctly and allow you to pick up the 'Green Catseye' inside. There's nothing you can do in the church right now so head down the scenic path on the wooden walkway that you took originally to get the Blue Medallions. Head through the door at the end.

Break the barrel on the right side. In the small shack ahead of you there's 'Handgun Ammo (10)' and a 'Spinel' on the table. You'll find another 'Spinel' on the cart to the left of the shack. Along the lower wall there's a bunch of tiny little huts, most are empty but the last one contains 'Handgun Ammo (10).' Just before you leave the area there's a small staircase leading to a door. Take that door. Jump down and grab the 'Handgun Ammo (10)' off the boxes. You'll find a save point to the Southwest as well. Beside this is the merchant again, but he doesn't have any new things to sell. The only other thing you'll find here is a barrel. Climb the ladder again and leave the area through the teal doors, take the gate now which leads East.

In the shack on your right there's 'Handgun Ammo (10)' and a barrel to break. Walk forward and get ready to tap the A button again, it's the same idea as the last sprinting scene. As you proceed further you'll come to an above-water area with some enemies occupying it. For the first guy what I like to do is shoot him in the face with the Hangun, then run up and kick him. If you aim it right he'll fly into the dynamite trap and explode. Shoot any subsequent villagers that come, then drop down the left side and turn around to find a 'Hand Grenade' on the ground. Climb back up and walk across the main walkway again. There are quite a few dynamite traps in this area, however you will find that it's quite easy to lead villagers to run right into them if they're in the water. Most of the routes leading to the ramps are trapped. Enter the small hut on the left of the central platform and break the barrel. From here just make your way across this swamp, be careful and watch your back. A number of villagers will run in from the area you started from and you mind find yourself ambushed from behind. Along the walkway near one of the Eastern corners there's a 'Incendiary Grenade.' Look up into the nearest tree and shoot down the nest, it'll drop an item. If you go around and pick it up you'll get the 'Antique Pipe.'

Continue Northeast and into the shack back on land to find 'Handgun Ammo (10)' and a crate which probably has a snake in it. Follow the path up to the gate and head through. When you come to a fork stick with the direction you were already going and watch the scene at the top. Grab the 'Red Herb' growing at the bottom of the tree beside you, then go back down the path and make a left at the fork. On your way along before you reach the first shack on the right, look up into the tree and shoot down the nest. There's a 'Gold Bangle w/ Pearls' inside. Enter the shack and pick up the 'Handgun Ammo (10),' then break the crate. This crate should contain a new 'Yellow Herb.' If you combine this with your Green Herb your maximum HP will go up. Keep following the path to another cabin where you'll find a 'Green Herb,' a barrel, and a save point. Be sure to save here. Make your way up to the dock and get on the little motorboat. It's quite easy to drive, just move your analog stick around. You're trying to make your way to the Southeast corner, as you approach it you'll automatically trigger a scene.

o- Boss (Del Lago) -----o  
|  
| If you've been disappointed in the lack of boss fights thus far you're |  
| about to see this game redeem itself far beyond anything you could |  
| imagine. The entire thing takes place with you being dragged about by |  
| this huge monster all over the lake. While you don't have a lot of |  
| control over your forward momentum, you do have control of your direction |

| and you'll need to use it. As the boss drags you throughout the lake it  
| will knock huge piles of debris in your path which you must manouvre  
| around. Use the analog stick to move left and right to avoid this huge  
| piles. Soon afer this it will descend into the water and stop pulling  
| you. This is your cue to drive your boat hard to the side, either left or  
| right because it is going to burst out of the water and if you haven't  
| changed directions you'll be aimed directly into his mouth. This brings  
| up the other things, which is that in the event you are knocked off of  
| your boat, you won't die but you'll take a hefty amount of damage and have  
| to pound the A button in order to swim back to your boat and avoid being  
| swallowed by the huge creature. This pattern will continue for basically  
| the entire fight except for one contingency which I will get to in a  
| moment. Obviously the next most important thing after staying alive is  
| defeating the boss. Your normal weapons are useless however the boat is  
| heavily loaded with an infinite number of harpoons. You'll need to use  
| these in order to kill the boss. Hold the R trigger and similar to most  
| weapons a crosshair will come up which you can aim and throw. This  
| is how you will damage the boss, you must aim and attack while also  
| dodging of course. The one contingency I mentioned is that at certain  
| points you will come to a dead stop and be automatically put in the attack  
| position. You must determine where the boss is coming from, and aim a  
| harpoon down his throat and he accelerates toward you to stop him from  
| ramming your boat. The boss gives adequate preparation time and the game  
| gives you a handy little red arrow telling you which direction to look  
| so it shouldn't be too hard. Continue this strategy until the boss is hit  
| by a fatal blow. When this happens there's a quick scene and you must  
| rapidly tap a button to untangle the rope, but nothing you can't handle.  
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\_) esident Evil 4 /-----o  
| \-----o-----\ Chapter 2 - 1 |  
| (00004) \-----o-----o

o----- Item Checklist -----o Read the Anonymous Letter on the bed, then  
| | pick up the 'Handgun Ammo (10)' off the  
| Handgun Ammo.....\_\_\_\_\_ | table. Break the crate and get the 'Flash  
| Flash Grenade.....\_\_\_\_\_ | Grenade' off the shelf. If you didn't save  
| Green Gem.....\_\_\_\_\_ | at the end of the chapter now would be a  
| Rifle Ammo.....\_\_\_\_\_ | good time, do so then leave the house. Make  
| Spinel.....\_\_\_\_\_ | your way North and get back onto the boat.  
| Spinel.....\_\_\_\_\_ | Ride it into the cave located on the  
| Handgun Ammo.....\_\_\_\_\_ | Northeast edge. When you're inside break  
| Amber Ring.....\_\_\_\_\_ | the barrel on the left and push the box.  
| Round Insignia.....\_\_\_\_\_ | This will give you access to two more  
| 15,000 Ptas.....\_\_\_\_\_ | barrels and a ladder. Climb the ladder and  
| Red Herb.....\_\_\_\_\_ | push the two boxes here, it'll make a thin  
| Yellow Herb.....\_\_\_\_\_ | path for you to reach another three barrels,  
| Handgun Ammo.....\_\_\_\_\_ | one of which holds the 'Green Gem.' Jump  
| TMP Ammo.....\_\_\_\_\_ | down the ladder in the middle and you'll  
| Spinel.....\_\_\_\_\_ | land inside the shop where you can get  
| Green Herb.....\_\_\_\_\_ | 'Rifle Ammo (10).' Talk to the merchant and  
| 1000 Ptas.....\_\_\_\_\_ | make some purchases even though he has  
| Spinel.....\_\_\_\_\_ | nothing new. Return to the front of the  
| Shotgun Shells.....\_\_\_\_\_ | shop and go around the right side to find  
| 1000 Ptas.....\_\_\_\_\_ | two barrels, then shoot the torch above them  
| 3000 Ptas.....\_\_\_\_\_ | which drops a 'Spinel.' Return now to the  
| | cabin where the chapter began and walk in

o-----o the opposite direction toward the gate.

Follow the path and go through the gate. You'll encounter a new type of enemy here, make sure to keep your distance as most of your weaker weapons won't daunt him enough to prevent him from whipping you at close range. Once they're dead go up the stairs and jump across the raging river, then down a little and back across again. Use the rope to climb down into the town. If you look up after you land you'll see a shiny object of the cliff, shoot it and pick it up to receive a 'Spinel.' Go up the ladder beside the fire but watch out for the villager at the top. Break the barrel and grab the 'Handgun Ammo (10)' off the railing. Head to the bottom of town and look across the water. You'll see a crate hanging and no way to get across. Shoot the chain and the box will drop, giving you the ability to jump over. Run West toward the waterfall and look up between the two torches to see a shiny object. Shoot it down and pick it up to receive the 'Amber Ring.' If you look on your left you'll see a crate hanging from a chain on a moving crane, shoot this chain and go back down. Jump onto the box and pull out your Rifle, if you don't have the Rifle you'll need to go back up and climb the ladder. Use whatever means necessary to shoot the chain holding the higher crate to the Northwest. This will give you two crates beside each other and enough room to jump across to the other side. Ascend the ladder leading to the roof of the house and operate the large switch to stop the flow of the water.

Jump back across to the middle platform, but watch out because this will trigger an attack from a bunch of enemies. Fend them off as best you can as you make your way toward the now-dry waterfall. At the end of the cave examine the large emblem on the wall to receive the 'Round Insignia.' Take the shortcut and break open the barrels before stepping onto the boat. You should recognize this place. Ahead of you on your left is the merchant and a save point. Ascend the ladder and take a couple of steps West for a scene.

o- Boss (El Gigante) -----o

|  
| This giant hulking monster will be your opponent, he certainly lives up |  
| to his name. There are quite a few attacks this boss has so it's hard to |  
| predict them, as he follows no particular pattern. Basically he has two |  
| primary attacks which are grabbing you and kicking you. Both are close |  
| range attacks so he won't do them if you're on the other side of the area. |  
| For long range attacks he can interact with the environment, this involves |  
| picking up large rocks or even trees. The rocks can be avoided by running |  
| in one direction, the tree can be avoided by a quick tap of L + R when |  
| prompted. After not too much time has passed, the wolf that you saved at |  
| the beginning of the game will appear and start to run around the field, |  
| distracting the boss. The wolf cannot die so this is your opportunity |  
| to attack while he isn't chasing you. Pull out your most powerful weapon |  
| and begin shooting at him. Don't put too much emphasis on shooting him in |  
| the head since it really doesn't make much difference. In fact this isn't |  
| how you damage the boss at all. After he has been shot enough times he'll |  
| crouch down in pain and the true enemy will expose itself, the parasite in |  
| his back. Refrain from shooting this thing as well and approach the boss |  
| from behind, you'll get the option to climb up. When you do you'll either |  
| have to tap A or B as fast as possible to start cutting the monster. Soon |  
| he will stand up and you can repeat the process over again. The tentacle |  
| takes about fifteen cuts to die, so it should take about two tries or |  
| maybe three if you're a bit slower. One more thing to note about this |  
| battle is that the boss will only interact with the environment if you |  
| lead him to it. If you're not good at dodging trees then don't ever run |  
| near one. There are some exceptions of course but this is the general |  
| idea. When he's bounding in your direction try to avoid running between |  
| his legs since it will usually just result in being kicked, go around to |

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| one side and you should be able to avoid both of his close range attacks. |
| Also try to stay away from the huts at the lower part of the field,       |
| if they remain in tact you can find items in them after the fight.       |
| Also I figured it was a given but I've received a number of emails about  |
| so I guess people would like to know. The Rocket Launcher which kills    |
| virtually every enemy in the game in a single hit makes quick work of the |
| El Gigante as well, saves you a lot of parasite-chopping time.          |
|                                                                           |
o-----o

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Examine the boss' body to receive '15,000 Ptas.' If you didn't already during the fight grab the 'Red Herb' and 'Yellow Herb' as well as the 'Handgun Ammo (10)' from near the cart. In the first hut you can get 'TMP Ammo (50),' 'Spinel,' and 'Green Herb.' In the second there's '1000 Ptas' and 'Handgun Ammo (10).' Finally in the last one you'll find 'Spinel,' 'Shotgun Shells (10),' and '1000 Ptas.' A nice reward for keeping the huts up. Continue your trek West and go through the door. Run across the walkway, but stop in the shack because the crates have respawned. Before going up the hill that leads to the church prepare yourself very carefully. Awaiting you at the top are some extremely dangerous wolf enemies, and if you're caught off guard there's almost no way to escape. The crates have respawned as well in the shack West of here. When you're ready go up to the church and examine the door, you'll be brought to your inventory. Select the Round Insignia and use it to enter.

Break the barrel on the right side of the church, then get the '3000 Ptas' from the cabinet behind the altar. Follow the East hall to a ladder you can climb. As you go along the path, check your right side for the option to jump. When you do you'll land on the chandelier. Keep tapping A as fast as possible so that when the option to jump again appears, you'll make it across. Head left and break open the two barrels, then examine the control panel.

This puzzle is actually quite easy. All you have to do is rotate each colour so that they match the outline of the colour on the centre circle. To do this is quite simple, you need to turn the red one two times, the green one three times and the blue one only once. Then select the option "Combine" from the possible choices and the gates will unlock. Follow the hall around and enter the door to trigger a scene. After the scene break all the barrels in the room and exit. Jump down the ladder and press A when you hit the ground to catch Ashley. Head forward to trigger another scene.

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|_) esident Evil 4 /-----o
| \-----o-----\                Chapter 2 - 2                |
|           (00005)  \-----o

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o----- Item Checklist -----o
|                               | Start by breaking open all the barrels in
|                               | this room. Exit through the door and move
| Handgun Ammo....._____ | forward. After the scene do as Ashley says
| Handgun Ammo....._____ | and lure as many villagers as possible
| Green Herb....._____   | toward you. When you think you've got as
| 1000 Ptas....._____   | many as you can close to the large cart,
| 1000 Ptas....._____   | blast it with one of your weapons to blow it
| Yellow Herb....._____  | up then take care of any remaining enemies
| Red Herb....._____    | manually. Head West and go down the hole
| Shotgun Shells....._____| into the tunnel again. Speak to the
|                               | merchant here, you can buy a new more
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o- Merchant -----o

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	Attache Case M.....30,000	Treasure Map (Village).....10,000	
	Handgun.....8000	Red9.....14,000	
	Shotgun.....20,000	Rifle.....12,000	
	TMP.....15,000	Rocket Launcher.....30,000	
	Stock (Red9).....4000	Stock (TMP).....4000	
	Scope (Rifle).....7000	First Aid Spray.....10,000	
o-----o			

Continue through the cave and climb up the ladder. Save your game here and head into town. There are quite a few enemies here. Your destination is somewhere you've been before, the other section of the village to the Northeast. Don't tell Ashley to wait, make sure she's with you at all times because the enemies will come from all directions and you won't be able to protect her from afar. Another important thing to watch out for is bear traps. If they catch her you have to help her yourself, she can't do it alone. Head through the door to the next area. Approach the bin and tell Ashley to hide inside. Make your rounds of this place and wipe out all the bad guys, be careful of going for headshots here as it may cause the parasite to spring out from the villagers necks making them much more dangerous. If this happens equip a high powered gun. Grab the note inside the shack to the left of the entrance, and save here as well. There are a number of items to pick up in this area, not just crates and barrels but also more items. They're in pretty much the same places they were before so I won't go into detail, but the non-random stuff pretty much includes 'Handgun Ammo (10),' 'Handgun Ammo (10),' 'Green Herb,' and two boxes of '1000 Ptas.' Go up the ladder in the barn, being careful of bear traps, and go along the walkway to the Northeast gate. As you approach it you'll have the option of piggybacking. Use this option to get through the gate.

Walk forward and you'll meet the merchant again. Start crossing the bridge and there's a quick scene. Across the bridge is another scene and something is coming which is harder than any boss fight you have faced so far. This is a complete barrage of villagers attacking a little house which you are held up in. Surviving will become very difficult here so listen closely. Your weapon of choice is the Shotgun, with this you can take out both multiple enemies at a time as well as kill the parasite enemies fairly easy if you're close enough. Hopefully you've got it upgraded a bit. Your first priority should be to block the three windows using the three conveniently placed bookcases. After this make sure all your guns are fully reloaded, and pick up the 'Red Herb,' 'Yellow Herb,' and 'ShotgunShells' from around the room. Soon enough some enemies are going to break through one of the shelves, run up to them and fire you Shotgun around cranial height to knock most of them back. If you ever get the chance to kick make sure you take advantage of it. Luis will certainly hold his own weight, he's a great shot and he'll toss out items to you. He's even next to invincible as well so you don't have to cover him too much but it's still a good idea. Once enough villagers are dead he'll call for you to go upstairs. This makes things easier temporarily until they start coming in through the windows. Knock down the ladders and keep control of the stairs. Tossing grenades is a great way to show them whose boss, especially when they're all congregated on the staircase. Keep shooting and shooting and soon enough you'll be interrupted by a scene, and the end of the chapter.



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o----- Item Checklist -----o  Head upstairs to pick up any items you may
|                                | have left behind. This includes not only
| Hand Grenade....._____ | the enemy drop items, but also some others
| Flash Grenade....._____ | sitting on shelves and desks which include
| Incendiary Grenade....._____ | 'Hand Grenade,' 'Flash Grenade,' 'Incendiary
| Green Herb....._____ | Grenade,' and 'Green Herb.' You may have
| TMP Ammo....._____ | got these items while shooting your way
| Handgun Ammo....._____ | through the villagers during the last
|                                | chapter which is fine. Exit through the
o-----o  front door and go forward and left to find
                                | 'TMP Ammo (50)' on a pile of logs. Behind
                                | you is the merchant again whose inventory
                                | has been updated to include the Punisher.

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o- Merchant -----o
|
| Attache Case M.....30,000  Treasure Map (Village).....10,000 |
| Handgun.....8000  Red9.....14,000 |
| Punisher.....20,000  Shotgun.....20,000 |
| Rifle.....12,000  TMP.....15,000 |
| Rocket Launcher.....30,000  Stock (Red9).....4000 |
| Stock (TMP).....4000  Scope (Rifle).....10,000 |
| First Aid Spray.....10,000 |
|
o-----o

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Enter the shack beside the merchant to find a note and a save point. There's 'Handgun Ammo (10)' pretty much straight ahead of where the merchant is facing. You now have a choice, you can either take the left or the right path. The left path leads to a fight against chainsaw wielding maniacs, and the right path leads to a fight with El Gigante again. Take whichever route your deem more appropriate, the walkthrough will cover both.

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                                /-----o
o-----o  \ The Right Path |
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o----- Item Checklist -----o  Check the switch below the merchant and
|                                | press it to the right. Now follow the
| 15,000 Ptas....._____ | path on the right of this one to proceed.
| TMP Ammo....._____ | As you run down this path El Gigante will
| Handgun Ammo....._____ | appear again. He's very similar to when you
| Spinel....._____ | fought him (or at least another of his
| 1000 Ptas....._____ | "species") recently. The best tool for the
| Incendiary Grenade....._____ | fight are all those grenades you've been
| Old Key....._____ | stocking up recently. Flash Grenades make a
| 1000 Ptas....._____ | great tool to make him an easy target, and
| Handgun Ammo....._____ | Hand Grenades should bring him down to
| Spinel....._____ | his knees in a single blow. About fifteen
| Handgun Ammo....._____ | cuts still applies to defeating him. Once
| Handgun Ammo....._____ | he dies get ready to press some buttons to
| 1000 Ptas....._____ | dodge as he lands, don't worry too much
| Spinel....._____ | about Ashley. He drops 15,000 Ptas when he
| Handgun Ammo....._____ | dies, well worth the grenades you'll use up.
|                                | This pretty much eliminates any danger
o-----o  you'll be facing so you can safely proceed
                                | forward. Kick the door six times to break
it and raid the cabins. The first contains 'TMP Ammo (50),' 'Handgun Ammo
(10),' 'Spinel,' '1000 Ptas,' and 'Incendiary Grenade.' In the next cabin
you'll find the important 'Old Key' as well as '1000 Ptas,' 'Handgun Ammo

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(10), 'Spinel,' 'Handgun Ammo (10),' '1000 Ptas' and 'Spinel.' As an added bonus you can find more 'Handgun Ammo (10)' on the bench on your left before you leave. This is the end of the branching area, skip ahead to the "End of Branch" label down below this if you're ready to continue, or if you want even more items you can go back to the merchant and take the other path.

o----- /-----o  
o-----\ The Left Path |  
o----- \-----o

o----- Item Checklist -----o Press the switch to the left and follow the  
| | path just beside the merchant. Rather than  
| Shotgun Shells.....\_\_\_\_\_ | fighting one large boss you will be battling  
| Ruby.....\_\_\_\_\_ | quite a few villagers. Start off by trying  
| Camp Key.....\_\_\_\_\_ | to collect as many near the large wagon as  
| Hand Genade.....\_\_\_\_\_ | possible, then shoot it to blow it up.  
| Red Gem.....\_\_\_\_\_ | Eliminate any leftovers then proceed along  
| | the path which is quite linear. Before  
o-----o ascending the ladder checking the nearby  
area for one barrel. Climb up to the second  
level and clear the path. The bin up here is a good place to hide Ashley, as  
you'll be doing some tight quartered fighting on the walkway. When you've  
cleared the upper walkway, jump down off the edge near the ladder, which is  
directly across the East path from the bin Ashley should be hiding it. Grab  
the 'Shotgun Shells (10)' which are sitting on a large mine cart. Also break  
the two nearby barrels. Climb back up and head right, now you'll come to a  
ladder on your left. Make sure Ashley is safely in the box! Do not kick down  
this ladder whatever you do. You want to jump down, watch the scene and climb  
right back up. Run back past the bin to the ladder where you first climbed up  
to the upper area, this will give you a vantage point without the risk of  
being attacked from behind. Snipe all approaching enemies with your Rifle,  
and use Grenades and the Shotgun as backup support when they start getting  
close. The two chainsaw wielding maniacs will drop a 'Ruby' and 'Camp Key.'

Get Ashley out of the bin and drop down to the centre where the scene  
triggering the two chainsaw people occurred. Smash the barrels and go through  
the door to the South by using your Camp Key. In this area start by going  
forward a few steps, then make a right turn into the open door. Drop down and  
grab the 'Hand Grenade' off the box, and break open the barrel. Before  
leaving this room notice there is a boarded up window, use your Shotgun to  
smash it open. Jump over and run to the end where you'll find two barrels,  
one of which contains the rare item 'Red Gem.' Now go back through the  
window. Follow the path further and break the barrel at the end. You'll be  
ambushed by a ton of villagers, send Ashley into the bin and whip out your  
Shotgun to try and waste as many as possible at one time. When they're all  
out of the way proceed through the red double doors at the end, but quickly  
before you do check the other side of the two watch-tower things to find a  
number of barrels you can smash.

o----- /-----o  
o-----\ End of Branch |  
o----- \-----o

o----- Item Checklist -----o Regardless of which path you come out of,  
| | head to the cabin at the South end of the  
| Handgun Ammo.....\_\_\_\_\_ | map. You can find 'Handgun Ammo (10)' on  
| Rifle Ammo.....\_\_\_\_\_ | top of some trash bins here. Inside the  
| Flash Grenade.....\_\_\_\_\_ | house you'll find a note on one of the  
| Handgun Ammo.....\_\_\_\_\_ | horizontal lockers, and 'Rifle Ammo (10)'  
| Yellow Catseye.....\_\_\_\_\_ | inside another. There's a save point on the

Spinel....._____	table near the front door as well. Leave
TMP Ammo....._____	and go up the stairs opposite the front door
Shotgun Shells....._____	to find a barrel and the merchant again,
Green Herb....._____	though he has not upgraded his wares. Make
Handgun Ammo....._____	your way North and you'll come to a gondola.
Red Herb....._____	Break the barrel on the right side, then
Yellow Herb....._____	step on the platform to ride. On your way
Green Herb....._____	down there will be enemies on the gondolas
Handgun Ammo....._____	moving in the opposite direction.
Hand Grenade....._____	Personally I prefer to take the rifle and
Incendiary Grenade....._____	equip the scope, you should be able to
False Eye....._____	easily snipe all of them before they even
30,000 Ptas....._____	get near you, try to aim so you hit more
5500 Ptas....._____	than one with a single shot. If this
Velvet Blue....._____	doesn't work go with the TMP or Shotgun.
	Keep an eye on the left side as there will
o-----o	be enemies who jump down onto you

from above. When you reach the bottom check the room on the right, in the lockers you'll find 'Flash Grenade' and 'Handgun Ammo (10).' There's a staircase outside the locker room, start going down and you'll reach a landing. Ignore the other stairs for the moment and head West.

Inside the cave you'll quickly run into a couple dynamite wielding villagers. As soon as they see you turn around and run, they'll most likely end up blowing themselves up. Continue through the cave and climb the ladder. Open the treasure chest at the end of the path to receive the 'Yellow Catseye.' With this third and final gem you now have everything you need to combine and maximize the value of the Beerstein item for selling. Navigate back through to reach the staircase landing again. Now take the lower stairs down. You'll find a save point and the merchant soon enough. On his right are 'Shotgun Shells (10)' and 'TMP Ammo (50).' Proceed through the large doors at the end of the path now. As you approach the building, a scene occurs.

o- Boss (Bitores Mendez) -----o

This disgusting looking parasite will be your next opponent. You're	
given quite a few chances to use the environment to your advantage so	
it's important to get to know it first. There's two sides you can run	
back and forth between and a ladder leading to an upper catwalk. Fighting	
this boss is a matter of just blasting the crap out of him over and over	
again. Two weapons that work well are the Rifle and grenades. Go to one	
end of the room and pull out your Rifle, snipe his spinal column for	
some massive damage infliction. When he gets close whip out a Hand	
and throw it as a distraction while you run by. Repeat this process for	
awhile. Also while standing at one side you'll notice there is another	
untouched red gas drum, wait for the boss to approach and shoot it for	
additional damage. Your reward for finding this is a 'Spinel' located	
where the drum used to be. After you've hurt him enough the boss will	
split in half and you will have to face his second form. This form uses	
the beams on the ceiling to swing around and strike you. For this form	
as well as the first form keep your hands ready to tap the dodge buttons	
whenever he preps an attack. Forget the Rifle here, whip out that	
Shotgun. One blast from the Shotgun should send him flying off the beam	
and onto the floor. This gives you a good opportunity to grenade him,	
use your TMP or just Shotgun him again. With the Shotgun you should be	
able to keep control of the battle and eventually take him out. If you're	
interested in collecting all the items that are scattered around the room	
as well as the upper floor, keep your eye out for: 'TMP Ammo (50),'	
'Shotgun Shells (10),' 'Green Herb,' 'Handgun Ammo (10),' 'Red Herb,'	
'Yellow Herb,' 'Green Herb,' 'Handgun Ammo (10),' 'Hand Grenade,' and	

| finally 'Incendiary Grenade.' Once the boss is defeated examine the |  
| objects that he drops to receive 'False Eye' and '30,000 Ptas.' |  
|

o-----o  
To get out of this area you need to jump over the brocken flaming pile to the East. Leave this area entirely (don't forget to save on your way back) and return to the previous area on the gondola. Examine the door down the South path from the gondola which was locked before, when your inventory comes up select the False Eye. Pull out your Rifle in this next area but don't shoot yet. Approach the villagers and a scene occurs. There's a truck running toward you. Aim your Rifle and get ready to snipe the driver of this truck as soon as he is within range, once he dies the truck flips over on its side, but this isn't the end. Villagers will start pouring out in a big clump, this means either Grenade or Shotgun, or maybe even Rocket Launcher. Just get them all. The truck will automatically drop '5500 Ptas.' Continue up the path and into the little open area on your left at the top. There are two barrels here and the one on the right contains 'Velvet Blue.' Head towards the large castle in the distance by following the road, a scene will trigger as you do.

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Chapter 3 - 1

o----- Item Checklist -----o  
| There's tons of barrels and such in this  
| area, be sure to break them all. Go behind  
| 5000 Ptas.....| the tree to the Northeast corner and you'll  
| Green Herb.....| find some crates here, one of them has a  
| Rifle Ammo.....| snake in it. Turn around and go directly  
| Yellow Herb.....| South, open the large treasure chest to find  
| Handgun Ammo.....| '5000 Ptas.' In the small hut to the right  
| 2000 Ptas.....| of the entrance pick up the 'Green Herb'  
| 4500 Ptas.....| sitting on the table and use the typewriter  
| Red Herb.....| to save your game. The merchant here is  
| 1800 Ptas.....| very important, not only does he have a  
| Golden Sword.....| couple new guns but also upgraded version of  
| Platinum Sword.....| most of the old weapons you're carrying now.  
| 2500 Ptas.....| This may be a good time to seel any of that  
| Handgun Ammo.....| expensive jewelry you've been holding on to,  
| Green Herb.....| because it will get very expensive.  
| Castle Gate Key.....|  
| Green Gem.....| Ascend the stairs and go into the red door  
| Prison Key.....| at the top. Run along the outer walkway and  
| Shotgun Shells.....| grab the 'Rifle Ammo (5)' from on top of the  
| 15,000 Ptas.....| crate. Try to snipe the two enemies on the  
| Handgun Ammo.....| upper level, you should be able to see them  
| 4500 Ptas.....| from here. Climb the stairs for a scene,  
| 2000 Ptas.....| now you're in trouble. Wait until one of  
| Shotgun Shells.....| the flaming catapult shots explodes then  
| Green Herb.....| dash West, but don't go in the door instead  
| First Aid Spray.....| head South through the arch and in the room  
| Spinel.....| with the cannon. Break the three barrels  
| Hand Grenade.....| here. Leave this area and go through the  
| Handgun Ammo.....| arch leading West. Climb the stairs to the  
| | top. When you come out into the open, take  
o-----o no more than a couple steps and stand on the

o- Merchant -----o

Attache Case L.....40,000	Attache Case M.....30,000
Treasure Map (Castle).....10,000	Handgun.....8000
Red9.....14,000	Punsisher.....20,000
Blacktail.....24,000	Broken Butterfly.....38,000
Shotgun.....20,000	Riot Gun.....32,000
Rifle.....12,000	Rifle (Semi-Auto).....35,000
TMP.....15,000	Mine Thrower.....28,000
Rocket Launcher.....30,000	Stock (Red9).....4000
Stock (TMP).....4000	Scope (Rifle).....7000
Scope (Semi-Auto Rifle).....10,000	Scope (Mine Thrower).....8000
First Aid Spray.....10,000	
o-----o	

right. Aim your Rifle up and look directly South and maybe a bit to the left, you'll see a catapult with a red barrel beside it. Shoot the barrel. Now look down and bit and to the right, there's a small enclosed area with a window and an enemy inside. Shoot the enemy through the window. Finally while still in this position, look Southeast and then upward. Almost in front of your face you will see the red robed person at the catapult, shoot him and the black robed person operating it. Cross the bridge and enter the enclosure.

Break the crates and open the chest on the shelf containing 'Yellow Herb.' Look out the North window, and a little up and to the right you should be able to barely make out a red barrel you can shoot. That leaves only one catapult still in operation. This one is dangerous. Cross the bridge to the East, you will be shot at but as long as you're running it will miss. Stand in the middle of the circular tower area and aim directly North, you'll be able to see the enemy operating the catapult. Snipe him from here, if he manages to get off another shot then run far to the side and try again. Once he is dead you're out of danger, except for the few possible enemies who may hobble up normally. Examine the lever on the South side of the tower and tap A quickly to bring up the cannon. Shoot it once and the large door has now been opened for you. To reach it simply head to the North. Stop and do someshopping if you want, as the merchant is standing right at the end of the path.

Get the 'Handgun Ammo (10)' off the table and the '2000 Ptas' from the cabinet. As you go up the stairs you'll encounter quite a few of the cult enemies. A scene will trigger and more will come in from the front door. Fight your way through all of them, the leader in the red cloak will automatically spawn a new type of parasitic head. This one won't swing around at you but its close range attack is an instant kill decapitation. When he's dead he drops '4500 Ptas.' Go around this area and break the crates on the shelf, then open the cabinet and pick up the 'Red Herb' inside. There's also 1800 Ptas sitting on the table. Examine the panel beside the table and take the 'Golden Sword.' Head back downstairs. On the wall here is another sword, pick it up to receive the 'Platinum Sword.' Examine the panel and put the Golden Sword where the Platinum Sword previously was. Back upstairs put the Platinum Sword in where the Golden Sword was, this reveals the exit door.

Walk forward and watch the scene. Proceed through the door to the West. Head down the path on your right and lure all the cultists out of the room, gather them near the red barrel and blow it up at the best time possible, then take out any that remain. There's some barrels to break in the room, '2500 Ptas' in the cabinet and some 'Handgun Ammo (10)' on the table. Leave the room and head South, but watch out for the crossbow guy above the arch, shoot him before he can shoot you. There's some enemies with shields here but they're not too hard to break with pretty much any gun. In the door you'll find a 'Green Herb' on the shelf, and a barrel to break. Make sure your gun is fully

loaded before opening the treasure chest which contains 'Castle Gate Key.' Getting this key triggers a barrage of enemies to come in the door of this room. Defeating them is quite easy if you do it right. Run for the door ignoring them and open it. Stand just outside and wait for the first one to approach you. When he leans back to attack, shoot at the red barrel to take out almost all of them. Now head back Northeast to where you met Luis.

The North door can now be opened using the Castle Gate Key. Make your way forward to trigger a scene. After it's over keep going until a wall pops up in front of you. Do a 180 degree turn and look upward. On the wall above the arch is a shiny spot, shoot it down and pick up the 'Green Gem.' You can smash the four pots in this area and use the typewriter to the Northeast. Go through the door to the East of the typewriter. Break the barrels, then go right and grab the 'Handgun Ammo (10)' off one of the chairs. You can smash the pot on top of the shelf here. Beside this shelf, look through one of the windows and you can see an item on top of the ceiling beams. Shoot the item down now, you can get it soon. To the East you'll find a note on the wall to read, and North of that are two fire breathing horse statues. Examine the painting on the wall beside them to get the 'Prison Key.'

Go back West almost as far as the central throne room but not quite, to the North there's a door which was locked before but you can now open with your Prison Key. Descend the stairs and pick up the 'Shotgun Shells (10)' that you knocked down, then the 'Green Herb' in the corner. Open the cell door by kicking it down, when you walk in the prisoner will suddenly break free. As you could see from the scene, he is blind. As long as you move quietly you don't even have to fight him. Press the switch in the prison cell to turn off the fiery horse statues upstairs. If you do choose to kill him however, you need to fire at the parasite coming out of his back. It shouldn't take too many hits to get him, and he drops '15,000 Ptas' automatically.

Make your way back to those statues and pass through. Beyond them you'll find 'Handgun Ammo (20)' on the ledge. In the next room you'll have to fight an absurd amount of cultists. Try to conserve ammo by using a weak gun and either shooting them in the head, then kicking or shooting them in the foot, then suplexing. Run around the area breaking all the pots and getting all the items. The red guy drops '4500 Ptas' and there's '2000 Ptas' on the East side. Once you've taken out all the enemies that appear here, go down the North stairs and into the door. Have you and Ashley walk onto one of these big yellow buttons, then tell her to wait. Now go to the other button and step on it yourself, this brings up a lever in the main room. Before leaving check the chair for 'Shotgun Shells (10)' and the table for 'Green Herb.'

Return to the main hall and sure enough there's tons more enemies around. Shoot them all first if you want, the other option is to examine the lever and have Ashley start turning it while you take out whatever comes at you. When finished a new staircase drops and you get access to the higher section. When you get to the top you can go around to the left and right balconies and break the pots, the pot on the right will contain the 'First Aid Spray' which you should definitely get. As you go North Ashley will make mention of something, afterwards approach the painting on the right and select the piggyback option. You will now have to protect Ashley while at the same time protecting yourself. The short-range long-range combo of the Rifle and the Shotgun work well here. The nearby pots should have some helpful ammo. Fire support shots at the cultists coming out of the upper doors from both sides, then stop to make sure you are okay as well. Once she finishes with each lever a platform will rise from the water and she moves to the next one. At the end approach the opposite painting she jumped up and catch her with the A button, then cross over the platforms to reach the North end, go through the doors.

Open the cabinet on the right side of this area to find a 'Spinel.' Above it is a glass case with a treasure chest inside containing a 'Hand Grenade.' On the other side there's 'Handgun Ammo (20)' and a bunch of pots to break, beside these pots is the merchant if there's anything you have to buy. Now go into the door by the merchant. This is the shooting range, you can practice your gun skills here if you wish. I won't go into too much detail, check the separate section of this guide on the shooting range if you want to. You can win up to six bottlecaps at this point in the game, so give it a try and see how good you are. Use the typewriter just East of the merchant outside, then run up the North hall to trigger a scene and the end of the chapter.

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Chapter 3 - 2

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o----- Item Checklist -----o
|
| Handgun Ammo....._____ | Walk back a few steps, then enter the door
| TMP Ammo....._____ | leading East. Break the barrels and then
| Velvet Blue....._____ | follow the path to a trap door that will
| Butterfly Lamp....._____ | bring you down to the sewer. Follow the
| Shotgun Shells....._____ | tuneel away from the stairs and make a
| Incendiary Grenade....._____ | right, then another right immediately which
| Handgun Ammo....._____ | will bring you to a crate. Return to the
| Yellow Herb....._____ | hall but before continuing look down to the
| Velvet Blue....._____ | end, you should see a distortion of the air
| Velvet Blue....._____ | and some odd steam. The huge bug monsters
| Illuminados Pendant...._____ | in this area are invisible, so to be safe
| Elegant Mask....._____ | you had better snipe it from a distance.
| Red Herb....._____ | Continue until you reach a pit, there are
| Handgun Ammo....._____ | two more monsters down in the pit. Once
| Shotgun Shells....._____ | they're dead drop down, in this little area
| 1000 Ptas....._____ | you can find 'Handgun Ammo (20),' 'TMP Ammo
| 1000 Ptas....._____ | (50)' and 'Velvet Blue.' Climb the ladder
| 1000 Ptas....._____ | here and go into the door.
| Gallery Key....._____ | There are three of those monsters in the
| 1600 Ptas....._____ | immediate area. Go down the East hall and
| Green Herb....._____ | into the jail cell, it will lead you around
| Handgun Ammo....._____ | to a door. Inside of it, break the crates
| Spinel....._____ | and open the chest to receive 'Butterfly
| Goat Ornament....._____ | Lamp.' There's also a valve to turn here
| Yellow Herb....._____ | which will drain the water. Leave the room
| Spinel....._____ | and you'll encounter two more monsters, then
| Velvet Blue....._____ | another two when you get back to the main
| Spinel....._____ | prison area. Enter all the cells and you'll
| Velvet Blue....._____ | find quite a few good items which include
| Spinel....._____ | 'Shotgun Shells (10),' 'Incendiary
| Velvet Blue....._____ | Grenade,' 'Handgun Ammo (20),' and 'Yellow
| Spinel....._____ | Herb.' There's also a memo in one of the
| First Aid Spray....._____ | cells for you to read. Jump down into the
| Yellow Herb....._____ | Southern area and head through the gate.
| Red Gem....._____ | Watch out for the monster in here. Pick up
| Moonstone (Right Half)....._____ | the 'Velvet Blue' sitting underwater at the
| Shotgun Shells....._____ | upper left corner, then go up the stairs and
| TMP Ammo....._____ | into the next room.
| Moonstone (Left Half).._____ |
|
| Big swinging death blades, that's what
o-----o you'll be thinking when you walk around
the corner. Fortunately for you getting

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through here is pathetically easy. The first one is swinging back and forth over the darker line in the ground, wait for it to pass and keep running. You've got to jump for the second one, same deal applies, just wait for it to pass and hit the A button. As you go forward you'll come to two side by side, since they're moving at the same pace just in opposite direction, all you need to do is wait for them to pass and run. It's that easy. Up the small stairs just beyond the last blade, look on your right to find a 'Velvet Blue.' Continue onward and ascend the ladder. There's a couple of barrels at the top for you to break open, head through the door and watch the scene.

Now this part is fun, you need to kill as many of those people as you can before they escape. Your main target is the leader, but try to get most of them. Your best bet is to toss a Hand Grenade down there is you still have on, or a Rocket Launcher should do the trick easily. Try and snipe down and get anyone remaining after it goes off, if a few people escape it doesn't matter. All the cultists drop Sipinels which is nice, but the leader drops the 'Illuminados Pendant' which is ever nicer! Go and save your game at the North end, then climb the stairs. If you wish you can use the chandelier to swing over to the upper East walkway and find an 'Elegant Mask' up there. Ascend the central stairs and the merchant is waiting for you at the top. Head through the nice red door beside him.

Walk forward and get the 'Red Herb' off the table. In the next room on the central table you can find a memo to read, and 'Handgun Ammo (20)' on a nearby chair. Head through the green door. Quickly run to the North side of this room and eliminate the two enemies here. The ones above you are equipped with crossbows so you'll need to snipe them down with your Rifle or equivalent weapon. There are a lot of pots lining the outer railing of this room with nice things, but it'll be hard to get everything unless the crossbow enemies are dead. Once you're satisfied enter the door to the upper left. Break the barrels and climb the stairs to reach one of the armoured skull enemies, obviously this means no head shots! Now that you're on the upper catwalk, try to snipe the red leader and his lackeys before they run, but if they do that's fine. Run to the end of the walkway and jump down.

After a quick scene, get the items in the right room which include 'Shotgun Shells (10)' and four boxes of '1000 Ptas.' If you didn't kill the red leader you need to chase him down now. Try using the Shotgun from a distance since some of the spread is bound to hit him and stun him enough to let you get close. When you manage to kill him he drops the 'Gallery Key.' Go back to the North area of the large room where the leader stood originally and use the Gallery Key to open the locked door. Break the pots then examine the pedestal.

This puzzle is quite simple, your goal is to set it up so that a total of six people are shown being killed in the portraits. If you can't figure it out yourself, the solution is as follows: Switch 4, switch 3, switch 1, switch 2. Select the "Ok" option now and the wall will open up revealing your next path. Take it and go into the door. Watch the scene here. There's an ambush of enemies so watch out, your Shotgun is the perfect weapon for this battle. Don't stay where you are, find safety in a corner then begin shooting. You probably won't be able to stand still for long because the cultists can use their scythes from long range. Soon enough some new enemies will appear, mostly crossbow wielding but two enemies with one-shot rocket launchers also pop up. Just run! They'll almost certainly miss and end up hitting a few of their allies. Climb the stairs to the second floor regardless of whether you wiped up downstairs or not, you need to eliminate the crossbow cultists so just chase them around the walkway gunning them as you go. Any stragglers remaining on the other side can be easily sniped.

Now you can pick up the treasure around the room. There are a number of pots



to smash as well as some items to find including '1600 Ptas' at the bottom of the stairs, a 'Green Herb,' 'Handgun Ammo (20),' and 'Spinel.' Head to the West side and press the button, once you do two more enemies with rocket launchers pop out and try to hit you, just run around one of the corners to be safe. Now go South and into the door, break the pot to reveal a switch which makes a walkway to the treasure chest. Now be careful, open the door and then turn around and run right back into the room! The reason for this is that two enemies with rocket launchers wait outside and this will allow them to see you, but running back into the room causes the door to shut and they'll waste their rockets firing at a wall. Go out and waste the two of them, then open the chest to receive the 'Goat Ornament.'

Head through the Northeast door leading to a stairwell and pick up the 'Yellow Herb,' then go back out and proceed through the Northwest door beside the alarm switch. Be sure to save your game here, then make your way down the hall. Break the pot on the end table, then go West since the North door won't budge no matter how many times you kick it. Before going into the second West door, aim up above it and shoot the shiny object to drop a 'Spinel.' Head through the door and go North, examine the fountain three times to get two 'Velvet Blue' and a 'Spinel.' You can't get through the door above you so take the other North path past the barrels. Exit through the double doors.

Run down to the end of the path and watch the scene. Now enter the garden. Through the gate you'll find two barrels on the left side. Before going any further equip a Shotgun or equally powerful weapon, because you're going to be attacked by an evil tentacle dog. Blast it to bits, then move South, and West. You'll come to a gate where you can see three dogs locked up just past it. Don't open the gate, use your Rifle to shoot them from here because a single shot will cause them to break down the door. When they're eliminated go back near the first get, and head around behind the bridge to find a barrel. Two dogs might come to break down the gate just to the North, but if not go in and carefully tread until you find them. There's another in a cage but if you get anywhere near him then he'll break out so shoot him from a distance. From the North end, head East and navigate along the path to reach a 'Spinel' on the ground. Return to the Northern area and go West past the dog cage. Break the barrel, then head South until you reach the hedge, then make a left. You should see a treasure box in front of you here, it contains 'First Aid Spray.' Backtrack to the centre of the garden

Make your way to the Southern cage that held the three dogs and go West. Up the second path on your right is a 'Yellow Herb.' Up the first path are two dogs to watch out for. At the upper left area is a staircase, ignore it for now and head a little bit East below it. You'll notice two paths leading South, one is the one you took to get here, the other leads to a chest containing 'Red Gem.' Go back to the stairs and ascend, examine the fountain to receive 'Moonstone (Right Half).' Backtrack again to the South-central area with the dog cage. Make your way East this time all the way to the end where it leads you around to a chest containing 'Shotgun Shells (10).' Opening this will trigger a back attack from two dogs. Follow the path back and make the first right turn to the North that you can make, you should find yourself at a staircase. Run up the first side and down the other, then make a left the instant you reach ground again to find a chest containing 'TMP Ammo (50).' The path North of the stairs leads to a fountain with the 'Moonstone (Left Half)' on it. On your way back you'll be ambushed by three dogs from the bushes, don't stop just keep running! At the top of the stairs turn around and let them have it with your Shotgun. This is the best way to remain unhurt. Now head back to the entrance, use your map if you must.

On the outer stone walkway you came across to reach the garden, there is a door with an indentation. Examine it and when you're brought to your

inventory combine the two halves of the Blue Moonstone to unlock the door.  
Watch the scene to trigger the end of this lengthy chapter.

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                        Chapter 3 - 3

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o----- Item Checklist -----o
|                                     |
| Handgun Ammo....._____ | and pick up the 'Handgun Ammo (20).' In the
| Mirror w/ Pearls & Rby._____ | room beside the bed you'll find a file on
| Green Herb....._____ | the table to read. Examine one the armoire
| Handgun Ammo....._____ | to find 'Mirror w/ Pearls & Rubies' inside.
| Green Herb....._____ | The merchant doesn't have any new weapons,
| 5000 Ptas....._____ | but he does have new upgrades to old ones so
| 15,000 Ptas....._____ | it's worth a look. Leave this small room
| Hourglass w/ Gold Dcor._____ | and exit through the door to the South, you
| Magnum Ammo....._____ | can save just before leaving too if you
| 1800 Ptas....._____ | like. Break the pot at the end of this
| Rocket Launcher....._____ | hall, and get the 'Green Herb' from the
| Flash Grenade....._____ | first table and 'Handgun Ammo (20)' from the
| Shotgun Shells....._____ | second. Run down the thin hall to the
| Rifle Ammo....._____ | South, break the pot and enter the door.
| Incendiary Grenade....._____ | There's all sorts of urns and crates in
| Handgun Ammo....._____ | here, break them all. Don't forget the
|                                     | 'Green Herb' on the table and the '5000
|                                     | Ptas' in the cabinet beside the door. You
o-----o can kick open the lock to the South door but
                                     you've been there before so head back North.

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Ring the bell on the East side of the room and a painting will flip over, shoot the wine bottle and then you can go into the door. When you do the cage drops and you are ambushed. Equip the most powerful gun you have, or even better an explosive. Throw the explosive or shoot the lock on the metal cage door to break it and get out. Get in a corner and use your Shotgun to keep the enemies back. The blind prisoner is back again, and the parasite on his back is still the way to defeat him. He drops '15,000 Ptas.' The final enemy that drops will spawn a new type of parasitic face which actually detaches from the body, but it is weak and can even be subdued easily with the knife. Once you're in the clear open the chest to received 'Hourglass w/ Gold Decor.' Through the South door near the bell you'll find 'Magnum Ammo (3)' on the ground. Proceed through the door to the East to reach the next area.

Head forward and snipe all the enemies from this upper area. On your left is an urn to smash. Jump down to the lower level and fire at any enemies you can see through the gate. Now press the lever over to the side and you'll raise a walkway up. Climb the ladder and start to cross the walkway but watch out for enemies coming from both directions here. At the end of the path go down the stairs and pick up the '1800 Ptas' from the table. Jump down and you've hit the mother load, there's a 'Rocket Launcher,' 'Flash Grenade,' 'Shotgun Shells (5),' 'Rifle Ammo (5),' 'Incendiary Grenade,' and 'Handgun Ammo (10).' You can reach the upper catwalk again by going up the stairs and breaking the padlock with your kick. Enter the room across the walkway to the East.

Break all the urns in this area and save your game at the bottom. The merchant here has a brand new Attache Case for you to pick up, but it's quite pricey. Nothing else to do here but continue onward.

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o- Merchant -----o

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Attache Case XL.....73,000	Attache Case L.....40,000
Attache Case M.....30,000	Treasure Map (Castle).....30,000
Handgun.....8000	Red9.....14,000
Punsiher.....20,000	Blacktail.....24,000
Broken Butterfly.....38,000	Shotgun.....20,000
Riot Gun.....32,000	Rifle.....12,000
Rifle (Semi-Auto).....35,000	TMP.....15,000
Mine Thrower.....28,000	Rocket Launcher.....30,000
Stock (Red9).....4000	Stock (TMP).....4000
Scope (Rifle).....7000	Scope (Semi-Auto Rifle).....10,000
Scope (Mine Thrower).....8000	First Aid Spray.....10,000

Inside the next room a scene occurs, just watch it to end the chapter.

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|_) esident Evil 4 /-----o
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|           \           Chapter 3 - 4
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o----- Item Checklist -----o
|                               |
| 5000 Ptas....._____ | some 'Handgun Ammo (20)' on the shelf.
| Spinel....._____ | Circle the area and break all the pots to
| Yellow Herb....._____ | get some nice items. On the South wall
| Green Herb....._____ | examine the painting to reveal a hidden
| Spinel....._____ | stash of '5000 Ptas.' Walk onto the raised
| 2500 Ptas....._____ | platform in the middle and you should see
| Red Herb....._____ | Ashley bolted to the wall in front of you.
| Handgun Ammo....._____ | Use you Rifle to snipe the bolts off her,
| Spinel....._____ | after you do this the area will be invaded
| Blue Velvet....._____ | by cultists. Protect Ashley at all costs,
| Green Herb....._____ | snipe any incoming enemies in the head when
| Stone Tablet....._____ | you see them. If she does get picked up
| 1800 Ptas....._____ | be very careful not to hit her, aim for the
| Velvet Blue....._____ | cultist's feet. Once the first wave is dead
| Spinel....._____ | there's a second wave led by an armored
| Gold Bangle....._____ | skull red cloak. Shoot him in the torso
| Salazar Family Insignia._____ | area and all his lackeys in the head, you're
| 1800 Ptas....._____ | in danger here too because many of them have
| 1500 Ptas....._____ | crossbows. Once everything is taken care of
|                               | Ashley will pick up the key and open up the
|                               | door, now you have control of Ashley for
o-----o the remainder of the chapter.

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Start by saving your game using the typewriter on your right. You can find a 'Spinel' on the ground to the upper left and a 'Yellow Herb' to the upper right. In the next room there is an enemy, he can be killed if you go around the room and throw all of the lanterns at him, but this is dangerous and you'll probably just end up burning yourself. Grab the 'Green Herb' off of the table. On the other side of the table you'll find a large crank which opens the gate. Turn it and then crawl back and go through. There's a 'Spinel' in the drawer on the right, and '2500 Ptas' in the cabinet beside the fireplace. Use the two lanterns in this room to kill the cultist, and then you'll have to open two metal gates with both cranks on either side of the arch. You will find a 'Red Herb' on the table just past the gates.

Enter the room through the blue door on the left. Read the memo on the desk



6500 Ptas.....		
Handgun Ammo.....		The Dragon Room is a large area of fire that
Handgun Ammo.....		looks quite spectacular. As you cross the
Elegant Chessboard.....		path large fire breathing dragon statues
Queen's Grail.....		will come down piloted by cult members. The
Flash Grenade.....		only way to destroy these is to take out the
1800 Ptas.....		pilot. The first one is easy, equip your
2800 Ptas.....		Rifle and aim at him while the large statue
Red Herb.....		on the right side of the room slowly moves
Butterfly Lamp.....		toward you. A treasure box will come up
Green Eye.....		when this occurs, follow the path down to
Green Eye.....		the bottom and open the chest to find '5000
Green Eye.....		Ptas.' To get across to the next area you
Green Eye.....		must wait for the spinning gate to reveal an
Red Eye.....		opening then jump through. Do the same on
Red Eye.....		the other side. When you approach the end
Red Eye.....		two dragon statues will appear, one in the
Blue Eye.....		middle and one on your left. Run back to
Handgun Ammo.....		the spinning platform but don't jump on it,
Rifle Ammo.....		instead turn around and aim your rifle at
Handgun Ammo.....		the pilot of the left dragon who should be
Handgun Ammo.....		slowly moving towards you. With that one
Green Herb.....		down run to the end of the path. There's a
Gold Bangle.....		fire breathing dragon statue in the centre
First Aid Spray.....		and two large walls on the left and right to
15,000 Ptas.....		protect you. Move to the left side and wait
15,000 Ptas.....		for the dragon to start shooting fire. The
Green Herb.....		fire should be blocked by the wall so use
Incendiary Grenade.....		this opportunity to quickly run to the right
Spinel.....		side and shoot the pilot from the far right
Spinel.....		fence. With both dead two treasure chests
Velvet Blue.....		have appeared, the one just behind you
Crown.....		contains 'Illuminados Pendant' and the blue
TMP Ammo.....		on in the middle has the 'Lion Ornament.'
Magnum Ammo.....		Return to where Ashley is waiting.
Yellow Herb.....		
Incendiary Grenade.....		Make sure you save your game here after that
Velvet Blue.....		ordeal. Head West and get onto the little
Red Herb.....		cart device. Proceed through the door at
Spinel.....		the other end. This place should look
Green Herb.....		familiar, you've probably forgotten about
Shotgun Shells.....		this puzzle by now. Examine the panel on
TMP Ammo.....		the North wall and use all three items, the
Crown Jewel.....		Lion Ornament, the Goat Ornament, and the
First Aid Spray.....		Serpent Ornament. Now you can get through
Handgun Ammo.....		finally, ignore the central stairs for the
		moment and ascend the smaller set to the
o-----o		right. At the top, break the urn and
		examine the painting to find a hidden stash

of '5000 Ptas.' Now take the middle stairs on the lower floor. Another cart waits here, step onto it and ride in through the tunnel to the next area.

Before going any further break the two pots in this area. In the area check to room parallel to the last on but on your right, inside you'll find 'Handgun Ammo (20)' in the cabinet as well as a merchant and save point. Through the door with the gun emblem on it is the second target practice area where type B is now available. Outside this room again down at the end of the East hall is a table with 'Yellow Herb' and a notice on it. In the small cabinet is a 'Spinel' as well. Head through the double doors here. Examine the lion statue to receive 'Handgun Ammo (20).' As you go through the next hall you

need to be ready to dodge similar to the armour that Ashley had to face. There's two of them here. In the circular room pick up the 'Shotgun Shells (10)' and 'Green Herb' from the sides of the room then examine the thing in the middle to get 'King's Grail.' Now you will have to fight three suits of armour, their defense is incredibly strong so explosives are your best bet, however the Broken Butterfly and Shotgun both work acceptably well. If you tell Ashley to wait outside the gate before you enter this room this battle will be somewhat easier, just keep shooting the armour until the nasty parasites show themselves. Once the armour is dead some new stronger ones will appear, but the same tactics apply. It's a test of your ability to run to a corner and shoot quickly, pressing down and B to do the quick turn will come in handy. When they're dead each one of them drops '6500 Ptas' and the gate opens. Return to the main hallway.

Enter the room to the West this time and you'll find four panels which can be pressed. Consider there is Leona, Ashley and two statues you can push the answer should be obvious. Have Ashley wait on one of the pads while you push the knight statues onto two of the others. Step onto the leftover and the door opens. Go into the room and watch the scene. Now this predicament is fairly easy as well. Equip the Shotgun and aim upward. Among the spikes there are four red panels to shoot. Once all four of them are broken the roof stops descending. Grab the 'Handgun Ammo (10)' from the upper right corner and head through the door. At the end of the hall another predicament. This one is just as easy. Equip the Rifle and snipe the two cultists driving the death machine to open the gate. Now once you're both out of the hall the machine can reach the end and stop safely. Get the 'Handgun Ammo (10)' from the boxes on the right and break all the crates and barrels. Inside the desk at the corner of the room you'll find an 'Elegant Chessboard' and in the treasure chest below is the 'Queen's Grail.' Kick open the locked door and head back to the first hallway, take the time to save your game as well.

Follow the North hall and pick up the 'Flash Grenade' off the chair. Through the door of the next room there are a number of enemies, use the distance to your advantage and snipe as many as you can before they see you. At the North end of the room are two statues. Examine the one on the left and put in the Queen's Grail, then examine the one on the right and put in the King's Grail. Now you can get through the door. Break the pots on the left and the right, but be careful as one of the ones on the right has a snake in it. On your way down the hall check both desks on your left to find '1800 Ptas' and '2800 Ptas.' Before going through the next door jump out the window on your right. There's a 'Red Herb' on the ground and a ladder to climb. At the end of the walkway at the top you'll find a chest containing 'Butterfly Lamp.' GO back through the window and proceed through the North door.

Step forward and watch the scene. Now turn around and run to the door so you can get your back to it. Start blasting with your Shotgun, almost in any direction since some of the spread is bound to hit the enemies. It's more a matter of protection than getting in a decent shot. As long as you have ammo to spare this shouldn't be too hard. Kill all the bug monsters that attack you here. Once they're dead you can run to the Northwest end and pull the lever. The bridge will get stuck on the way down but I'm sure you know what to do. Aim your shotgun up at the chain connections and one shot should do the trick. Now before you exit the area aim your gun up toward the large hive and begin blasting, it takes a lot of punishment but eventually it will fall. When the scene ends on the ground in its place are four 'Green Eye,' three 'Red Eye,' and a rare 'Blue Eye.' Combine them with the Butterfly Lamp you just found to turn it into a very valuable item. Now go through the West door.

Take advantage of the merchant's tune up services and save your game here. Pick up the 'Handgun Ammo (10)' off the chair and follow the corridor North.

You'll reach a large outdoor area where a scene occurs. Begin crossing the bridge and you'll be seen by the enemies, this triggers the catapult operators to start firing at you. Forget about crossing the bridge for a moment. If you stand by the torch on the right and equip your Rifle, zooming in as much as possible you should be able to snipe the head of the middle catapult operator. It's not too much but it will help. Make a mad dash across the bridge and go up the stairs on the left side. Kill all the cultists you encounter here and run around to the South side of the walkway where you'll find 'Rifle Ammo (5)' and 'Handgun Ammo (15)' on the ground. The entrance to the inner section of this tower is on the East side of the walkway.

Now that you're safe from the catapults, climb the ladder to a higher level. On this floor you can find 'Handgun Ammo (20)' and a crate to break. Climb another ladder to reach the next floor where you'll find a 'Green Herb' and an notice on the table in a corner. The notice gives you a clue about how to get everything working again, but it's a pretty simple process. Equip the Shotgun and stand directly beside the lever looking over the railing. Just on your left is a board of wood in the gears, shoot it to break it apart. Now turn about 45 degrees to the right and look down to see the second board quite obviously sitting there. Blast it. The third one isn't so obvious, point your character looking as far down as he possibly will. When you're standing against the railing you should just be able to see it at about the same height as the floor below you in the centre area. Even even you can't really see it, or only barely see it if you shoot the Shotgun aiming as low as you can at around the middle section you'll probably end up hitting it anyway. If all this fails it's probably quite easy to see if you just drop back down to the lower floor. When all three boards are disposed of then operate the lever and you're almost home free from this area. The enemies however think otherwise.

When you operate the lever it causes a swarm of enemies on the lower levels. Keep an eye out for crossbow bolts flying at you as you descend the floors. Blast anyone in your path and make your way down to the lowest floor, which is one below the floor you entered on. There's a large door on the bottom floor which is now unlocked, but be sure to break open all the crates before going through it. You're no safer however on the outside, you've got a serious Shotgun job waiting for you. It starts with three shielded cultists but quickly escalates into a full blown ambush from both sides of the bridge. Slowly make your way forward, shooting you Shotgun as you go and then navigate to a corner. Your primary target should be the horned leader at the gate who is packing a rocket launcher. Blast your way through about twenty enemies before they finally give up on you. It'll be a big ammo loss but the drop items should more than make up for it, including a 'Gold Bangle' from the leader. Continue through the door but don't think you're done yet...

If you thought either of the last battles were hard you may run into trouble here. There's two of the blind prisoners, including a more challenging version waiting for you here. Start by sniping those two cultists standing in front of them, if you're lucky only one of the two armored prisoners will attack. When he does wait until the last second and run out of the way, there's a chance he'll get his claws stuck in the wall which will mean the parasite on his back is exposed. Use the Broken Butterfly here if you have it, with fully upgraded power of 20.0 there's just nothing else that compares, maybe the Rifle or an explosive if that's all you have. Once you manage to kill the first, whether or not you've alerted the second, use your Handgun or Shotgun if you don't have one and fire at one of the two bells located up the stairs. The bells are there to confuse the blind prisoners who navigate by ear. Ringing one of them should cause the prisoner to go and smash the bell giving you a great opportunity to attack. Walking up these steps however initiates a wave of armour plated skull cultists. Kill the four or five of them that appear, the one that comes down from the top always drops 'First Aid

Spray' and the two prisoners drop '15,000 Ptas' each. Grab the 'Green Herb' at the lower right corner, on the right side of the stairs is a pot, on the left side is an 'Incendiary Grenade.' Now go through the North door. On the left and right of the stairs each statue contains a 'Spinel.' Through the door at the top of the stairs a scene automatically occurs.

As you're falling be ready to press the dodge buttons quickly. Beside one of the corpses on the spikes is a 'Velvet Blue.' On the opposite side you'll receive 'Crown' if you examine one of the bodies against the wall. Beside the merchant and the save point are 'TMP Ammo (50),' 'Magnum Ammo (5)' and 'Yellow Herb.' You'll find an 'Incendiary Grenade' on the table beside the typewriter. The merchant has updated his stock to include a brand new Shotgun, although it may not look the part it is quite powerful.

```
o- Merchant -----o
|
| Attache Case XL.....73,000   Attache Case L.....40,000   |
| Attache Case M.....30,000   Treasure Map (Castle).....10,000 |
| Handgun.....8000             Red9.....14,000             |
| Punsihier.....20,000         Blacktail.....24,000        |
| Broken Butterfly.....38,000   Shotgun.....20,000          |
| Riot Gun.....32,000          Striker.....43,000          |
| Rifle.....12,000             Rifle (Semi-Auto).....35,000   |
| TMP.....15,000              Mine Thrower.....28,000      |
| Rocket Launcher.....30,000    Stock (Red9).....4000        |
| Stock (TMP).....4000         Scope (Rifle).....7000       |
| Scope (Semi-Auto Rifle).....10,000  Scope (Mine Thrower).....8000 |
| First Aid Spray.....10,000      |
|
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Save your game here after all that fighting it's certainly worth your time. Climb up the ladder beside the merchant and begin down the tunnel. There's a 'Velvet Blue' inside the first pipe you pass on your left. Continuing along you'll find a 'Red Herb' beside the metal gate on your right. The drain on your left, not the next one but the one after that contains a 'Spinel.' When you come to a door at the end head through it.

When you run down this hall you'll be interrupted by a scene. From now on you have to keep an eye on the bottom of the screen for the dodge buttons to pop up, because the monster in here can literally attack you from anywhere. Run all the way to the end of the corridor and into the room. At the upper right corner of this area there's a switch. Pull it and the elevator will begin moving however it takes time to come up. Run back to the door and try to exit, this too will take time to open. When you try to open it the boss finally shows himself. Don't try and kill him at this point, instead run up to the corner of the room by the fence just South of the switch and you should find a canister of liquid nitrogen. Press A and Leon will knock it over, freezing the boss in his tracks. Now if your chance to attack, blast him with your most powerful weapons. If you don't have any of the following: Rocket Launcher, Mine Thrower or lots of Hand Grenades, I wouldn't even recommend trying to kill him. His health is so high and defense so strong that killing him with a non-explosive weapon is almost out of the question. At this point 30,000 Ptas isn't too hard to make so if you don't have one, run back to the merchant and pick up a Rocket Launcher. When the boss is frozen one single rocket will blow him away. If you can't kill him during the first freeze there are also nitrogen cansiters located in the hall, and in both the rooms to the East and West on your map. This boss is optional and you don't have to kill it. If you do hwoever your reward is the 'Crown Jewel.' Now just wait until the door opens (or is already open if the boss is dead) and you can



leave, but before you do get the 'Green Herb' in the upper left corner and the 'Shotgun Shells (5)' sitting on top of the computer terminal.

Down the hall to the South, and then West you'll find 'TMP Ammo (50)' sitting on the floor in the room. In the East room you'll find 'First Aid Spray' and 'Handgun Ammo (25)' on the table. If you killed the boss then the elevator came instantly, but if not you'll have to fight or dodge your way around while waiting for about four minutes total since you hit the first switch. Run into the elevator when it comes and ride the elevator down.

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| \-----o-----\                Chapter 4 - 2                |
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o----- Item Checklist -----o
|                                     |
| Green Herb....._____ | Herb' in front of you. Down the stairs the
| Handgun Ammo....._____ | merchant has set up shop, no new weapons to
| Velvet Blue....._____ | sell but some new tune ups as usual. On the
| Shotgun Shells....._____ | desk with the typewriter grab the 'Handgun
| 2800 Ptas....._____ | Ammo (20)' then save your game. To the East
| Velvet Blue....._____ | is a shooting range where type C can now be
| 5000 Ptas....._____ | played. On the left of the typewriter is a
| 10,000 Ptas....._____ | memo to read before proceeding through the
| Dynamite....._____ | West door. In this tunnel you'll see
| Shotgun Shells....._____ | something you haven't seen in awhile,
| First Aid Spray....._____ | villagers! Greet them with your Shotgun.
| Flash Grenade....._____ | Smash the barrels and check the lower mine
| 15,000 Ptas....._____ | cart to find a hidden 'Velvet Blue.' Follow
| 15,000 Ptas....._____ | the path to the end and jump down when you
| Green Herb....._____ | reach the ladder at the end.
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| Flash Grenade....._____ |
| Shotgun Shells....._____ | In this area you'll be surrounded by
| Green Herb....._____ | villagers working in the area and may
| TMP Ammo....._____ | find yourself at a loss for somewhere to go.
| Handgun Ammo....._____ | Directly ahead of the ladder is an enclosed
| Green Herb....._____ | area use this area as protection so that you
| Red Herb....._____ | only have to deal with enemies coming at you
| Royal Insignia....._____ | from the front. When you've eliminated the
|                                     | wave of enemies go around the area and pick
|                                     | off any that remain on ledges and such.
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                                     |
                                     | Head South from the ladder you came down and
                                     | go up the little hill on your right to find
'Shotgun Shells (10).' Further South there's a box of '2800 Ptas' sitting on
a crate. Leaning against the little enclosure you hid in is a mine cart with
'Velvet Blue' inside. Just above this is a switch for the trolley. Head
South and climb the ramp to the upper level, behind the South circuit breaker
switch is a pile of money totaling '5000 Ptas,' then pull circuit breaker.
```

As you go down who else but one of the crazy chainsaw maniacs should appear. This one is far stronger than any you have faced before however, and even about four more villagers will join the attack. Waste the villagers first and then focus on the chainsaw man. He will take about eight shots from the Broken Butterfly with the most possible tune ups at this point in the game, that means a power of 20.0 so you can get an idea what you're up against. Sniping him from a distance may be the safer bet and the Rifle is still very effective. Once he is dead he'll drop '10,000 Ptas' and the can press the trolley switch to bring it down. Run back to that enclosed area again and you'll find the 'Dynamite' sitting on top of the trolley. Examine the large

boulder to the right of the trolley switch and select the Dynamite from your inventory. Turn around and run, there's plenty of time to get to a safe place. Break the two barrels on your left before heading through the door.

On the rock to your left is a shiny object which is actually the 'Shotgun Shells (15).' On the opposite side of the room you'll see two large cylindrical objects. On the left of the first is the 'First Aid Spray' and on the right of the second is a 'Flash Grenade.' Now approach the large doors.

o- Boss (El Gigante x2) -----o  
|  
| There's a decision you need to make before this battle, however it is a |  
| fairly easy one. You have to fight two Gigantes however there is an |  
| easy instant kill against one of them the only drawback is the loss of |  
| 15,000 Ptas which really isn't a loss at all considering all the First |  
| Aid Spray you'd probably have to buy after trying to take on two at the |  
| same time. If you decide to instant kill one of them turn around right |  
| at the start and climb the ladder. At the top is a zip line, the instant |  
| the platform starts to shake grab the line by pressing A and swing down |  
| to the end right in front of a lever. Press A to turn around and look |  
| behind you automatically. Now wait until one of them is standing in the |  
| middle area and press A again to flip the switch, the pit will open and |  
| the monster will descend down into burning hot magma. Soon enough the |  
| door will latch, the switch is ineffective and you're left fighting one |  
| monster. To beat this monster use the same tactics you did before. The |  
| best weapons for this fight are those grenades you've probably been up a |  
| lot of lately. Incendiary Grenades are useless however Flash Grenades |  
| will render him completely blind and Hand Grenades inflict massive damage. |  
| The number of cuts you must do to his parasite have no increased so the |  
| battle isn't too much harder he just takes more hits to drop down. |  
| Remember to run behind him and jump on his back when he does. For guns |  
| the Shotgun is pretty much useless here, as are any Handguns and TMP. |  
| Your weapon of choice besides grenades is the Broken Butterfly followed |  
| by the Rifle. If you're using the Rifle try using it with the Flash |  
| Grenades so that you have adequate time to shoot. Once the boss is dead |  
| he will drop '15,000 Ptas' and another 15,000 if you killed both manually. |  
|  
o-----o

Update: I have received info that if you killed the second automatically, you can leave and return to the room to collect your reward.

When the battle is won exit through the East doors. Follow the tunnel until it opens up into a large cave area. At this point you will be seen by a number of giant bug monsters, approximately ten in total, likely more, which probably won't come all at once. Back off into the cave to take on all the ones that attack you at once. Examine the pedestal and then grab the 'Green Herb' sitting nearby on the ground. Start up the West path and grab the 'Flash Grenade' along the way. At the top of this path watch out for another ambush of bug monsters. Pick up the 'Shotgun Shells (15)' from the ground. There's a tunnel you need to go into here but it isn't exactly easy to see, it goes directly Northwest, try checking your map if you have to. Inside there's a 'Green Herb' on the ground and a light switch to press. Turn around immediately and prepare for an ambush. Head back to the open area.

Follow the path leading directly North, but not the one you came up on, this one remains level. Keep running and pick up the 'TMP Ammo (50)' on your left. At the top of the next hill you will probably find yourself face to face with another wave of those disgusting monsters. Pick up the 'Handgun Ammo (20)' from the ground and go Northeast into the cave. Similar to the last one

another 'Green Herb' lies here and a light switch to press. Another ambush of course, bigger than the last one. Head Southwest to the gate but before you go through be sure to pick up the 'Red Herb' on the left. Proceed onward.

There's some giant pounding stone cylinders here of course. They're not too hard to pass under, when the first one stomps run up to it. Keep holding up and the run button so that when it raises up just high enough to pass through, you'll run under as soon as possible. The same applies to the second one except that when you run under get ready to press the A button and jump down immediately. When you jump down there is a switch on your left. Pull it to stop the second of the three stones from pounding down. Now use the same idea but stop momentarily under the second one and wait for the third one to drop before continuing. In the next room pick up the 'Royal Insignia' from the pedestal and examine it again to bring an end to this chapter.

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| \-----o-----\                Chapter 4 - 3                |
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o----- Item Checklist -----o
|                               |
| Spinel....._____ | the left. Tune up your weapons and save
| 2200 Ptas....._____ | your game in the shack, then read the notice
| 1800 Ptas....._____ | posted near the door. Continue past the
| Velvet Blue....._____ | shack, in the area of the ruins you first go
| Velvet Blue....._____ | into there are two enemies with torches,
| Velvet Blue....._____ | blast them. Beyond this don't go too far
| 10,000 Ptas....._____ | otherwise you will alert the almost ten
| 10,000 Ptas....._____ | villagers to your presence, instead climb
| Key to the Mine....._____ | the ladder on the left and either send a
| 1800 Ptas....._____ | rocket down into the fire pit or throw a
| 2000 Ptas....._____ | couple of Hand Grenades, both methods should
| 1500 Ptas....._____ | work. Sniping is also effective if you lack
| Handgun Ammo....._____ | the explosives. Just down and collect all
| Green Herb....._____ | the items they dropped. On a table to
| Shotgun Shells....._____ | inside the first ruins to the right is a
| Handgun Bullets....._____ | 'Spinel.' Over on the opposite side you'll
| 10,000 Ptas....._____ | find a box of '2200 Ptas.' In the Northeast
| 10,000 Ptas....._____ | ruins you can find '1800 Ptas' and a 'Velvet
| Stone of Sacrifice....._____ | Blue' in the well. Make your way to the
|                               | well at the North end, behind the house.
|                               | There is a window in the back of the house
o-----o you can jump through. Break the crate and
          examine the crank to reveal the ladder.

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Follow the tunnel East, break the two crates on your left and right along the way. Make a right at the fork and go down the stairs, follow the right path to the end and there's a shiny 'Velvet Blue' on the ground. Watch out for all the enemies in this area, even a chainsaw man is running around but luckily he's on an upper level and you won't have to worry about him for now. Now make your way West, in between the central staircase going down and the North staircase going up is a 'Velvet Blue.' Make sure you've killed all the normal enemies in this place then find the North ladder but don't climb up, instead head East a bit and then left. The should find a door facing West here, when you go inside you'll be face to face with a chainsaw man. Use your best gun to take him out, he's not quite as strong as the one you faced in the mine. There is still however another one upstairs so deal with the both of them, each drops '10,000 Ptas.' There's a plethora of barrels, crates and items around here so get them all. Upstairs on the pedestal the 'Key to the Mine'

is sitting. Leave the room and go West to reach the centre stairs leading down. At the bottom in the stone container is the 'Staff of Royalty.'

Make your way to the East door and use the 'Key to the Mine.' In the next room you have to face a similar situation to the one in the castle. The room is falling and you must shoot the four red panels to stop it however there are two parasites attacking while you do it. To complete this easily equip the Shotgun and blast the parasites while shooting the ceiling, the Shotgun will ensure that you don't have to be too accurate when shooting the panels. After you stop the roof check the container to the South to find three boxes of '1800 Ptas,' '2000 Ptas,' and '1500 Ptas.' There's also 'Handgun Ammo (10)' on the floor left of the exit door. Descend the stairs through the exit and break all the barrels, then proceed through the door.

Smash the barrels on your right and pick up the 'Green Herb' on your left. Jump into the mine cart and then hop to the front. Equip your Rifle and look down the tunnel, you should be able to see three villagers standing on a platform, shoot them from here. Now stand in the middle cart and fire at the base of the switch to start up. Jump back to the front and equip your Rifle. As you go do your best to snipe people from the platform. If they land in your cart just shoot them normally. At one point you'll approach a low hanging area be ready to press the dodge buttons here. Following this you get stopped at a small area where quite a few enemies jump onto the cart including a chainsaw man. Use your Shotgun and annihilate them all as fast as possible. Grab the 'Shotgun Shells (10)' from the left of the first cart, 'Handgun Ammo (20)' from the right of the last cart and '10,000 ptas' for killing the chainsaw maniac and then shoot the switch ahead of your cart to get moving.

The next run is similar to the first, snipe the villagers as you roll down the mine rail. At one point another chainsaw man jumps down, but you are given adequate free rolling time to eliminate him, which will net you another '10,000 Ptas.' Keep a close eye on the screen and be ready to press L\_R at any time, your life depends on it at the end when you perform an amazing feat of human physique. Quickly tap A to climb up and you're set. Proceed through the door and examine the pedestal to get the 'Stone of Sacrifice.' Before leaving you can pick up a reward which is given to you in increased amount based on how many people you were able to snipe off the platform. The money is located at the Southeast corner of this room and is invisible, just keep pressing A until the fountain of money goes dry. Now climb the ladder to the West. Examine the Northeast door and select the Stone of Sacrifice from your inventory. Check the control panel and ride the elevator upward.

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                                Chapter 4 - 4

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o----- Item Checklist -----o
|                                     |
| Handgun Ammo....._____ | Take a few steps forward and pick up the
| Handgun Ammo....._____ | 'Handgun Ammo (15)' and 'Handgun Ammo
| Handgun Ammo....._____ | Take a few steps forward and pick up the 'Handgun
| Yellow Herb....._____ | Ammo (15)' and 'Handgun Ammo (10)' on your
| Green Herb....._____ | right. You can save your game here as well.
| Incendiary Grenade...._____ | Descend the stairs and try to head North but
| 1100 Ptas....._____ | you are prevented from going any further.
| Gold Bangle....._____ | Head back up the stairs and smash the two
| First Aid Spray....._____ | urns, then climb the ladder. Kill the
| Rifle Ammo....._____ | enemies at the top and jump onto the giant
|                                     | moving hand. When it raises up jump off
|                                     | back in the direction you jumped on.

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| Magnum Ammo....._____ | Examine the lever and operate it. Now
| Green Herb....._____ | jump onto the hand again and go across. On
| Handgun Ammo....._____ | the middle platform press the switch to get
| 50,000 Ptas....._____ | the other hand moving. If you ride it up to
| Flash Grenade....._____ | the top and go around behind the statue's
| Shotgun Shells....._____ | head you can press a switch to get both
| Rifle Ammo....._____ | hands moving. Stand on the right hand an
| Handgun Ammo....._____ | jump off at the middle level then climb down
|                               | the ladder. Press the other lever here and
o-----o the path will once again be complete. Jump
down to the first floor and head North.

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You've got a problem here, who would have ever assumed this would happen? Start pounding the A button, as you run you'll need to first press L when prompted, then R then L+R. When you reach the door forget the kicking method and take the Shotgun to the lock. In the next area keep tapping A to run and get ready to press L+R in an instant. When you do pound the A button as fast as you can to climb to safety. Now enter the door and watch the scene.

On the boxes to your left is 'Handgun Ammo (20)' and hidden in a chest behind the junk Northwest of here is a chest containing 'Yellow Herb.' Start climbing the stairs and suddenly barrels will be coming down after you. You'll need to shoot the first one as it descends, then make a left and walk out on to the wooden walkway. Defeat the enemies and climb the ladder. At the top of the ladder climb the stairs and make a left to find 'Green Herb.' Go back down and walk onto the central area near the ladder. There's an 'Incendiary Grenade' and '1100 Ptas' laying on the floor near here. Examine the control panel but it won't let you go up because the lift is too heavy. Solve this by pushing those giant crates over the edge.

On your way up you'll be ambushed by tons and tons of red cultists. Blast them using whatever means you have at your disposal. I found that a good way to get rid of them to minimal ammo loss is to use up some of the extra Flash Grenades. Wait until a whole bunch of them are on the elevator then drop a Flash Grenade. Now you can freely kick them over the edge of the elevator. They won't drop any items but it's certainly entertaining. At the top navigate the path around the outside of the tower, breaking any barrels as you come to them. Before going into the elevator at the end jump off the West side of the final circular platform to reach a chest containing 'Gold Bangle.' Climb back up and quickly grab the 'Red Herb' down the path to the Northeast, then you can head South and ascend in the elevator. At the end of the path you will find 'First Aid Spray,' 'Rifle Ammo (5),' 'Magnum Ammo (5),' 'TMP Ammo (50),' and a merchant as well as a save point. If you're running low on ammo for any of your weapons, a good trick is to upgrade the ammo capacity which will give the gun a full clip. Make any other upgrades you feel you need then save your game. Proceed through the door for a scene.

o- Boss (Salazar) -----o

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|                               |
| The form you once knew Salazar in has taken a whole new shape. Try not |
| the be overwhelmed by this boss, it actually has a fairly simple and |
| easy pattern to follow. Basically here's how it works, the boss has two |
| tentacles that will be constantly attacking you during the battle. Ignore |
| the tentacles and focus on the central head. The central head has a large |
| eye that you need to target, however it is constantly moving around so |
| makes it a good target for the Shotgun which does not need to be too |
| accurate. Each of the tentacle's attacks can be dodged using the dodge |
| buttons when prompted on the screen. The head has one instant kill attack |
| which is rare, just be sure to run when it opens its large mouth and you |
| can avoid it just fine. As you shoot the eye you aren't actually hurting |

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| the boss, just trying to hit it enough to expose Salazar the real boss. |  
 | Salazar is the small little grey man who appears on the central head when |  
 | you damage the eye enough and it buries into the ground. In this case |  
 | pull out your most powerful gun and start attacking. One Rocket Launcher |  
 | blast will kill him instantly, but that's no fun so I recommend the |  
 | power of the Broken Butterfly, followed by the Rifle as a backup. After |  
 | a couple of hits the boss will be covered again and you can restart the |  
 | process. If you happen to get caught by one of the tentacles you will be |  
 | slammed down on the lower floor. Down here there are a bunch of parasites |  
 | running around, who knows how many. If you have any flash grenades left |  
 | over throw them for an instant kill. Now climb back up the ladders and |  
 | continue the fight. When it's over head to the left side of the upper |  
 | area to find a 'Green Herb' and 'Handgun Ammo (20).' Jump down to the |  
 | lower level where you can find a total of eight barrels each containing |  
 | great amount of ammo and healing items. Go up the ladder where the boss |  
 | once stood and grab the money to receive '50,000 Ptas.' |

o-----o

With that boss out of the way proceed through the East door behind the money where Salazar used to be. There's a couple of barrels to break on your left and a rope to climb down. Watch out for the barrels at the bottom because one contains a snake. Take the elevator down and follow the corridor to reach two barrels, a crate, a 'Flash Grenade,' 'Shotgun Shells (10),' 'Rifle Ammo (5)' and 'Handgun Ammo (15).' Also a merchant and a save point reside in this area. Upgrade your weapons and save at the typewriter. Head through the South door and watch the scene for the end of the chapter, and the first disc.

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o----- Item Checklist -----o	Follow the walkway along, jumping down as
Emerald....._____	necessary until you reach a fork in the
Handgun Ammo....._____	path. For the moment ignore the wooden
15,000 Ptas....._____	bridge on your right and head left. Climb
Green Herb....._____	up onto the ledge and break the crates, one
TMP Ammo....._____	of them contains the 'Emerald.' Return to
Magnum Ammo....._____	the fork and head West. After the scene
Shotgun Shells....._____	jump across and you will be spotted.
Shotgun Shells....._____	Quickly jump back and fight off the enemies
Emerald....._____	from here, there aren't too many at this
TMP Ammo....._____	point. Again jump over the crack and pick
Rifle Ammo....._____	up the 'Handgun Ammo (10)' off the boxes in
Red Herb....._____	front of you. Take a couple steps to your
Golden Lynx....._____	left where there is a dip in the wall, a
Handgun Ammo....._____	large enemy with a huge minigun will jump
Shotgun Shells....._____	down and start firing. Shoot through this U
Green Herb....._____	shaped dip in the wall with either your
Shotgun Shells....._____	Rifle or the Broken Butterfly until the
2000 Ptas....._____	enemy is dead. He drops '15,000 Ptas' when
Incendiary Grenade....._____	he dies. Now if you go forward to where he
Shotgun Shells....._____	appeared you'll be attacked by a horde of
Green Herb....._____	enemies, use your Shotgun to keep them at
Hand Grenade....._____	bay. There's a couple new things you need
Handgun Ammo....._____	to watch out for, some enemies have an
5000 Ptas....._____	electric baton that deals copious amounts of
	damage when it strikes you, others have a

Red Stone of Faith....._____	special helmet similar to the skulls on the
Shotgun Shells....._____	cultists that makes them immune to head
Shotgun Shells....._____	shots. Use the Shotgun and aim for the
Rifle Ammo....._____	body. up the 'Green Herb.' Enter the
Shotgun Shells....._____	Northwest enclosure to find 'TMP Ammo (50).'
Rifle Ammo....._____	
Emerald....._____	Now approach the upper right door where you
TMP Ammo....._____	saw Ashley being carried, when you examine
Green Herb....._____	it a laser beam will start being emitted.
Brass Pocket Watch....._____	You have to redirect this laser to unlock
Incendiary Grenade....._____	the door. Climb the ladder beside the
Freezer Card Key....._____	Northwest mirror and rotate it until it is
TMP Ammo....._____	redirecting the beam to the Southeast
Emerald....._____	mirror. Climb up the ladder leading to the
Emerald....._____	Southeast mirror, pick up the 'Magnum Ammo
Rifle Ammo....._____	(3)' and rotate the mirror to the right so
Waste Dispsal Card Key....._____	that it hits the small coloured panel beside
5000 Ptas....._____	the door. Now you are free to proceed.
5000 Ptas....._____	
5000 Ptas....._____	Get the 'Shotgun Shells (5)' just beyond the
TMP Ammo....._____	doorway. The path is pretty linear here,
Hand Grenade....._____	just be ready to hit the dodge buttons at
Green Herb....._____	all times. When you encounter some enemies
TMP Ammo....._____	you will see a ladder beside you, go South
Shotgun Shells....._____	and pick up the 'Shotgun Shells (5)' then
Yellow Herb....._____	climb that ladder. Examine the crates just
Flash Grenade....._____	above the stairs to find 'Emerald.' On the
Handgun Ammo....._____	rocks to the South just past the enemy you
Shotgun Shells....._____	can get 'TMP Ammo (25).'
Rifle Ammo....._____	Jump across the
Flash Grenade....._____	gap to the North and head up a bit, but
Magnum Ammo....._____	instead of following the path make a right
Green Herb....._____	to go into the cave to the South. Grab the
Rifle Ammo....._____	'Rifle Ammo (5)' from the table and
TMP Ammo....._____	eliminate all the electric baton wielding
Storage Room Card Key....._____	enemies. Make a left at the fork, then
Rifle Ammo....._____	another left to reach a 'Red Herb' on the
Shotgun Shells....._____	ground. To the South you'll see an
Red Herb....._____	explosive barrel beside some precariously
Green Herb....._____	unbalanced rocks. Blast the barrel to
Emerald....._____	reveal a path leading to a chest which
Green Herb....._____	contains the 'Golden Lynx.' Exit the cave
Shotgun Shells....._____	section and follow the main path Northeast.

o-----o  
There's a number of boxes you can use for cover around the corner and you'll need them. This area is swarming with crossbow users and an enemy equipped with dynamite. The first thing you should do is snipe that red barrel up on the ledge ahead of you, then all the rest of the survivors. Turn around and pick up the 'Handgun Ammo (10)' then continue forward. There's a fork in the path, the left fork leads into a cave. At the end of the path you will find 'Shotgun Shells (5)' and a 'Green Herb.' Return to the fork and take the right path, but watch out as you will likely encounter a number of enemies back here again. Just as the right path starts you can find 'Shotgun Shells (5)' sitting on a crate. At the end of this path there is a large door, opening it entails pressing a switch on the right side of the door. Pretty easy. Make your way down the path to find the merchant.

o- Merchant -----o  
| |  
| Attache Case XL.....73,000 Attache Case L.....40,000 |

Attache Case M.....30,000	Treasure Map (Island).....10,000	
Handgun.....8000	Red9.....14,000	
Punsisher.....20,000	Blacktail.....24,000	
Broken Butterfly.....38,000	Killer7.....77,700	
Shotgun.....20,000	Riot Gun.....32,000	
Striker.....43,000	Rifle.....12,000	
Rifle (Semi-Auto).....35,000	TMP.....15,000	
Mine Thrower.....28,000	Rocket Launcher.....30,000	
Stock (Red9).....4000	Stock (TMP).....4000	
Scope (Rifle).....7000	Scope (Semi-Auto Rifle).....10,000	
Scope (Mine Thrower).....8000	First Aid Spray.....10,000	

o-----o

The merchant has two new things to seel, one obviously being the treasure map for the island, and the other is the Killer7 magnum. If you're already using the Broken Butterfly, it is not worth the upgrade at all however if you have no magnum then buy the Broken Butterfly. It has better upgrades. Use the typewriter and then head South, a number of enemies will start attacking. It's extremely close quarters so break out the grenades and Shotgun then enter the metal door on your left side.

Open the locker and pick up the '2000 Ptas.' Make your way South and check the large recycling bin when the path turns to receive 'Incendiary Grenade.' In the kitchen you will find (besides an enemy) 'Shotgun Shells (10)' in the suitcase and 'Green Herb' on the counter. As you go South be prepared to turn around and run at any moment. Just wait a few seconds and you can go back safely, there's a 'Hand Grenade' to find by the sink. Continue along the path through the door leading South. When you come to a window on the left aim down and snipe the two enemies down there, but watch out because one of them has a crossbow and can still hit you. Also watch out because one of those heavily armoured enemies is in the hall with you. Go around the corner and into the door on the right to find 'Handgun Ammo (10)' in the shelf. Around the corner watch the scene then open the locker to find '5000 Ptas.' Leave the camera room and go down the stairs to the Northwest.

Open the shiny grey suitcase and get the 'Red Stone of Faith' inside. Break the barrels in the small room underneath the stairs, then return to the camera room and go out the North door. One of the filing cabinets on the left side of this hallway is slightly ajar, inside you will find 'Shotgun Shells (5).' In the room on the right grab the 'Shotgun Shells (5)' and break the glass containing 'Rifle Ammo (5).' The merchant also resides in this room.

o- Merchant -----o

Attache Case XL.....73,000	Attache Case L.....40,000	
Attache Case M.....30,000	Tactical Vest.....60,000	
Treasure Map (Island).....10,000	Handgun.....8000	
Red9.....14,000	Punisher.....20,000	
Blacktail.....24,000	Broken Butterfly.....38,000	
Killer7.....77,700	Shotgun.....20,000	
Riot Gun.....32,000	Striker.....43,000	
Rifle.....12,000	Rifle (Semi-Auto).....35,000	
TMP.....15,000	Mine Thrower.....28,000	
Rocket Launcher.....30,000	Stock (Red9).....4000	
Stock (TMP).....4000	Scope (Rifle).....7000	
Scope (Semi-Auto Rifle).....10,000	Scope (Mine Thrower).....8000	
First Aid Spray.....10,000		

o-----o



Another brand new piece of equipment is available to buy, the extremely useful Tactical Vest which reduces damage taken by 30%. To the left of the merchant is the fourth shooting range where type D is now available. Back in the hall again when you go to the West side the garage door opens up and dynamite is hurled at you. For this door it will keep opening and closing with enemies attacking you. It will only open if you are at the opposite side of the room, if you approach it the door will stay closed. The solution is to stand at the back of the room with a Shotgun and wait for the door to open, blast them just as they throw the dynamite to take them all out at once. The door will close and three enemies with crossbows appear. If you still have that Hand Grenade from the sink then use it here, otherwise just stand at the back of the room and snipe one of them when the door opens and run out of the way. Continue this two more times to finally have all the enemies dead and the door remains open. Before going in grab the 'Emerald' from the filing cabinet on your left. There's 'TMP Ammo (50)' in the red cupboard just beyond the door. Walk East and proceed through the door to leading North to the next section.

There's a 'Green Herb' on you left and a typewriter in the small room beside in. Next to the typewriter is a crate which holds the 'Brass Pocket Watch.' Leave the room and climb the stairs, when you reach a fork go left and open the red cupboard to find 'Incendiary Grenade.' As you run down the South hall smash the crate on one of the shelves, then enter the double doors at the end. Check the Northeast door in this room to find it locked, then examine the panel on your right. You will see a number of coloured arrows here. In order to unlock the door you need to form a path between the two arrows on the corners, to do this operate the one blue, two green and three red. This will unlock the door and give you access to the room with a memo on the left table, and the 'Freezer Card Key' in the corpse's hand. Before leaving grab the 'TMP Ammo (50)' off the ground. Now the monster in the other room is up and walking around, they are called Regenerators because they will regenerate parts of their body that you shoot off. Don't even try to kill it, run into the room it was lying in and pick up the 'Emerald' then leave.

Run down the hall and head through the gate to the West. Make a left at the fork and open the suitcase to find 'Emerald.' Examine the large double doors just a few steps North of the fork and use your Freezer Card Key. Pick up the 'Rifle Ammo (5)' on your left just inside. Break the glass of the Northwest shelf to reveal a 'Green Herb.' Enter the Southeast room and examine both devices to turn off the freezer and transform your Freezer Card Key into a 'Waste Disposal Card Key.' You can now open the freezer to the Northeast and get the 'Infrared Scope.' Now the door locks and you must do battle with one of the Regenerators. Fortunately you now have a tool to defeat them, the Infrared Scope you just got can be combined with your Rifle to detect the parasites on the Regenerator, basically they are much hotter than the rest of the body so when you aim your Rifle you will be able to see about two bright red dots. Hit both of them to defeat the Regenerator and collect your '5000 Ptas.' Now the door is unlocked and you can leave the room.

There are two Regenerators roaming the halls out here, use the same tactics to defeat them both and collect another couple stashes of '5000 Ptas.' In the red cupboard on the West end of the hall is 'Rifle Ammo (5),' pick it up and run North. Use your Waste Disposal Card Key to unlock the door. Sitting on the boxes at the upper end of the hall is 'TMP Ammo (25).' Go into the door and grab the 'Hand Grenade' then operate the control panel. You can use this crane to lift up enemies and drop them into a dark oblivion, simply align the crane's shadow and press A. After a couple runs they catch on to your and activate the shutdown switch. Leave through the East door and drop down. There's a 'Green Herb' on the opposite side of the dumpster, pick it up and enter the hallway to find another box of 'TMP Ammo (25).' The hall leads to

an office area where you can find 'Shotgun Shells (10)' and 'Yellow Herb.'  
Open one of the lockers to find a 'Flash Grenade' and head through the door.

There's a package of 'Handgun Ammo (10)' in the red cupboard here. As you go up a quick scene occurs and you're faced with two large armoured guards. Equip either the Rifle or Broken Butterfly and aim for head shots. There's nothing you can do about Ashley right now so proceed through the North door. Grab the 'Shotgun Shells (5)' sitting on the ground. More electric baton wielding enemies await you in the next room. Whip out your Shotgun and find a safe place somewhere close to the door, do not try just running in or you'll be surrounded. The safest thing to do actually is to turn around and go right back into the hallway. The tight quarters will give you a large tactical advantage. Grab the 'Rifle Ammo (5)' from the shelf opposite the door. There's a 'Flash Grenade' sitting atop the desk on the opposite wall. Descend the stairs and turn around, on the shelf below the stairs you can find 'Magnum Ammo (5).' Head through the door and follow the hallway as far South as you can to reach a 'Green Herb' and a typewriter.

Make your way to the East side of the lab and watch the scene. This means you'll need your Rifle with the Infrared Scope equipped. Pick up the 'Rifle Ammo (5)' off the table and the 'TMP Ammo (25)' by shooting the glass in the corner. This monster called the Iron Maiden is unlike any you have fought before, it can attack from quite a long distance and its body is able to shoot spikes out in every direction. Aim your Rifle at all the weak parasitic points but it remains alive even after this. There is another hidden parasite on its back, shoot the legs to make it fall down and you can probably hit it from there. When you kill it, the Iron Maiden drops 'Storage Room Card Key.'

Stay in the lab and head to the Southern corner. Walk though the West doorway and examine all the nooks and crannies of this room to find 'Rifle Ammo (5),' 'Shotgun Shells (5),' 'Red Herb,' and 'Green Herb.' To get the 'Emerald' you need to smash the glass of the upper four cylindrical tubes in the middle. Now exit the laboratory through the Southeast door. Run along the walkway and you will find a number of barrels to smash. The merchant has also set up shop in this area. Ride the elevator up and look to your left to see a 'Green Herb' on the ground. Make your way around the walk and into the door to trigger a scene. Now grab the 'Shotgun Shells (5)' from the table and return all the way back to where Ashley was trapped in the holding cell and select the Storage Room Card Key from your inventory to end the chapter.

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o----- Item Checklist -----o
|                               | Pick up the 'Shotgun Shells (10)' on your
|                               | left. As you go further a paper airplane
| Shotgun Shells....._____ | floats in the window. Read the note and
| 20,000 Ptas....._____ | leave the cell. There are a number of
| Rifle Ammo....._____ | enemies here and watch out because most of
| Rifle Ammo....._____ | them spawn the parasite. Leave this room to
| Green Herb....._____ | the South and you'll encounter another swarm
| 20,000 Ptas....._____ | of enemies, when you kill them press the
| Green Herb....._____ | switch on the computer panel to trigger even
| Red Herb....._____ | more of them! When you're finally clear of
| Handgun Ammo....._____ | them, make your way West down the hall.
| Rifle Ammo....._____ | Watch the scene when you arrive at the
| Incendiary Grenade..... | garbage disposal area. Walk down and
| 5000 Ptas....._____ | flip the lever to open up the next area,

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Green Herb....._____	this causes the Iron Maiden to come alive
Shotgun Shells....._____	and go after you. Defeating it however is
5000 Ptas....._____	easy, on the other side of the lever is
Yellow Herb....._____	another lever for the same gate so pass
Red Herb....._____	through and lower the gate. Now you can
Rifle Ammo....._____	safely use your Infrared Scope to snipe the
Shotgun Shells....._____	key points on the monster's body. It drops
Green Herb....._____	'20,000 Ptas' when it dies. Grab the 'Rifle
Handgun Ammo....._____	Ammo (5)' from the floor and open the gate.
5000 Ptas....._____	
Hand Grenade....._____	With Ashley's help push the large red crate
Green Stone of Judgmnt._____	into the water to make a bridge. Another
1500 Ptas....._____	pack of 'Rifle Ammo (5)' sits on the ground
	on the other side. Head South and pick up
o-----o	the 'Green Herb.' Another Iron Maiden will
	now be intent on hunting you. To be safe

return to one of the gates and use it as protection while you snipe from afar. This guy will net you another '20,000 Ptas' as well. Go East of where you picked up the Green Herb and push the block out of your way to reveal the path to the exit door. Blast all the enemies you encounter in this area and smash the barrels. Pick up the 'Green Herb' sitting near the wall and proceed into the next room. There's an ambush here, get ready to find a good vantage point fast. You'll notice the large pool of liquid burning magma in the centre of the room, this makes the kick attack very effective when facing toward it. Eliminate all the enemies, including the ones that drop down from above, then check the corner room for 'Red Herb' and 'Handgun Ammo (10).' Use the controls in this room to activate the wrecking ball. You can have Ashley do this if you wish to go back out and fight. Each time it strikes wait for the handle to return to its position and strike again, soon the wall crumbles and the door is revealed. Make sure Ashley is with you and head through the door.

Take a few steps down and make a right, in this room you can find 'Rifle Ammo (10)' and 'Incendiary Grenade.' Return to the main hall and go South, open the large door by pulling the lever on the left. This reveals one of the original Regenerators, you should be able to kill them just fine by now. Collect the '5000 Ptas' when you do. At the next fork make a left and enter the room. Press the button then pick up the 'Green Herb' and 'Shotgun Shells (10)' from the locker. Open the door and you'll be face to face with another Regenerator, kill it and collect your '5000 Ptas.' Examine the door in the hall and send Ashley under to get it open all the way. Grab the 'Yellow Herb' at the South end and make a right. A 'Red Herb' sits in the locker, and a typewriter and merchant also occupy this room. Nothing new to buy but lots of good stuff you've seen before. Head East and you will reach a locked door. Examine one of the levers and tell Ashley to "wait" beside it. Examine the other and you'll have to pull them at exactly the right time. Wait as the first three notches light up then press A on the red light in the centre. If all goes well the door will be unlocked and you can go through.

Pick up the 'Rifle Ammo (5)' and 'Shotgun Shells (5)' on the left side of the room, then break all the crates on the right side. Now climb onto the back of the bulldozer. As it starts going the ride is quite enjoyable, but it obviously doesn't remain that way for long. Enemies beginning sprinting toward you from behind. If you're interested in getting all the items they drop, stand close to the front of the truck beside Ashley and kill the enemies as they jump on. If not a better idea would be to stand as close to the back end as possible and keep them at bay with your Shotgun. Soon enough a large truck will begin barreling toward you. Blast it with your Shotgun when it nears to set it ablaze. Keep firing at enemies after that only to be subject to a return visit from the truck. Blast away at it as much as possible and it will flip over on its side. This is enough to stop it now. You'll reach a

dead end and come to a stop. Jump off and climb up the North ladder, grab the 'Green Herb' at the top. It is very important to protect Ashley here, some enemies will jump down onto the truck and try to kill her, do not let this happen! Make your way to the middle area where the lever is, break the crates around here the pull the central lever with the light. Now take the opposite path to the one you climbed up, grab the 'TMP Ammo (25)' and jump back on.

Another bulldozer sequence here. This time some enemies drop down on you from above so scratch the idea of standing at the back and stay close to Ashley. Use your Shotgun to take out clumps of enemies at once and you should be fine. When you break through the wall another (assumably different) truck heads straight for you, pull out the Rifle and land a single shot to the front panel of the truck and it should light up. Crash through the building to safety. Pick up the 'Handgun Ammo (10)' and enter the next room. In the cabinet on your left you will find '5000 Ptas.' In the cabinet on your right is a 'Hand Grenade.' Pick up the 'Shotgun Shells (10)' off the chair and the 'Green Stone of Judgment' from the suitcase against the North wall. '1500 Ptas' rests on the upper left shelf beside the save point, and the merchant as well. Still no upgrades but that's okay. Save and head South for a scene.

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          Chapter 5 - 3
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o----- Item Checklist -----o	At the start of the chapter grab the '5000
	Ptas' hidden on the left side of the stairs.
5000 Ptas....._____	Examine the article sitting on the table at
Shotgun Shells....._____	the top of the room. Proceed through the
Emerald....._____	door to the East and watch the scene. At
Green Herb....._____	the end of the East path grab the 'Shotgun
Flash Grenade....._____	Shells (5)' sitting on the ground. Before
3000 Ptas....._____	going down the stairs aim your gun up and
Shotgun Shells....._____	shoot the glass of the skylight. An object
1100 Ptas....._____	will drop, pick it up to receive 'Emerald.'
Shotgun Shells....._____	Get the 'Green Herb' at the bottom of the
Elegant Headdress....._____	stairs and go through the door, but watch
Green Herb....._____	out for enemies waiting on the other side to
Emerald....._____	attack you. Blast all the enemies in this
Magnum Ammo....._____	area and go through the Southwest door to
Red Herb....._____	find 'Flash Grenade' and '3000 Ptas.' Climb
TMP Ammo....._____	the stairs and get the 'Shotgun Shells (5)'
Green Herb....._____	off the table in the office and '1100 Ptas'
Shotgun Shells....._____	from the locker. Enter the room at the
Incendiary Grenade....._____	bottom of the stairs.
Hand Grenade....._____	
Green Herb....._____	Continue onward and you will soon find
Shotgun Shells....._____	'Shotgun Shells (10)' on the ground right in
Handgun Ammo....._____	front of you. Examine the elevator terminal
Green Herb....._____	and ride it up. Run forward and watch the
Shotgun Shells....._____	scene, be sure not to put down the
Hand Grenade....._____	controller. When it's over jump down the
TMP Ammo....._____	East ladder and go through the East door.
Yellow Herb....._____	This room is trapped with laser beams which
Blue Stone of Treason.._____	will murder you if you touch them. For the
Emerald....._____	first ones simply wait for the lower beam to
5000 Ptas....._____	raise up. For the second ones it's the same
Green Herb....._____	idea, the beam on the bottom will rise and
Green Herb....._____	you can move between the others. For the

Flash Grenade....._____		third ones you need to tap the dodge buttons
Shotgun Shells....._____		when prompted and for the fourth, there are
Handgun Ammo....._____		two dodge prompts resulting in the most
TMP Ammo....._____		impossible thing on the planet. Press the
Green Herb....._____		switch and get ready. Some lasers will
Holy Beast, Panther...._____		approach at a very high velocity, press the
Red Herb....._____		dodge buttons right before they hit you.
Handgun Ammo....._____		Now you can go through the door. Walk
Green Herb....._____		toward the throne but turn around before you
TMP Ammo....._____		reach it. Aim upward and shoot the shiny
Yellow Herb....._____		object attached to the arch. An 'Elegant
Holy Beast, Eagle....._____		Headdress' drops. Now examine the throne
Green Herb....._____		once for an 'Emerald' and another time for a
Magnum Ammo....._____		mini-scene. Enter the door behind the
Holy Beast, Serpent...._____		throne and ride the elevator to down.

o-----o Descend the stairs and check underneath them to find a 'Green Herb' and an 'Emerald.' Go down the hall to reach the merchant and a save point. Through the gate beside the typewriter are 'Magnum Ammo (5)' and a 'Red Herb.' Continue through the huge wooden doors to the East. The metal net in front of you has a rip in it so you can access the 'Yellow Herb' inside. Head South and grab the 'TMP Ammo (50)' beside the barrel of fire. Follow the path up and watch the scene. Whip out your Shotgun and start blasting at the creature. Eventually it will jump out of the cage and run off. Head down the path in in one direction then the other to find 'Green Herb' and 'Shotgun Shells (10)' both in the corners. Follow the path North around until you reach a green door facing South. Shoot the panel beside it to reveal a terminal. Press it and then run around to the other door, be on guard and ready to hit the dodge buttons at any time. Blast the panel on the other door and press the switch at the top to unlock the large red door. Head through it before the thirty second timer runs out.

Turn right and pick up the 'Incendiary Grenade' Follow the centre path to be attacked by the monster again, fend it off with your Shotgun. Look up and you should see a total of three green panels to shoot if you didn't already hit them accidentally with your Shotgun. Go North and make a right to find 'Hand Grenade' then make a 180 degree turn and press the button behind you. Head South and then East at the bottom to find the other terminal. The red door is located near where you found the Hand Grenade, go North to the top and then East. In the next area press the red button on your right and start blasting the boss. Take the mini-hallway in the middle which takes you on a linear path to a dead end with a steel bar gate. Aim through the gate and blast the green panel to open up the door near where you entered this section. Return to the front door and head North to reach the other button. Now run to the other side via the middle hall and go through the red door. Approach the railing and press A to jump and trigger a scene, walk forward for another.

o- Boss (U3) -----o

Forget about fighting the boss to start, turn around and pick up the	
'Green Herb' and 'Shotgun Shells (10).' Lead the monster around the back	
past the red barrel and shoot the barrel as the boss passes by. Pull the	
lever on the gate beside the barrel to open the gate, then close it using	
the one on the other side to protect yourself. Pick up the 'Handgun Ammo	
(10)' and then whip out the Broken Butterfly or any other weapon of	
choice. Once you've dealt enough damage the monster will bury underground	
and start attacking from below, always be on your guard and prepared to	
dodge. When the monster jumps back out of the ground it won't be up long	
enough for any decent implementation of the gate technique, so just fire	
wildly at it whenever it's above ground. By this point he shouldn't	

| take more than a couple of shots from your most powerful gun or grenade |  
| to go down anyway. When the dies, pick up the resulting '50,000 Ptas.' |  
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After the fight go back through the gate you came from originally and head into the room on your right. Follow the tunnel to the end and step onto the moving platform. Operate the panel and you will be brought back over to the other side where you can pick up the 'Green Herb' and little else. Return to the other side and climb the large ladder. Climb up again and grab the 'Shotgun Shells (10)' from the table and then 'Hand Grenade' from the cabinet. Exit the room and break the barrel outside. Before venturing down over the edge of the cliff, take the time to blast the red barrels and make short work of the enemies below. Jump over the edge and smash all the barrels in the area. Pick up the 'TMP Ammo (50)' off the crates and the 'Yellow Herb' from the Eastern are, the enter the main tent and jump down into the hole.

Walk forward and check the small area on your right to find the 'Blue Stone of Treason.' Back at the ladder where you dropped down, if you look up at the ceiling you will see a shiny object which turns out to be an 'Emerald' when you shoot it. Make a left just before the end of the path to find a couple of crates, one containing '5000 Ptas.' Get some tune ups done to your weapon from the merchant and save your game. Read the note on the side of the table and check out the firing range. Climb the ladder and go thorough the door.

Run along the path and break the barrel on your left. Jump down into the urban area and head West for a scene. Don't bother going for cover as the gunshots will penetrate the wall and hurt you anyway, just keep moving. Ascend the stairs to the West and go in the door, grab the 'Green Herb' off the ground and break the crate on the table. Check the gate on your right to activate the timer lock, which means you'll just have to dodge his attacks and deal with him until it announces that the gate has opened. Climb the ladder and pick up the 'Flash Genade' sitting on the ground at the top. If Krauser attacks equip a fast firing weapon and start blasting to drive him away temporarily. When the gate unlocks go through and grab the 'Shotgun Shells (10)' on the left side. Run to the top and head East then North. At the bottom of the stairs on one of the window ledges is 'Handgun Ammo (10).' Turn around and go South, then East. Jump through the window and break the barrels. At the top of the ladder is a pack of 'TMP Ammo (50)' and little else. Jump over the edge and make your way East, along the path there is a 'Green Herb' sitting on the stones before you reach the spiral stairs.

Ascend the stairs and watch the scene to get the 'Piece of the Holy Beast, Panther.' Pick up the 'Red Herb' behind Krauser and run South to find 'Handgun Ammo (20)' in the corner. You have to fight Krasuer now, you don't havea choice. Get him angry buy shooting him with a fast firing gun and then when he runs up to your start knifing him. You have to knife him a few times before he'll eventually run off and a statue will come up. Push the statue over to the side and then up into the middle where another gray panel sits in the ground. With the statue on this the lever becomes available, pull it to open the gate and head down the stairs. Northwest of the stone enclosure is the other gate, but watch out as Krasuer is in hiding waiting for you around the corner. Push the lever up and jump down the ladder. Blast those little robo-spiders before they see you then pick up the 'Green Herb' and 'TMP Ammo (50)' from the ground. Make your way to the Northwest end of this, use your Shotgun to blast all those crazy machines before they are able to run up to your and explode. Proceed through the arch and the gate will slam, pick up the 'Yellow Herb' and climb the stairs, then the ladder at the top. Sitting atop walkway is the 'Piece of the Holy Beast, Eagle,' then watch the scene.

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o- Boss (Krauser) -----o
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| In this fight you are faced with a time limit, so everything you do is
| crucial. Run to the other end of the tower and pick up the 'Green Herb'
| and 'Magnum Ammo (3).' Stand in the middle of this area and whip out
| the Shotgun. The Shotgun can be used for the whole fight however there
| is a different tactic I recommend. The Broken Butterfly or Killer7
| work well, but they are very hard to aim at his legs while the Shotgun
| can aim however doesn't deal much damage. The solution although it
| involves quite a fair bit of menu access is to blast Krauser's legs
| with the Shotgun until he drops down, then quickly equip one of the
| Magnums and get a shot off on his head. This will save Magnum ammo and
| also ensure maximum damage with minimum difficulty. The majority of
| Krauser's attacks revolve around the dodge commands so if you're
| proficient at dodging you should be able to handle his attacks pretty
| well. When he gets really close he can use a normal knife attack or trip
| without prior indication of it, so in order to be safest just don't let
| him get to close. Make sure you kill the boss with at least enough time
| to pick up the 'Piece of the Holy Beast, Serpent,' jump down the ladder,
| run out the door (do not descend the stairs) and jump down to put all
| three pieces in the panel to your right to reveal a door. This entire
| process will take about thirty seconds, so if you're down to about ten
| seconds and just manage to kill him, you may as well load and try again.
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o----- Item Checklist -----o
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| Green Herb....._____ | When you start out you'll see a 'Green
| Shotgun Shells....._____ | Herb' right in front of you as well as a
| Hand Grenade....._____ | save point. Begin walking along the path
| 1900 Ptas....._____ | until you are interrupted by the radio, then
| 5000 Ptas....._____ | another scene when you continue. Proceed
| Red Herb....._____ | forward and watch out for the gatling gun
| Green Herb....._____ | fire, hide in the tent and pickup the
| Hand Grenade....._____ | 'Shotgun Shells (10)' while the helicopter
| 15,000 Ptas....._____ | assists you. When the tower blows up leave
| Green Herb....._____ | the tent and break the two barrels on the
| TMP Ammo....._____ | left side. There's another barrel down
| Emerald....._____ | the stairs ahead of you, but you'll be
| First Aid Spray....._____ | attacked by enemies and have to fend them
| Emerald....._____ | off yourself. Climb the ladder on your left
| Handgun Ammo....._____ | and pick up the 'Hand Grenade.' Jump back
| Pearl Pendant....._____ | down and use that Hand Grenade to blow off
| Flash Grenade....._____ | the huge lock on the gate. Grab the nearby
| Magnum Ammo....._____ | 'Yellow Herb' and head Northeast through the
| Shotgun Shells....._____ | tunnel. Watch out for enemies here. Climb
| Rifle Ammo....._____ | up the first ladder but not the second, go
| Red Herb....._____ | around the left side and pick up the 'Flash
| 5000 Ptas....._____ | Grenade' as well as the 'Handgun Ammo (10)'
| Green Herb....._____ | and 'Green Herb' inside the structure.
| 15,000 Ptas....._____ | Cross the bridge to the West and climb up
| Flash Grenade....._____ | the ladder to find 'Green Herb.'
| Emergency Card Key....._____ | Return to the structure and open the door
| leading North. Pull out your Rifle or

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Handgun Ammo....._____	Broken Butterfly and take aim at the guy
TMP Ammo....._____	with the gatling gun, while still watching
Rifle Ammo....._____	your own back. Run down the ramp on your
Red Herb....._____	left and pick up the box of '1900 Ptas' at
TMP Ammo....._____	the end. Jump down to the lower level and
Green Herb....._____	check the tents for '5000 Ptas' and a 'Red
5000 Ptas....._____	Herb.' In the small tunnel you will find a
5000 Ptas....._____	'Green Herb' and a barrel. Climb back up
Shotgun Shells....._____	and take the stairs to the upper level.
Magnum Ammo....._____	When you reach the top there's a zip line
Red Herb....._____	which will take you right down to the
	gatling gunner. Pick up the 'Hand Grenade'
o-----o	and the '15,000 Ptas' reward from the
	gunner's body if it hasn't disappeared.
	Jump down and pull the large handle. Jump
	down and proceed though the gate.

Take cover in the tunnel on your left where you'll find a barrel. Climb the ladder and hide behind the steel wall. Snipe the enemy behind the gun turret on your left, it's just normal enemies occupying these so it shouldn't take more than a couple of shots. Begin running around the walkway and approaching the gun turret operators rather than hitting them from afar. Be very careful about going toward the building structures otherwise you're liable to get caught in one when the helicopter blows it up. Take out the turret guy on the walkway and jump down to the lower level to get the other one. You can find a 'Green Herb' to the Southwest, and 'TMP Ammo (50)' around the central area. Once the area is secure climb up both the ladders to reach the two separate switches on either side. When they're both pulled you can jump down and continue on through the Northwest door.

Ascend the stairs and watch the scene at the top. Turn and look at the top of the pillar on your left, shoot the shiny object to receive 'Emerald.' Head to the East side of the debris and run up a little along the cliff. Between the two torches on your left you'll find a barrel with a 'First Aid Spray' inside. Stand just outside this thin path and look at the first of the two large pillars to the North. Another shiny 'Emerald' is stuck to the top of it. Make your way Northwest and enter the next area. Jump down into the hole to the South and watch the scene. Pick up the 'Handgun Ammo (10)' from the table and go back to the ladder where you jumped down. On the stone table behind the ladder is the 'Pearl Pendant.' Leave the area and enter the double doors.

Pick up the 'Flash Grenade' off the shelf on your left, and the 'Magnum Ammo (3)' from the drawer beside the typewriter. Examine the green box on the wall beside the desk to find 'Shotgun Shells (10).' Now save your game and go down the West hall, there's a 'Yellow Herb' on the shelf. Walk down the North hall, first check the cell on your right for 'Rifle Ammo (5)' then run to the end and pick up the 'Red Herb.' If you hear something moving behind you, it's an upgraded Regenerator! Get to a safe distance and equip your Rifle with the Infrared Scope. Even when you destroy all the parasites you still have to blast him to kill him. Pick up the '5000 Ptas' it drops and climb up the side of the stairs to reach the South door.

Descend the stairs and grab the nearby 'Green Herb' and break the crate as well. In the next area you will face quite a few enemies, luckily there are tons of red explosive barrels to use to your advantage. Shoot the first one you see right off the bat to clear a path, then wait as more enemies gather. There's a couple of good ones underneath the platforms that can easily be put between you and a horde of enemies. A gatling gun man will appear, just ignore him for now. If you wait under the platform he's standing on he'll jump down. This will make it easily to kill him at close range and pick up



the '15,000 Ptas' he holds. Run to the Southwest side and jump over the potato sacks to reach a ladder. Smash the barrels and then climb it and kill any enemies you meet at the top. Pick up the 'Flash Grenade' off the table and examine the terminal here. This will trigger an attack from a ton of enemies, start picking them all off because eventually one of them will drop the 'Emergency Lock Card Key.' Once the enemies are dead head into the Northeast room on the second level and open the locker to find 'Handgun Ammo (10).' Climb up to the third level and open the locker inside the room in front of you to get 'TMP Ammo (50).' Break the crate as well.

In the North room you'll find '5000 Ptas' in the suitcase and a couple of barrels nearby. Pick up the 'Rifle Ammo (5)' off the shelf then examine the panel on the wall. Select the Emergency Lock Card Key from your inventory. Jump down over the East edge and pick up the 'Red Herb.' Return to both of the computer panels on the second floor and operate them to unlock the door. The door is located at the Northwest corner of the bottom level. Head down the hall past the enemies and into the double doors for a scene.

Proceed through the doors on your left and pick up the two items, 'TMP Ammo (50)' and 'Green Herb.' Read the memo beside you sitting on the rock. Opposite these is the merchant and down a thin path beside the door you came from are two barrels each with '5000 Ptas.' Now head South through the door at the bottom. When you come to a fork take the path Northwest and go into the door. You will find yourself back in the large room where you rescued Ashley. Pick up the 'Shotgun Shells (10)' by the computer and follow the North ramp all the way up into an office where you will find 'Magnum Ammo (5)' and a 'Red Herb.' Now return down the Southern ramp to the previous room. This time at the fork go right (South) and into the large arch shaped doors, watch the scene here and the end of the second last chapter.

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o----- Item Checklist -----o
|                                     |
| Yellow Herb....._____ | 'Yellow Herb,' 'Shotgun Shells (10)' and the
| Shotgun Shells....._____ | final memo. Through the door is the final
| Green Herb....._____ | merchant, and you guessed it too, the final
| Rocket Launcher....._____ | save point. Make any of the last minute
| Jet-Ski Key....._____ | purchases you may need, unload all your
| Shotgun Shells....._____ | money. Grab the 'Green Herb' on the ground,
| Handgun Ammo....._____ | and break the nearby crates. Descend the
| Green Herb....._____ | stairs and watch the scene, hopefully you
| Magnum Ammo....._____ | are prepared for...
| Hand Grenade....._____ |
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o- Boss (Saddler) -----o
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| Damaging Saddler is an ordeal in itself. He doesn't take damage normally |
| from weapon attacks, but instead you use them to expose his weak point and |
| then go in from there. There are four eyeballs on his four legs, each |
| time you destroy one of them he drops down. At this point run up to him |
| and press the A button to do a big eye stab. You'll have to do this eye |
| stab about eight times, and since he only has four legs you will need to |
| find other ways of crippling him. The next way to do it is the large |

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| switch located at the South end of the platform. Climb up and press A |  
| to put your hand on it, then A again to swing some steel beams toward the |  
| boss. Make sure he is as close to you as possible before trying this and |  
| it gives you a great opportunity to go in for another eye stab. The next |  
| way is of course using those conveniently placed red barrels to blow up |  
| when he goes by, this too will knock him down. Basically any explosive |  
| can be used such as grenades, Rocket Launcher and such. There's a whole |  
| other section of platform opposite this one connected by a removable |  
| bridge. Check the light beside the bridges, when it's red you can't cross |  
| but when it's green you only have a limited amount of time to cross before |  
| you have to hit the dodge buttons and jump to the other side. Now on to |  
| Saddler's attacks, each one is powerful but should be quite easy to endure |  
| as long as you have the vest. One of the most dangerous ones is just the |  
| fact that his tail is made of tons of spiky tentacles and he doesn't even |  
| have to be attacking to hurt you. This means that under no circumstances |  
| should to try to run underneath him, always go around. After about eight |  
| eye stabs Ada will throw you a 'Rocket Launcher (Special).' Make room for |  
| it in your inventory and use one of the conventional methods of knocking |  
| the boss down. Instead of running up to him, equip the Rocket Launcher, |  
| take aim and fire and the centre. Nothing left but a scene. |  
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Once the scene is over you receive 'Jet-Ski Key.' Hopefully you picked up most of the items during the boss fight because you have a strict time limit now and it isn't worth your trouble. Just for the record though if you're a completionist, you can find 'Shotgun Shells (10),' 'Handgun Ammo (10),' 'Green Herb,' 'Magnum Ammo (3),' and a 'Hand Grenade' in this area. Quickly run to the elevator and ride it back down again, there's a scene at the bottom. Run through the tunnel and when you jump, be sure to wait and catch Ashley. There's a Jet-Ski at the end, I don't have to tell you which key to use to start it. For the remainder of the game it's just a matter of do or die, you won't have time to look down and read this so just play it by ear, it's not hard and you'll likely be able to do it on your first try. When you finally navigate through the long tunnel, it means the end of all your hard work.

Now sit back and enjoy the ending.

You beat the game. Good job!

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Remember to save your completion data on a separate file, and there's a bonus little scene after the credits roll so don't leave the room! You've unlocked the ability to buy some new weapons from the merchant on a new file, and also a special mission involving Ada is available at the title screen, along with the special Mercenaries missions which pit you against hordes of enemies!

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| Extra Material (00010) |  
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To unlock this mission beat the game once.

o----- Item Checklist -----o	Your mission is to collect five Plaga
	samples and make it to the rendezvous point.
Handgun Ammo....._____	Follow the path down until you come to the
First Aid Spray....._____	fork, then take the left branch. Watch out
TMP Ammo....._____	for enemies but be conservative with ammo,
Green Herb....._____	try to use kicks as often as possible.
Handgun Ammo....._____	Climb up to the second ledge and shoot the
Rifle Ammo....._____	crates to expose their contents, you don't
TMP Ammo....._____	have a knife so there's no other
Green Herb....._____	alternative. Head back to the fork and go
Yellow Herb....._____	West, jump across the small crevasse. Pick
Handgun Ammo....._____	up the 'Handgun Ammo (10)' from the crate.
Yellow Herb....._____	Jump through the window on your right and
Hand Grenade....._____	climb the ladder, at the top there's a can
TMP Ammo....._____	of 'First Aid Spray' which you will
Red Herb....._____	definitely need. Hop down and run West into
Green Herb....._____	the small enclosure to find 'TMP Ammo
TMP Ammo....._____	(25).' Right about now the gatling gun
Green Herb....._____	wielding enemy will pop out, run out of the
Handgun Ammo....._____	room and turn left to find a 'Green Herb'
TMP Ammo....._____	and a box to hide behind. Turn around and
Yellow Herb....._____	run into the Northwest room and get the
Handgun Ammo....._____	'Handgun Ammo (10),' then climb the ladder
Plaga Sample....._____	on the back of this room to get 'Rifle Ammo
Red Herb....._____	(5).' From the roof start sniping enemies
TMP Ammo....._____	as best you can, especially one of the many
Green Herb....._____	wielding a crossbow. Blast the gatling
Hand Grenade....._____	gunner as well from this perch.
Plaga Sample....._____	
Handgun Ammo....._____	Head toward the Northeast door now, just
Rifle Ammo....._____	before the stairs you can find 'TMP Ammo
Red Herb....._____	(25),' and to the left of the stairs is
Green Herb....._____	'Green Herb.' Just as you go through the
Hand Grenade....._____	door jump over the small barrier and pick up
Yellow Herb....._____	the 'Yellow Herb' on the other side. Run
Handgun Ammo....._____	to the South end being watchful of crossbow
TMP Ammo....._____	enemies, make sure to get the 'Red Herb'
Plaga Sample....._____	from the Southern corner before climbing up
TMP Ammo....._____	the ladder. Make a left at the top and beak
Green Herb....._____	the two barrels. Jump across the edge to
Red Herb....._____	the North end, don't waste too much ammo
Handgun Ammo....._____	here. Aim for the head and try to kick
First Aid Spray....._____	enemies off the edge. If you make a right
Yellow Herb....._____	and go into the cave area you can find
TMP Ammo....._____	'Handgun Ammo (10)' on the table and a
Green Herb....._____	'Yellow Herb' at the South end, and a 'Hand
TMP Ammo....._____	Grenade' in the chest at the other end past
Green Herb....._____	the red barrel. Return to the main path and
Red Herb....._____	make your way Northeast.
Yellow Herb....._____	
Plaga Sample....._____	Stand behind the boxes and pull out your
Rifle Ammo....._____	rifle, if you left anyone alive behind you
Rifle Ammo....._____	this may be a problem because you won't be
TMP Ammo....._____	paying attention. Aim up directly ahead of

TMP Ammo....._____	you and blast the red barrel on the bridge.
Handgun Ammo....._____	Take out the guy throwing dynamite and
Handgun Ammo....._____	anyone on ground level. Point your
TMP Ammo....._____	crosshairs up the main path and snipe
Handgun Ammo....._____	anybody that you see up at the top. When
First Aid Spray....._____	you think you're ready to go take a few
Plaga Sample....._____	steps up the main path and get the 'TMP Ammo
	(25)' off the crate, then turn around and
o-----o	take the left branch into the cave. At the
	end of this path you will find a 'Red

Herb.' As you go back across the bridge jump down and proceed North. As you navigate the tunnel, pick up the 'Green Herb' off the table on your left. There's a package of 'Rifle Ammo (5)' on the crate just beyond this and a ladder to climb on your left. Examine the open ventilation shaft to enter.

You start this area at a fork so run North and descend the stairs. At the bottom check the small room on your right for 'TMP Ammo (25)' and break the crate. Backtrack to the fork where you came in and run South, picking up the 'Green Herb' against the wall beside the yellow barrels. Make a left and open the red cupboard to receive 'Handgun Ammo (10).' Continue to follow this path, break the crate on the left shelf when the hall turns South and enter the autopsy room at the end. There are two enemies in the small autopsy area, equip your Rifle and snipe them through the glass. Get the 'TMP Ammo (25)' off the desk in front of you. Now go into that small room and break the glass to find 'Yellow Herb.' The East door will open without any effort, snipe the guy at the other end before he sees you but don't aim for the head. Grab the 'Handgun Ammo (10)' off the bed on your left and the 'Plaga Sample' from the corpse on the ground. Watch out for the three electric baton wielding enemies when you try to leave. Return to the main hall once again.

Proceed through the gate to the West, open the red cupboard at the far West end to find 'Red Herb.' Watch out for the guy with the crossbow to the South, get past him and open the suitcase to find 'TMP Ammo (25).' Go into the freezer room to the North. There's a 'Green Herb' sitting on the crates to your left, and a 'Hand Grenade' if you break the glass of the North shelf unit. Pick up the 'Rifle Ammo (5)' in the Southeast room and then open the Northeast freezer to get your second 'Plaga Sample.' Exit this room and make your way toward the Northwest door but watch out for all the new enemies. Equip your Rifle for a one shot kill against the large armored guys, and get to the door as fast as you can. Proceed down the hall and grab the 'Handgun Ammo (10)' at the end. In the next room eliminate the two enemies and pick up the 'Rifle Ammo (5)' from the desk. Whipe out your Rifle and begin sniping the enemies down below. To be safest stand at the opposite end of the room from the window and take out the crossbow enemies quickly before the gattling gunner, however if the gattling gunner is alerted then he takes top priority. He is fully capable of aiming up toward the room. Now leave to the East.

When you get to the bottom you may encounter two dynamite enemies, once they see you turn around and run so that they'll probably kill themselves. Pick up the 'Red Herb' behind one of the dumpsters and head through the Southeast door. There's a 'Green Herb' directly in front of you here, and some 'TMP Ammo (25)' up on the table in the office. They'll lock you in here so whip out the TMP and begin defending yourself. Remember to aim for the legs and then kick them. Press the button on the computer panel to unlock the door and trigger a whole bunch of new enemies. Many of them will spawn parasitic faces so when this happens try to run over to the locker corner and quickly snipe their heads with your Rifle. Proceed through the door you unlocked.

Head up and left. In the red cupboard you will find the 'Hand Grenade,' and a 'Yellow Herb' on the ground just to the right. Approach the cell where Ashley

was being held but don't open the door, instead fire through the viewing window. If quite a few enemies congregate around the door you may want to try a Hand Grenade here. In the room there is 'Handgun Ammo (10)' on the table and 'TMP Ammo (25)' below that. Check the suitcase in the corner for the third 'Plaga Sample.' Leave the room and head North. In the next area you will be attacked by about five enemies or so, but they're spread out so the Handgun works fine. Get the 'TMP Ammo (25)' off the desk beside the door and the 'Green Herb' on the left desk just before the stairs. At the bottom you will see a conspicuous 'Red Herb' on your left, and a box of 'Handgun Ammo (10)' sits on the windowsill right behind it. Try to go through the door and suddenly you'll be ambushed by a number of enemies including a gatling gunner. He is most likely going to end up wasting all his own men anyway, but a single Hand Grenade would be a good idea. Try throwing one so that he is affected by it, then run up the stairs and pull out your Rifle. Aim for his head and you should be able to kill him by sniping him in the face each time he stands up again. When he dies pick up the 'First Aid Spray' that he drops and then the door that was locked before becomes accessible. Head through it.

Equip the TMP and defend yourself from the onslaught. As you approach the lower doors two dynamite wielding enemies appear, kill one of them with the TMP and he explodes killing the other. Enter Southern room that they came from and pick up the 'Yellow Herb' and a 'TMP Ammo (25)' off the table. Proceed East through the door. In the next room you will find an enemy and a 'Green Herb' on the table. Go South and fire at the electric baton guys through the window. Take the South hall and pick up the 'TMP Ammo (25)' off the boxes on your left. Once you're inside the lab section, check the shelf on your left to find one of each 'Green Herb,' 'Red Herb,' and 'Yellow Herb.' Break the upper of the two large cylinders to find 'Plaga Sample' inside. Break the glass on your right to find two sets of 'Rifle Ammo (5),' two sets of 'TMP Ammo (25),' and two sets of 'Handgun Ammo (10).' At the upper left corner is another box of 'TMP Ammo (25).' get ready for the oncoming enemy attack as they jump through the window. Once you dealt with them, jump through the window yourself and check the suitcase on the West side for 'Handgun Ammo (10).' To the right is a security control panel, operate it to unlock the doors. Now make your way South and watch for the new set of oncoming enemies. The large armoured guy drops 'First Aid Spray.' Make your way to the Southeast door and blast the enemies. Leave the lab area now to the East. Run down to the end of the walkway and break open the barrels.

o- Boss (Krauser) -----o  
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| This version of Krauser is actually harder than the one you fought as |  
| Leon because of your limited equipment. Fortunately this is balanced |  
| because he doesn't have nearly as much health either. You need to be |  
| constantly running from one end to the other and holding down so that you |  
| are moving backward almost all the time. When he's coming at you or |  
| stationary for a moment use this time to fill his kneecaps full of TMP |  
| ammunition. It takes quite a bit to knock him down, but when you do, in |  
| order to deal as much damage as possible your best bet is to whip out the |  
| Rifle and try and see if you can connect a hit with his upper body, don't |  
| worry about trying to aim for the head. Also for this fight if you have |  
| any Hand Grenades left over there could be no better time to use them. |  
| Dodge his attacks with the appropriate dodge buttons and avoid his close |  
| range attacks by backstepping or turning around and running. When you |  
| eventually manage to win the fight he disappears and leave 'Plaga Sample.' |  
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With all five of them in your inventory ride the elevator up to the tower section and examine the panel to contact the chopper for a scene. For

completing the assignment you unlock the ability to buy the 'Chicago Typewriter' from the merchant in the main game. This is an infinite ammo machine gun with some serious power, it costs 1,000,000 but worth every Ptas.

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                    The Mercenaries

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Once the game has been completed a new option appears on the title screen. "The Mercenaries" is a minigame which first appeared in Resident Evil 3 which pits you against a ton of enemies with a time limit and rewards you based on a point system. Basically it's just a mode to see how proficient a killer you are. There are a number of things to unlock from playing this mode, most of them only directly affect the Mercenaries game itself, but you can also unlock the Handcannon in the main game, which is an infinite ammo super powerful magnum.

There are four levels, Village, Castle, Island and Waterworld. In order to unlock the four characters you must perform well in all the maps, well enough to get a minimum four star rating out of five. A four star rating is approximately a score higher than 30,000. In each map you are started at a randomly generated start point. The battles themselves are basically just big free-for-all so a concrete walkthrough is pointless, however I can do my best to outline the strategies to achieve the four star ranks on each map in the order that I personally unlocked each one. Before that however I'll outline the most basic on concepts that apply to each level.

The idea here is obviously to rack up as many points as possible within the time limit. Points are accumulated by killing enemies, the more enemies you kill the more points you get. Another system which is in place is the "in a row" system which means the faster you kill enemies the more points you'll get as well. At the top right of your screen keep an eye on the amount of enemies you've killed in a row, when it starts to flash it means you've gone too long without killing an enemy and you are about to lose your bonus. If you kill an enemy while it is still flashing it will increase and go back to solid colour, if you can't kill an enemy it will return to zero and give you a point bonus based on how long your streak was. Each level is also occupied by a special super hard enemy, these enemies when killed give you much more points than the normal enemies and also usually drop helpful items. The final thing to note is that your time limit is not a static unchanging value (besides going down that is.) There are numerous time bonuses throughout each level that you can go and pick up. Sometimes the time it takes to go find these bonuses is worth it since they give quite good bonuses of 30 seconds and up. To locate these in each level take a look at your map, they are marked with a white star. Be sure to go looking for them when you're about to run out of time, you can rack up a lot more points in thirty seconds. One more thing to note is that the levels also contain special treasure boxes with bonuses inside that will increase the score you get for every enemy you kill in the next thirty seconds. Seek them out! Now for the individual levels, even if you didn't choose the same character, most tactics still apply:

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| The Island |
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For this I chose the only character I had available to me at the start, Leon Kennedy. Start off by using the Handgun and aiming for headshots, then kicking the enemies as much as possible. This tactic should be used to start

but not very long. By the time about four or so enemies have appeared you'll need to drop the Handgun and switch over to the Shotgun. You should be able to use the Shotgun for the rest of the battle as long as you are willing to take the time to pick up all the ammunition from the enemy drops. Do your best to get the enemies to gather together and then aim a head level shot into the crowd. Continue to do this while staying around the beginning area, soon enough a gatling gunner will drop, he is the powerful enemy of this level so you are going to want to take him out for the point bonus. Approach him close enough to get a decent shot in, but not so close that he starts to use his melee attack. Blast him in the head and while he is staggering, use the time to make sure you aren't going to be attacked from behind. If you have any grenades or access to red exploding barrels take advantage of it and use them for extra damage. When you drop the gatling gunner now would be a good time to start hunting for time bonuses. Drop down and follow the little tunnel which will lead you up past a good two or three of them and maybe some ammunition along the way. For the remainder of the time blast normal enemies at a good constant pace. Try to position yourself in the long dead end tunnel near the gate so that you'll have a big crowd of enemies which you can take out with a single grenade. With this you should be able to get a four star ranking at least, which unlocks the special Umbrella agent HUNK for use in other Mercenaries levels.

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| The Village |  
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I chose to take on the Village with HUNK, his plethora of grenades will be helpful and you'll know why in a bit. HUNK is a great character because his melee attack that replaces Leon's kick is a neck snap which has a 100% kill rate. Combined with his submachine gun which is able to quickly snipe across the villager's head level it makes the beginning of the fight rather easy. While you won't be killing mass amount of enemies at the start, shooting them in the head and breaking their neck will give you consistency which can easily maintain your number of kills in a row for quite some time. Forget about the grenades that you have for now and use this tactic for awhile, however at some point you are just going to be too overwhelmed with enemies for this to remain practical. At this point back yourself in a corner and just let loose everything you gun has into the crowd. It may seem like a good time for a Hand Grenade, and in fact it probably is but it's preferable not to use any. If you have to just use one. When you've thinned the crowd a bit start running around the map and collecting the time bonuses, the one in the Northwest house in particular is great because it give syou 90 seconds, and the red barrel beside it gives you means to eliminate any followers. About this point or maybe even before this you are bound to hear the roar of chainsaws. This is why you've been saving grenades. Not one, or two but three crazy chainsaw ladies are running around here. You're not likely to find them all in the same place but be careful. The best tactic is to run to the Southwest path which is quite tight even though it leaves you open in the back. Lead the chainsaw ladies and any villagers who follow about halfway up this path and then let loose a grenade. Check your back and if there's no one there wait until they get up to throw another. This should leave you fairly safe. With that much damage, unload about half a clip of your TMP into one of the chainsaw ladies on the ground, then try the same for the other but you may have to do it while she runs at you. If you've maintained consistency you should have quite a big bonus by now and the four star ranking will be achieved. Also note that HUNK is able to break the necks of the chainsaw women, very helpful indeed. For this you unlock Ada Wong for Mercenaries.

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| The Castle |

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For this next assignment I chose Ada Wong from Resident Evil 2. She comes equipped with a TMP just like HUNK, but unlike hunk she also has a Rifle (Semi-Auto) in her inventory at the expense of a crappy melee attack, which is okay because you won't be using it. At the beginning of this battle to be honest I would recommend whipping out the Rifle. Find yourself a corner where you are safe, assuming you're on the lower floor, to upper corner near the barrels works well, then just start sniping enemies as they come. Try and hit rows of them since the Rifle bullets can penetrate more than one, but never aim for the head since many of the enemies who chase you will be the armoured skull cultists. Like the other two levels it probably won't take long for them to come in either overwhelming numbers, or for you to run out of ammo. Or both. Now take advantage of all those Incendiary Grenades you have in your inventory, they should serve as one hit kills for these enemies so don't throw more than one at a time. After a couple of these you'll probably notice most of the enemies are gone and unlike other levels, you'll need to go looking yourself. Climb the stairs to the upper level and position yourself against the castle wall in the far corner. The reason you want to do this is that there is a crossbow wielding cultist above and unless you've killed him he's just going to keep hitting you. From here pick up any available Rifle ammo and snipe the enemies as they keep coming up the stairs. Soon the super enemy of this level will appear, one of the blind prisoners. He will make a mad dash right for your position which is fine, run out of the way and start around the middle area, as long as the platform isn't overrun with enemies you should be safe. With Ada's Rifle it only takes a single hit to the parasite on his back to kill him so as he is swinging his arms wildly, he is exposing his back with every torso twist. Fire at the sides of him where the parasite will be visible and on at least one of your shots you should manage to hit it. This will rack up the big points, especially going along with all the combos you got from continuous sniping. For the remainder of the fight, spend it searching for time bonuses and blasting enemies with the TMP or using Incendiary Grenades on groups, forget the Rifle at this point unless you want to snipe that crossbow guy. For getting a four star ranking on this map you unlock Jack Krauser for use in the Mercenaries.

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| The Waterworld |

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This is the one original map that you didn't see anywhere in the main game, quite a nice place too. I wouldn't select anyone other than Jack Krauser here, it's exponentially harder than all the other levels and is almost an entirely separate experience. Jack Krauser is an incredible character, not only does he have an awesome bow which does not require long reload times, it's also an instant kill weapon 95% of the time. Since it's his only weapon just about every item you pick up is ammo for it, so you'll rarely have to worry about ammo. If this isn't enough for you his melee attack is virtually an instant kill as well, and since it's a kick it hits multiple enemies. Aside from this the best part still remains, he has another instant kill attack! As time passes his arm will begin to charge into a red colour, when it does press the X button and it transforms into a giant blade. Use the analog stick to aim him and press A to do a lunging death attack that smashes all in his path. Now that you know how to use the character we need to get to the level itself. It's huge compared to the other maps and full of time bonuses and other items on three different altitudes of play. Ladders are everywhere and so are explosive red barrels. With all these advantages there's some painful disadvantages too. The enemies here wield shields, dynamite and even rocket launchers! If you stand in one spot for too long you risk being rocketed from halfway across the map. Secondly the super hard



enemy of this area is one you never even saw in the main game, it's a gargantuan seven foot tall chainsaw maniac, with a dual bladed chainsaw. Unlike the other chainsaw enemies he doesn't even have any attacks, his running animations is an attack, he swings the thing so wildly and so fast that even standing in the same room as this guy could mean instant death at any point. On top of this there are two of them, however I've never had to face both of them at the same time, they start on opposite ends of the map. Killing these enemies will take all the cunning you have, the instant kill bow is reduced to nothing when used on this guy, it usually takes two or more shots to even stun him. If you knock him down fire arrows at him like there's no tomorrow, but these still remain poor ways to deal with him. The best ways involve explosives, Hand Grenades can be found on this map, and so can red barrels all over. Surprisingly one of the best ways to deal with him is to kill a nearby dynamite enemy so that he blows up in chainsaw mans face. All the while you have to be concentrating on firing at the enemies surrounding you, don't expect to see an end to their attacks. Fortunately this dynamite principle extends beyond the boss to another great way to rack up combos. Even if you are nowhere near the enemies if they blow themselves up you get the kills for it. Use this to your advantage and try to kill them in large groups for big combos. There are time bonuses all over the place and at least three chests with kill bonuses, use all of these to your advantage and remember to use your X attack almost immediately when it becomes available. If there's a large group of enemies it can boost your score by outrageous amounts, and if the chainsaw guy is running toward you, what better way to deal with him than a flaying blade lunge. For managing to get a four star ranking (using Krauser I got 85,000 after only a couple tries) you get to unlock the infamous Albert Wesker for use in the Mercenaries.

The four characters that can be unlocked are Ada Wong for beating the village, Jack Krauser for beating the castle, HUNK for beating the island and Albert Wesker for beating the Waterworld. To unlock the Handcannon in the main game you must successfully get a five star rating on every level, with every character! For the mathematically challenged, that's a total of 20 five star ratings you have to get. Good luck.

Each bonus character has their own unique melee attacks and some even have unique weapons like Krauser's bow or Wesker's silenced pistol. The equipment you start with for each character is as follows:

Leon Kennedy	Ada Wong
- Blacktail	- Punisher
- Riot Gun	- TMP
- Handgun Ammo (30)	- Rifle (Semi-Auto)
- Shotgun Shells (10)	- Scope (Rifle Semi-Auto)
- First Aid Spray	- Handgun Ammo (30)
	- TMP Ammo (100)
Jack Krauser	- Rifle Ammo (5)
- Bow	- Incendiary Grenade (3)
- Arrows (30)	- First Aid Spray
- Flash Grenade (4)	
- First Aid Spray	HUNK
	- TMP
Albert Wesker	- TMP Ammo (75)
- Handgun	- Hand Grenade (3)
- Handgun Silencer	- First Aid Spray
- Killer7	
- Rifle (Semi-Auto)	
- Hand Grenade (4)	
- Flash Grenade (3)	
- Incendiary Grenade (1)	

- First Aid Spray

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|_) esident Evil 4 /-----o
| \-----o-----\                Shooting Range                |
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You will notice in quite a few places in the game where you find the merchant, you will also find the shooting gallery. There are five shooting galleries in the game and four different game types, type A, B, C and D. The basic idea for this game is that if you score over 3000 points you will get a prize, and there are six prizes per game type. Every time you score over 3000 the difficulty increases just a little bit. On each level of difficulty there is one special prize to win for scoring over 4000 points or hitting every single target. Note that every time you score above 3000 it gets more difficult, so if you keep getting scores in the 3000 range it's just going to get harder and harder so always aim to get the rare prize first and then go for all the rest.

The game itself is pretty straightforward. Shoot the targets to get points, there are men and women villagers targets. Bodies on both are worth 50 points. Head shots on men are worth 100 points and head shots on women are worth 200 points. When you hit five targets in a row without missing a little pod will appear in the background. Shoot it before it goes away for 500 points. If you see an Ashley target appear, avoid shooting it otherwise accept the 1000 point deduction. Your prizes come in the form of bottlecaps which can be viewed in the treasure menu. Each time you collect all six bottlecaps on a row you get a special cash prize, they are as follows:

Type A: 15,000 ptas	Type C: 35,000 Ptas
Type B: 25,000 Ptas	Type D: 50,000 Ptas

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|                Items & Equipment                (00100) |
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|_) esident Evil 4 /-----o
| \-----o-----\                Handguns                |
      (00101)      \-----o
  
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Handgun		Red9	
Name:	Handgun	Name:	Red9
Price:	8000	Price:	14,000
Firepower:	Cost:	Firepower:	Cost:
Lv1: 1.0	Lv1: -	Lv1: 1.4	Lv1: -
Lv2: 1.2	Lv2: 7000	Lv2: 1.7	Lv2: 15,000
Lv3: 1.4	Lv3: 10,000	Lv3: 2.0	Lv3: 20,000
Lv4: 1.6	Lv4: 15,000	Lv4: 2.4	Lv4: 24,000
Lv5: 1.8	Lv5: 18,000	Lv5: 2.8	Lv5: 28,000
Lv6: 2.0	Lv6: 20,000	Lv6: 3.5	Lv6: 45,000
Exc: 2.0	Exc: 57,000	Exc: 5.0	Exc: 80,000
Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 0.47	Lv1: -	Lv1: 0.53	Lv1: -

Lv2: 0.40	Lv2: 5000	Lv2: 0.47	Lv2: 10,000
Lv3: 0.33	Lv3: 12,000	Lv3: 0.40	Lv3: 15,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 1.73	Lv1: -	Lv1: 2.37	Lv1: -
Lv2: 1.47	Lv2: 4000	Lv2: 2.20	Lv2: 6000
Lv3: 0.87	Lv3: 10,000	Lv3: 1.67	Lv3: 10,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Cost:	Capacity:	Cost:
Lv1: 10	Lv1: -	Lv1: 8	Lv1: -
Lv2: 13	Lv2: 4000	Lv2: 10	Lv2: 6000
Lv3: 16	Lv3: 6000	Lv3: 12	Lv3: 8000
Lv4: 19	Lv4: 8000	Lv4: 15	Lv4: 12,000
Lv5: 22	Lv5: 10,000	Lv5: 18	Lv5: 16,000
Lv6: 25	Lv6: 12,000	Lv6: 22	Lv6: 22,000

Name: Punisher	Name: Blacktail
Price: 20,000	Price: 24,000

Firepower:	Cost:	Firepower:	Cost:
Lv1: 0.9	Lv1: -	Lv1: 1.6	Lv1: -
Lv2: 1.1	Lv2: 10,000	Lv2: 1.8	Lv2: 15,000
Lv3: 1.3	Lv3: 15,000	Lv3: 2.0	Lv3: 18,000
Lv4: 1.5	Lv4: 20,000	Lv4: 2.3	Lv4: 24,000
Lv5: 1.7	Lv5: 25,000	Lv5: 2.7	Lv5: 30,000
Lv6: 1.9	Lv6: 35,000	Lv6: 3.0	Lv6: 40,000
Exc: -	Exc: 40,000	Exc: 3.4	Exc: 80,000

Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 0.47	Lv1: -	Lv1: 0.47	Lv1: -
Lv2: 0.40	Lv2: 10,000	Lv2: 0.40	Lv2: 10,000
Lv3: 0.33	Lv3: 20,000	Lv3: 0.27	Lv3: 20,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 1.70	Lv1: -	Lv1: 1.70	Lv1: -
Lv2: 1.47	Lv2: 8000	Lv2: 1.47	Lv2: 8000
Lv3: 0.83	Lv3: 18,000	Lv3: 0.83	Lv3: 15,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -

Lv6: -	Lv6: -	Lv6: -	Lv6: -
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Capacity:	Cost:	Capacity:	Cost:
Lv1: 10	Lv1: -	Lv1: 15	Lv1: -
Lv2: 13	Lv2: 8000	Lv2: 18	Lv2: 8000
Lv3: 16	Lv3: 10,000	Lv3: 21	Lv3: 10,000
Lv4: 20	Lv4: 15,000	Lv4: 25	Lv4: 15,000
Lv5: 24	Lv5: 18,000	Lv5: 30	Lv5: 20,000
Lv6: 28	Lv6: 24,000	Lv6: 35	Lv6: 25,000

-----  
 | Name: Matilda  
Price: 70,000

Firepower:	Cost:	Reload Speed:	Cost:
Lv1: -	Lv1: -	Lv1: -	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -
Exc: -	Exc: -		

Firing Speed:	Cost:	Capacity:	Cost:
Lv1: -	Lv1: -	Lv1: -	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

\_) resident Evil 4 /-----  
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 | (00102) \-----  
 | Shotguns

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 | Name: Shotgun  
Price: 20,000

Firepower:	Cost:	Firepower:	Cost:
Lv1: 4.0	Lv1: -	Lv1: 5.0	Lv1: -
Lv2: 4.5	Lv2: 15,000	Lv2: 5.5	Lv2: 20,000
Lv3: 5.0	Lv3: 20,000	Lv3: 6.0	Lv3: 24,000
Lv4: 6.0	Lv4: 25,000	Lv4: 6.5	Lv4: 28,000
Lv5: 7.0	Lv5: 30,000	Lv5: 7.0	Lv5: 32,000
Lv6: 8.0	Lv6: 45,000	Lv6: 8.0	Lv6: 50,000
Exc: 8.0	Exc: 90,000	Exc: 10.0	Exc: 120,000

Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 1.53	Lv1: -	Lv1: 1.53	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 3.03	Lv1: -	Lv1: 3.03	Lv1: -
Lv2: 2.43	Lv2: 7000	Lv2: 2.43	Lv2: 7000
Lv3: 1.50	Lv3: 15,000	Lv3: 1.50	Lv3: 20,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Cost:	Capacity:	Cost:
Lv1: 6	Lv1: -	Lv1: 7	Lv1: -
Lv2: 8	Lv2: 8000	Lv2: 9	Lv2: 10,000
Lv3: 10	Lv3: 10,000	Lv3: 11	Lv3: 12,000
Lv4: 12	Lv4: 12,000	Lv4: 13	Lv4: 15,000
Lv5: 15	Lv5: 15,000	Lv5: 15	Lv5: 20,000
Lv6: 18	Lv6: 20,000	Lv6: 17	Lv6: 25,000

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| Name: Striker  
| Price: 43,000  
-----o

Firepower:	Cost:	Reload Speed:	Cost:
Lv1: 6.0	Lv1: -	Lv1: 3.00	Lv1: -
Lv2: 7.0	Lv2: 25,000	Lv2: 2.40	Lv2: 8000
Lv3: 8.0	Lv3: 28,000	Lv3: 1.50	Lv3: 15,000
Lv4: 9.0	Lv4: 32,000	Lv4: -	Lv4: -
Lv5: 10.0	Lv5: 40,000	Lv5: -	Lv5: -
Lv6: 12.0	Lv6: 60,000	Lv6: -	Lv6: -

Firing Speed:	Cost:	Capacity:	Cost:
Lv1: 0.73	Lv1: -	Lv1: 12	Lv1: -
Lv2: -	Lv2: -	Lv2: 14	Lv2: 10,000
Lv3: -	Lv3: -	Lv3: 16	Lv3: 12,000
Lv4: -	Lv4: -	Lv4: 20	Lv4: 16,000
Lv5: -	Lv5: -	Lv5: 24	Lv5: 18,000
Lv6: -	Lv6: -	Lv6: 28	Lv6: 25,000
		Exc: 100	Exc: 60,000

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|\_) esident Evil 4 /-----o  
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 (00103) \-----o

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 | Name: Broken Butterfly | | Name: Killer7 |  
 | Price: 38,000 | | Price: 77,700 |

Firepower:	Cost:	Firepower:	Cost:
Lv1: 13.0	Lv1: -	Lv1: 25.0	Lv1: -
Lv2: 15.0	Lv2: 25,000	Lv2: 30.0	Lv2: 62,000
Lv3: 17.0	Lv3: 30,000	Lv3: 35.0	Lv3: 78,000
Lv4: 20.0	Lv4: 35,000	Lv4: -	Lv4: -
Lv5: 24.0	Lv5: 50,000	Lv5: -	Lv5: -
Lv6: 28.0	Lv6: 70,000	Lv6: -	Lv6: -
Exc: 50.0	Exc: 150,000	Exc: -	Exc: -

Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 0.70	Lv1: -	Lv1: 0.70	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 3.67	Lv1: -	Lv1: 1.83	Lv1: -
Lv2: 3.00	Lv2: 15,000	Lv2: 1.53	Lv2: 20,000
Lv3: 2.33	Lv3: 20,000	Lv3: 0.93	Lv3: 30,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Cost:	Capacity:	Cost:
Lv1: 6	Lv1: -	Lv1: 7	Lv1: -
Lv2: 8	Lv2: 15,000	Lv2: 10	Lv2: 30,000
Lv3: 10	Lv3: 20,000	Lv3: 14	Lv3: 40,000
Lv4: 12	Lv4: 25,000	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

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 | Name: Handcannon |  
 | Price: 0 |

Firepower:	Cost:	Reload Speed:	Cost:
Lv1: -	Lv1: -	Lv1: -	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -

Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -
Exc: -	Exc: -		
-----			
Firing Speed:	Cost:	Capacity:	Cost:
Lv1: -	Lv1: -	Lv1: -	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

\_) esident Evil 4 /-----o  
 | \-----o-----\  
 | (00104) \-----o

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 | Name: Rifle | | Name: Rifle (Semi-Auto) |  
 | Price: 12,000 | | Price: 35,000 |

Firepower:	Cost:	Firepower:	Cost:
Lv1: 4.0	Lv1: -	Lv1: 7.0	Lv1: -
Lv2: 5.0	Lv2: 10,000	Lv2: 8.0	Lv2: 15,000
Lv3: 6.0	Lv3: 12,000	Lv3: 9.0	Lv3: 18,000
Lv4: 8.0	Lv4: 20,000	Lv4: 11.0	Lv4: 24,000
Lv5: 10.0	Lv5: 25,000	Lv5: 13.0	Lv5: 30,000
Lv6: 12.0	Lv6: 35,000	Lv6: 15.0	Lv6: 40,000
Exc: 18.0	Exc: 80,000		

Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 0.67	Lv1: -	Lv1: 1.43	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -
		Exc: 0.40	Exc: 80,000

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 4.00	Lv1: -	Lv1: 2.33	Lv1: -
Lv2: 3.23	Lv2: 8000	Lv2: 1.90	Lv2: 9000
Lv3: 2.33	Lv3: 18,000	Lv3: 1.33	Lv3: 18,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Cost:	Capacity:	Cost:
Lv1: 5	Lv1: -	Lv1: 10	Lv1: -

Lv2: 7	Lv2: 6000	Lv2: 12	Lv2: 10,000
Lv3: 9	Lv3: 8000	Lv3: 14	Lv3: 12,000
Lv4: 12	Lv4: 12,000	Lv4: 17	Lv4: 15,000
Lv5: 15	Lv5: 18,000	Lv5: 20	Lv5: 20,000
Lv6: 18	Lv6: 25,000	Lv6: 24	Lv6: 25,000

resident Evil 4 /-----o  
 \-----\ Miscellaneous |  
 (00105) \-----o

Name: TMP | Name: Mine Thrower |  
 Price: 15,000 | Price: 28,000 |

Firepower:	Cost:	Firepower:	Cost:
Lv1: 0.4	Lv1: -	Lv1: 2.0	Lv1: -
Lv2: 0.5	Lv2: 7000	Lv2: 4.0	Lv2: 25,000
Lv3: 0.6	Lv3: 14,000	Lv3: 6.0	Lv3: 45,000
Lv4: 0.8	Lv4: 18,000	Lv4: -	Lv4: -
Lv5: 1.0	Lv5: 24,000	Lv5: -	Lv5: -
Lv6: 1.2	Lv6: 35,000	Lv6: -	Lv6: -
Exc: 1.8	Exc: 100,000	Exc: 6.0	Exc: 30,000

Firing Speed:	Cost:	Firing Speed:	Cost:
Lv1: 0.10	Lv1: -	Lv1: 1.33	Lv1: -
Lv2: -	Lv2: -	Lv2: -	Lv2: -
Lv3: -	Lv3: -	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Reload Speed:	Cost:	Reload Speed:	Cost:
Lv1: 2.37	Lv1: -	Lv1: 3.43	Lv1: -
Lv2: 1.93	Lv2: 5000	Lv2: 2.57	Lv2: 18,000
Lv3: 1.17	Lv3: 15,000	Lv3: -	Lv3: -
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Cost:	Capacity:	Cost:
Lv1: 30	Lv1: -	Lv1: 5	Lv1: -
Lv2: 50	Lv2: 7000	Lv2: 7	Lv2: 25,000
Lv3: 100	Lv3: 15,000	Lv3: 10	Lv3: 40,000
Lv4: 150	Lv4: 20,000	Lv4: -	Lv4: -
Lv5: 200	Lv5: 25,000	Lv5: -	Lv5: -
Lv6: 250	Lv6: 35,000	Lv6: -	Lv6: -



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 | \-----o-----\ Items |  
 (00106) \-----o-----

Name	Location
Black Bass	Shoot it in the water
Black Bass (L)	Shoot it in the water
Brown Chicken Egg	Village chief's house oven
Camp Key	Dropped by chainsaw lady
Castle Gate Key	Castle gate area
Chicken Egg	Stand by a chicken and wait
Dynamite	On the trolley in the mine
Emblem (Right Half)	Large village in the valley
Emblem (Left Half)	Large village in the valley
Emergency Lock Card Key	Dropped by enemy during island ambush
False Eye	Dropped by boss in torture shed
First Aid Spray	Various locations, 10,000 Ptas
Flash Grenade	Various locations
Freezer Card Key	Autopsy room on the corpse
Gallery Key	Dropped by red enemy in the castle
Goat Ornament	Castle gallery
Gold Chicken Egg	Wait by a chicken or shoot a snake
Golden Sword	On the upstairs panel of barracks
Green Herb	Various locations
Hand Grenade	Various locations
Handgun Ammo	Various locations
Incendiary Grenade	Various locations
Infrared Scope	Island freezer room, 4000 Ptas
Insignia Key	Small chest in village chief's house
Jet-Ski Key	Defeat the boss of the game
Key to the Mine	In the upstairs ruins on pedestal

King's Grail	At the end of the castle armory
Lion Ornament	The fiery dragon statue room chest
Magnum Ammo	Various locations
Moonstone (Left Half)	Castle hedge maze
Moonstone (Right Half)	Castle hedge maze
Old Key	El Gigante alternate path hut
Piece of the Holy Beast, Eagle	Walkway before the fortress boss fight
Piece of the Holy Beast, Panther	On top of Northwest fortress tower
Piece of the Holy Beast, Serpent	Defeat the fortress boss
Platinum Sword	On the downstairs panel of the barracks
Prison Key	Examine painting beside horse statues
Queen's Grail	Past the hall in the weapon room
Red Herb	Various locations
Round Insignia	Beyond the waterfall in the village
Salazar Family Insignia	As Ashley, statue above fireplace
Scope (Mine Thrower)	Bought 8000 Ptas
Scope (Rifle)	Bought 7000 Ptas
Scope (Rifle Semi-Auto)	Bought 10,000 Ptas
Serpent Ornament	As Ashley, chest in furthest room
Shotgun Shells	Various locations
Stock (Red9)	Bought 4000 Ptas
Stock (TMP)	Bought 4000 Ptas
Stone of Sacrifice	Found after riding the mine cart
Stone Tablet	As Ashley, object on fireplace
Storage Room Card Key	Island research laboratory
TMP Ammo	Various locations
Waste Disposal Card Key	Freezer key transformed in freezer room
Yellow Herb	Various Locations

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|           (00107) \-----o

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Treasure

Name:	Value	Treasures to insert:
Location:	Maximum	
Amber Ring	10,000	N/A
Near the waterfall in the village	10,000	
Antique Pipe	10,000	N/A
Swamp area of the village	10,000	
Beerstein	3000	Green, Red, Yellow
Farm area of the village	20,000	Catseye
Butterfly Lamp	4500	Red, Green, Blue
Ballroom and Prison area	32,000	Eye
Blue Eye	3000	N/A
Defeat large bug enemies	3000	
Blue Stone of Treason	3500	N/A
Island campground	3500	
Brass Pocket Watch	10,000	N/A
Village chief's house	10,000	
Crown Jewel	11,000	N/A
Castle station	11,000	
Crown	9000	Crown Jewel
One of the corpses after falling into pit	48,000	Royal Insignia
Brass Pocket Watch	1000	N/A
Village chief's house, out near the well	1000	
Pearl Pendant	1000	N/A
Farm area of village	1000	
Elegant Chessboard	13,000	N/A
In cabinet of weapon room in castle	13,000	
Elegant Headdress	10,000	N/A
Village tunnel and castle throne room	10,000	
Elegant Mask	3000	Red, Green, Purple
Small room in village stronghold	20,000	Gems
Elegant Perfume Bottle	10,000	N/A
Castle area, outer wall	10,000	
Emerald	3000	N/A
Various locations on island	3000	
Gold Bangle	8500	N/A
Various locations in castle	8500	
Gold Bangle w/ Pearls	10,000	N/A

Village lake	10,000	
-----	-----	-----
Golden Lynx	15,000	Red, Green, Blue
Outer castle cliffs	35,000	Stone of F/J/T
-----	-----	-----
Green Catseye	3000	N/A
Village cemetery	3000	
-----	-----	-----
Green Eye	1000	N/A
Defeat large bug enemies	1000	
-----	-----	-----
Green Gem	3000	N/A
Village lake cave, upper area	3000	
-----	-----	-----
Green Stone of Judgment	3500	N/A
Castle mess hall	3500	
-----	-----	-----
Hourglass w/ Gold Decor	12,000	N/A
Castle Last Supper painting hall	12,000	
-----	-----	-----
Illuminados Pendant	12,000	N/A
Dropped by red leader below chandelier	12,000	
-----	-----	-----
Mirror w/ Pearls & Rubies	12,000	N/A
Castle courtyard	12,000	
-----	-----	-----
Pearl Pendant	10,000	N/A
Annex	10,000	
-----	-----	-----
Purple Gem	3000	N/A
Alternate village path	3000	
-----	-----	-----
Red Catseye	3000	N/A
Village area in a tree	3000	
-----	-----	-----
Red Eye	1500	N/A
Defeat large bug enemies	1500	
-----	-----	-----
Red Gem	3000	N/A
Alternate village path	3000	
-----	-----	-----
Red Stone of Faith	3500	N/A
Island monitor station	3500	
-----	-----	-----
Royal Insignia	13,000	N/A
Just beyond castle stomping cylinders	13,000	
-----	-----	-----
Ruby	10,000	N/A
Kill chainsaw wielding enemies	10,000	
-----	-----	-----
Spinel	2000	N/A
Various locations in the village	2000	
-----	-----	-----
Staff of Royalty	20,000	N/A
Down the stairs in the castle ruins	20,000	
-----	-----	-----
Velvet Blue	2500	N/A
Various locaions in the castle	2500	
-----	-----	-----
Yellow Catseye	3000	N/A

| Village gondola cave area | 3000 |  
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| (00108) \-----o

Name	Location
Blacktail	Available in castle 24,000
Broken Butterly	Castle treasure room, 38,000
Chicago Typewriter	Finish alternate assignment, 1,000,000
Handgun	Default weapon
Killer7	Available on Island, 77,700
Handcannon	Available during second play, Free
Matilda	Available during second play, 70,000
Mine Thrower	Available in castle, 28,000
Punisher	Free for shooting 10 Medallions, 20,000
Red9	Avaiailable village tunnel 14,000
Rifle	Available in village valley, 12,000
Rifle (Semi-Auto)	Available in castle, 35,000
Riot Gun	Available in castle, 32,000
Rocket Laucher	Available in village valley, 30,000
Rocket Launcher (Infinite)	Available during second play, 1,000,000
Shotgun	Upstairs village house, 20,000
Striker	Avaiialble in spike pit, 43,000
TMP	Available in village valley, 15,000

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| (00109) \-----o

Name	Price
Attache Case M	30,000

Attache Case L	40,000
-----+-----	
Attache Case XL	73,000
-----+-----	
Blacktail	24,000 Ptas
-----+-----	
Broken Butterfly	38,000 Ptas
-----+-----	
Chicago Typewriter	1,000,000 Ptas
-----+-----	
First Aid Spray	10,000 Ptas
-----+-----	
Handcannon	0 Ptas
-----+-----	
Handgun	8000 Ptas
-----+-----	
Killer7	77,700 Ptas
-----+-----	
Matilda	70,000 Ptas
-----+-----	
Mine Thrower	28,000 Ptas
-----+-----	
Punisher	20,000 Ptas
-----+-----	
Red9	14,000 Ptas
-----+-----	
Rifle	12,000 Ptas
-----+-----	
Rifle (Semi-Auto)	35,000 Ptas
-----+-----	
Riot Gun	32,000 Ptas
-----+-----	
Rocket Launcher	30,000 Ptas
-----+-----	
Rocket Launcher (Infinite)	1,000,000 Ptas
-----+-----	
Scope (Mine Thrower)	8000 Ptas
-----+-----	
Scope (Rifle)	7000 Ptas
-----+-----	
Scope (Rifle Semi-Auto)	10,000 Ptas
-----+-----	
Shotgun	20,000 Ptas
-----+-----	
Stock (Red9)	4000 Ptas
-----+-----	
Stock (TMP)	4000 Ptas
-----+-----	
Striker	43,000 Ptas
-----+-----	
Tactical Vest	60,000 Ptas
-----+-----	
TMP	15,000 Ptas
-----+-----	
Treasure Map (Castle)	10,000 Ptas
-----+-----	
Treasure Map (Island)	10,000 Ptas
-----+-----	
Treasure Map (Village)	10,000 Ptas
-----+-----	

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|                               Document Library                               (01000) |
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|_) esident Evil 4 /-----o
| \-----o-----\                Playing Manual 1                |
   (01001)   \-----o
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1. Shooting - Hold down the R Button then use the Control Stick to aim the laser sight
2. Combat Knife - Press and hold the L Button to ready your knife then press the A Button to swing the weapons.
3. Action Button - You'll be able to perform various actions by pressing the appropriate buttons that appear on the screen.
4. Camera - You can change the camera angle by moving the C Stick

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|_) esident Evil 4 /-----o
| \-----o-----\                Info on Ashley                |
   (01002)   \-----o
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Name: Ashley Graham  
Asg: 20  
Daughter of the United States President

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

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|_) esident Evil 4 /-----o
| \-----o-----\                Playing Manual 2                |
   (01003)   \-----o
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1. Reloading - Press te B Button while holding down the R Button to reload your firearm.
2. Kicks - Approaching enemies that are either stunned of on their knees will allow Leon to perform kicks as prompted by the action button.
3. Changing Inventory Screens - Use the L and R Buttons to switch back and forth between the Weapons/Recovery and the Keys/Treasure screens.

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|_) esident Evil 4 /-----o
| \-----o-----\                Alert Order                |
   (01004)   \-----o
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Recently there has been information that a United States government agent is

here investigating the village. Do not let this American agent get in contact with the prisoner. For those of you not yet informed, the prisoner is being held in an old house beyond the farm. We will transfer the prisoner to a more secure location in the valley when we are ready. The prisoner is to stay there until further notice. Meanwhile, do not let the American agent near the prisoner. We do not know how the American government found out about our village. But we are investigating. However, I feel that this intrusion at this particular time is not just a coincidence. I sense a third party other than the United States government involved here. My fellow men, stay alert!

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|\_) esident Evil 4 /-----o  
| \-----o-----\ About the Blue Medallions |  
(01005) \-----o

15 blue medallions

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

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

(The rest is illegible.)

\_\_\_\_\_  
|\_) esident Evil 4 /-----o  
| \-----o-----\ Chief's Note |  
(01006) \-----o

As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive? I do not fully understand what the Lord's intentions are. I would, however, think he'd keep them separate; not confine them together as has been ordered. I don't expect Luis would trust a stranger but if by chance they did cooperate, the situation could get a bit more complicated. If for some reason, an unknown third party is involved, I don't think they'd let a chance like this slip by. But maybe it's all Lord Saddler's ploy - leaving use vulnerable so that the third party will surface, if they even exist that is... It's an unlikely possibility, but if a prowler is already amongst use, then our plans could be ruined. I guess the Lord thinks it's worth the risk, if we're able to stop whatever conspiracy is at work. At any rate, it's the Lord's call. We will trust his judgment as always.

\_\_\_\_\_  
|\_) esident Evil 4 /-----o  
| \-----o-----\ Closure of the Church |  
(01007) \-----o

Regarding the two fugitives, the apprehension of Luis is our top priority; the American agent a distant second. What Luis stole from us is far more important than the girl. Unless we get it back, the girl will become useless to us. We must get it back to execute our plan to the end. If it gets in the wrong hands, the world would become a totally different place from what Lord Saddler has envisioned. At all costs, we musn't let that happen. Nevertheless, we're not letting go of the girl. To ensure that the agent does not get to her, I have locked the church door where the girl is being held. Anyone who needs access to the church must first get approval by Lord Saddler. There is a key beyond the lake but it should be safe now that the "Del Lago" has been awakened by our Lord. No one will get across that lake alive. Plus, our same blood courses through the agent's veins. It'll be just a matter of time before he joins us. Once he does, there will be nobody else left that will come looking for the girl.

\_\_\_\_\_  
|\_) esident Evil 4 /-----o



| \-----o-----\ Anonymous Letter |  
(01008) \-----o-----

There's an important item hidden in the falls. If you are able to get it, you might be able to get Ashley out of the church. But I'll warn you, the route to the church isn't a walk in the park by any means. They've deployed what's called an "El Gigante," so God bless. About what's been going on in your body... If I could help you, I would. But unfortunately it's beyond my power.

|\_ ) esident Evil 4 /-----o-----  
| \-----o-----\ Playing Manual 3 |  
(01009) \-----o-----

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.

|\_ ) esident Evil 4 /-----o-----  
| \-----o-----\ Sera and the 3rd Party |  
(0100A) \-----o-----

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 find out about the egg injected into his body? - And the fact that he was able to remove it before it hatched is concerning. Another factor that concerns me is that Sera escaped without property just before the American agent arrived. I don't believe that was just a coincidence. There has to be another player involved in this. In order to settle this whole situation, we have to capture Sera and wait for the effects of the drug to wear off before we inject him with another egg. Once this is done, whoever is behind all of this will surface. Nobody shall interfere with our plans. Those who do shall suffer severe consequences.

|\_ ) esident Evil 4 /-----o-----  
| \-----o-----\ Two Routes |  
(0100B) \-----o-----

Just a while ago, I was informed by Lord Saddler that our men has 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.

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|_) esident Evil 4 /-----o
| \-----o-----\                Village's Last Defense      |
      (0100C)      \-----o
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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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|_) esident Evil 4 /-----o
| \-----o-----\                Capture Luis Sera          |
      (0100D)      \-----o
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I have confirmation that Sera has entered the castle. Why would he return during his escape leaves me to question his motives. But we must seize this moment to capture him. We will get the other two Americans after we 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.

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|_) esident Evil 4 /-----o
| \-----o-----\                Target Practice            |
      (0100E)      \-----o
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#### -Game Rules-

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

#### -Prizes-

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

#### -Special Bonuses-

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

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

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|_) esident Evil 4 /-----o
| \-----o-----\                Luis' Memo                |
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There are some parasites that have the ability to control their hosts. It's basic knowledge among biologists but not much is known as to how the parasites do it. Studying these parasites specifically might reveal some clues to as to how the powers of the Las Plagas work. And perhaps provide more insight on the victim's of the Las Plagas, the Los Ganados. Here is a list of some of the parasites that have the ability to manipulate the behavioral patterns of their host:

Dicrocoelium - Once the larvae of this parasite migrates to the ant's esophagus, it alters the behavior of the ant. When the temperature drops in the evening, the infected 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 its way into the body of its definitive host.

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

Leucochloridium - This parasite's 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 most visible to the eyes of birds, therefore more likely to be eaten. Once eaten by a bird, the parasite will complete its metamorphosis into an adult.

\_|\_ esident Evil 4 /-----o  
| \-----o-----\ Castellán Memo |  
(0100G) \-----o-----

For many years the Salazar family has served as the castellans of this castle. However, not everything is bright, for my ancestry has a dark past. Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellan of the castle took away their rights and powers. As a follower of this religion and as the 8th Castellán, I felt that it was my duty as well as my responsibility to atone for that sin. I knew the best way to atone for that sin was to give power back to those who we once took it away from, the Los Illunimados. As expected it took a little time, but we were able to rejuvenate the once sealed Las Plagas. With this success I was one step closer to the revival of the Los Illuminados. The reason why I released the Las Plagas from deep under the castle and gave them to Lord Saddler was not only to repay for the sins of my ancestors but I felt certain that the Lord would make better use of this power to help save the world. To save those that have sinned with the power of the Las Plagas and to cleanse their souls creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they will find their reason to live. And after the Lord has succeeded in creating the world in which he has envisioned, then the sins of my Salazar family will be atoned for.

\_|\_ esident Evil 4 /-----o  
| \-----o-----\ Female Intruder |  
(0100H) \-----o-----

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

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|_) esident Evil 4 /-----o
| \-----o-----\                Butler's Memo                |
      (0100I)      \-----o

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Knowing that Sr. Ramon Salazar has no family, Lord Saddler must have used his strong faith in the Los Illuminados to his advantage to talk Sr. Salazar into undoing the seal of the Las Plagas once done by his ancestor. Sr. Salazar would never do such a thing unless he was in some way being used unknowingly. I should have sensed the Lord's dirty scheme sooner. I feel I'm partly responsible for all of this. I have no idea as to what the Lord is planning but Sr. Salazar was just being used. It is too late now however, Sr. Salazar has already taken the Plaga into his body. There is no turning back once the Plaga has turned into an adult in the body. The Plaga parasite will not die unless the host dies. There's no cure. Perhaps, Sr. Salazar may have been vaguely aware of the Lord's plan all along. But it's so hard to tell. Nevertheless, there's nothing I can do about it now. I have served the Salazar family for generations. I am prepared to continue my services until the very end.

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|_) esident Evil 4 /-----o
| \-----o-----\                Sample Retrieved                |
      (0100J)      \-----o

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As you may have heard, Luis Sera has been disposed of by Lord Saddler. The "sample" is back where it belongs. I had hoped that the whole matter could be resolved without troubling the Lord. However, as long as the "sample" is safe we can all rejoice, for our time is nearly at hand. Now that the "sample" is back in our safe hands, it'll be a bit more difficult for that troublesome woman to get it. In light of all this, it's unfortunate that Sera had to go. Like us, he would have had a bright future if only he had shown more faith in our beliefs. As for the other two Americans, the Lord has left the matter in our hands. We must not disappoint the Lord. We shall capture Ashley and take her to the Lord and dispose of the American agent.

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|_) esident Evil 4 /-----o
| \-----o-----\                Ritual Preparation                |
      (0100K)      \-----o

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Thanks to the efforts of the "Novistadors," we have been able to recapture Ashley. We shall prepare for the sacred ritual as quickly as possible and make Ashley an official member of the Los Illuminados. While we prepare for the ritual, those of you who feel inclined can attend to our American friend. We should be able to hold off our friend for at least a little while by jamming the gears in the clock tower with something. I think if we jam the gears in 3 places, it should give us enough time to prepare everything for the ritual. Now go and entertain our American tourist.

—  
|\_) esident Evil 4 /-----o  
| \-----o-----\ Luis' Memo 2 |  
(0100L) \-----o

The first castellan buried the Las Plagas deep underground below the castle to hide their very existence. But when Salazar released the Las Plagas, no one thought he could bring them back to life. Because when Salazar found them they were all just fossilized remains. Everyone knew that the parasitic organisms could not survive without their hosts. That they couldn't sustain life on their own. But when Salazar and his men excavated the remains, it almost appeared as if the Las Plagas were just waiting to be discovered so that they could resurrect. Several years later, unexplainable convulsions started occurring among the villagers who helped with the excavation of the Las Plagas. Then one day, all of a sudden, these villagers turned into violent savages. They later found out it was caused by the Las Plagas. Although they appeared fossilized, they were able to survive the long years by lying in a dormant state at the cellular level remaining in a spore-like form. Apparently during the excavation, the villagers inhaled the spores and within their bodies the parasites became active again. This is how the Las Plagas were resurrected. Even as I;m writing, the excavation of the Las Plagas continues. God only knows how many of these Plagas have been resurrected. Not to mention the countless number of Ganados that have been created. Their inhumane activity must be put to an end. If they are not stopped, people around the world could turn into victims of this crazy cult organization.

—  
|\_) esident Evil 4 /-----o  
| \-----o-----\ Letter from Ada |  
(0100M) \-----o

Once a Plaga egg hatches, it's nearly impossible to remove it from the body. But if it's before it hatches, then it can be neutralized by medication. If it does hatch you might be able to get it out by surgery before it turns to an adult. But it won't be easy. There's a high chance you won't survive the operation. As far as I know the girl was injected with the egg before you. Her time is ticking. You should prepare yourself for the worst case scenario.

—  
|\_) esident Evil 4 /-----o  
| \-----o-----\ Luis' Memo 3 |  
(0100N) \-----o

The hideous creates 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 on type of creature that clearly distinguishes itself from the rest. These creatures are called Regenerators. Regeneratoes have a superior metabolism that allows them to regenerate their lost body parts at incredible speeds. I've never seen anything like it... It is this characteristic that makes them almost invincible to conventional weapons. But like any living creature, there's a way to kill it. Apparently there are Plagas that live in its body somewhat like leeches. To stop its regeneration process, these leech-like Plagas must be located and then destroyed. But they can't be seen with the naked eye. They can only be located through thermal imaging. As far as I know, most of the Regererators most a number of these leech-like Plagas. The kill the Regenerators, each one of these leech-like Plagas must be killed.

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|_) esident Evil 4 /-----o
| \-----o-----\                Paper Airplane                |
      (01000)      \-----o
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Perhaps you have figured it out already, but you might be able to get out of here by using the waste disposal vent.

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|_) esident Evil 4 /-----o
| \-----o-----\                Our Plan                        |
      (0100P)      \-----o
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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 wil; swear their allegiance to me. I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

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|_) esident Evil 4 /-----o
| \-----o-----\                Luis' Memo 4                    |
      (0100Q)      \-----o
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I'll report my findings about the Plagas here. The Plagas have 3 distinct characteristics.

1. As mentioned previously, the Plagas have the ability to manipulate the behavioral patterns of their hosts.
2. The Plagas are social organisms. By this I mean that instead of living individually, they live in perfect social harmony. It is believed that they have a collective intelligence. This type of behavior can be seen among insects such as bees and ants. However this kind of social behavior is rarely seen among parasitic organisms. Perhaps it was a learned behavior by the Plagas. I'm finding out if this has any relationship with their first characteristic.
3. The Plagas have exceptional adaptation skills. They are able to live off many kinds of organisms by creating a symbiotic environment quickly. This ability, when combined with their social behaviors, allows them to interact intelligently between hosts regardless of the host organism.

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

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|_) esident Evil 4 /-----o
| \-----o-----\                Krauser's Note                  |
      (0100R)      \-----o
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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 bu 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 opoporunity 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.

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|_) esident Evil 4 /-----o
| \-----o-----\                Luis' Memo 5                |
      (0100S)      \-----o

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From the initial stages of the research, we have been searching for a safe and practical removal of the Plaga. Ironically, it turns out that the real objective of this research was not to find a way to remove the Plagas from the infected persons but to find a way so that the Plaga could not be removed from the body easily. In the end, we were able to find out that the Plagas could be removed only by exposing them to a special radiation. THe only drawback with this method is that is is a very painful procedure. Since the Plaga attaches itself to the nerves, there is a possibility that it may impair the consciousness of the host. Another fact that must be mentioned is that once the Plaga grows into an adult, the removal procedure could kill the host. But perhaps death isn't so bad when you think about the alternative.

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|_) esident Evil 4 /-----o
| \-----o-----\                Our Mission                |
      (0100T)      \-----o

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The real power of the United States lies in three areas. The Justice Department, the Administrative bodies, and the Military. In order to take control of these areas, we must influence the minds of the people who advise the President. After this is done, the rest of the departments will quickly fall under our sway. If by chance the United States were to figure out our plan, the damage caused should be minimal. We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly. As already stated, if our first plan doesn't go as smoothly as expected, we'll proceed with out 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.

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O=====O
|                Version History                (11110) |
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- Version 0.50 - (January 11th, 2005) - Began the walkthrough
- Version 0.60 - (January 12th, 2005) - Continued the walkthrough
- Version 0.70 - (January 13th, 2005) - Continued the walkthrough
- Version 0.80 - (January 14th, 2005) - Continued the walkthrough
- Version 0.90 - (January 15th, 2005) - Continued the walkthrough
- Version 1.00 - (January 16th, 2005) - Completed the walkthrough
- Version 1.01 - (January 20th, 2005) - Small updates
- Version 1.02 - (January 27th, 2005) - Small updates
- Version 1.03 - (February 2nd, 2005) - Small updates

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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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