

finish those up and enjoy the full walkthrough in the meantime.

Version 1.5 - Chapter 4 complete! Chapter 5 is underway and should be done very shortly.

Version 1.4 - Not an actual update per-say, but I just want to let everyone know that all my notes are at home (I'm at college) and by this coming weekend, I'll be able to finish the walkthrough portion of the guide once and for all. Thanks for your patience.

Version 1.3 - I'm terribly sorry for the immense lack of updates within the past couple of months but, as you can imagine, I've been very busy with school and work amongst other things. Anyways, I finished up through Chapter 4-1, and the rest of the walkthrough should (really) be done shortly. Thanks for your patience.

Version 1.2 - I started working on typing up the walkthrough for Chapter 4. It's not much, but I'll be working hard on finishing up the walkthrough in its entirety throughout the next week or so.

Version 1.1 - I finished up the "Items" section and fixed a few typographical errors I came across while skimming through the guide. Nothing too major.

Version 1.0 - First version of the guide. I've gotten a majority of the guide done with the exception of Chapters 4 and 5 in the walkthrough along the boss fights that are featured in those two chapters.

-- 2. Introduction --

Hello and welcome to my FAQ/Walkthrough for Resident Evil 4. For those of you who aren't familiar with the Resident Evil franchise, Resident Evil 4 is obviously its fourth installment, and quite possibly the best. The game's incredible graphical look accompanied by its surprisingly pleasing camera angles are just two of the great features Resident Evil 4 has to offer.

As for the story, you follow Leon S. Kennedy, an agent employed by the U.S. Government, as he traverses through a series of odd European communities. His mission? To rescue the President's daughter from the clutches of the seemingly inhuman inhabitants that reside in these uncharted areas of the world. That being said, let's get started shall we?

-- 3. Controls --

Control stick: Character movement/Aim weapon

C stick: Move camera view

A button: Action/attack

B button: Cancel (on menus)

X button: Organize items in Attache Case/Communicate with Ashley

Y button: Open Status screen

Z button: Open map

R button: Hold weapon ready

L button: Rotate items in Attache Case/Switch to knife

Start button: Pause game/Skip movies

-- 4. The Basics --

Before you jump right into the immense amount of action the game has to offer, it'd be in your best interest to first read the following information, as it covers all of the basic stuff you should know in order to have a more pleasurable experience while playing Resident Evil 4.

=====
Basic Actions
=====

- Aiming and Shooting: Obviously you'll be doing a lot of this, so it'd be a good idea to learn how to do it first, correct? Anyways, to draw your weapon, simply press and hold the R button, and aim with the Control stick. To fire your weapon, press the A button, and to reload, press the B button while your weapon is still drawn.

TIP: When battling enemies in the first chapter of the game, always aim for their heads. Later on in the game however, parasites known simply as "Las Plagas" begin to emerge from enemies' necks when they're heads are blown off. When this happens, damage to any other parts of their bodies is reduced to one-third of what it normally would be, so if you ever find yourself pitted against a parasite, shoot it rather than the host's body.

- Knife Attack: Running low on ammo? Don't fret, Leon's knife packs quite a punch against enemies, if used correctly of course. To equip the knife, simply press and hold the L button, and again use the Control stick to aim. To slash at a specified target, press the A button.

- 180 Turn: When you find yourself being surrounded by horde after horde of villagers, you might not have all the time in the world to turn around in order to dispose of any enemies that might be lurking behind you. To make this easier for yourself, all you have to do is press down on the Control stick in conjunction with the B button. This causes Leon to do a fast 180 degree turn, allowing you to face any enemies that are sneaking up behind you.

TIP: If you're fighting in a rather open area, you can always retreat to another part of the clearing in order to get a better shot at your enemy. I say this because even though the 180 turn can prove to be extremely useful, people tend to panic when they're being surrounded by large groups of insane weapon-wielding foes. This causes the person to not respond properly to the impending situation, thus possibly getting themselves killed.

- Action Button: Whenever you see the Action Button hint on screen, press the A button to perform the specified action. For instance, when Leon successfully stuns an enemy during battle, you're able run up close and give them a nice little roundhouse kick to the head, of which knocks them to the ground. Aside from kicking, Leon can perform a wide variety actions, so make sure to press the A button whenever you see a hint at the bottom of the screen!

=====
The Status Screen
=====

To open the Status Screen, press the Y button. Once there, you can perform a variety of different actions, such as equipping newly acquired weapons, utilizing herbs to heal yourself, and organizing your Attache Case in general.

- Equipping/Using Items: To equip and/or use an item, simply highlight it in your Attache Case and press the A button. From there, select "Equip" or "Use" from the small pop-up window.
- Organizing Your Attache Case: To organize your Attache Case and possibly make room for other items once your inventory's full, simply highlight the item you wish to move, and press the X button. Next, move the item to the slot you'd like to move it to, then press the A button to complete the move. To rotate the specified item, press either the R or L buttons.

TIP: Even during the early stages of the game, you'll find yourself picking up a rather large amount of items, thus causing you to quickly fill your inventory. That being said, it's always a good idea to take a little break here and there to organize your Attache Case in order to make room for other items.

- Temporary Space: When your inventory is completely full and simply cannot hold another item, each item you pick up while the Attache Case is in this state can be placed in the "Temporary Space."
- File Screen: Here, you can view the various amount of files you've acquired throughout the game. Although the last thing you want to do is read in a game such as this, it'd be in your best interest to do so anyway, for informative purposes.

=====
== 5. Walkthrough ==
=====

Welcome to the walkthrough portion of my guide. Below you will find an in-depth look at every chapter you must complete in order to successfully beat the game. Before we get started however, I really must insist that you take some time to learn all of the basic gameplay techniques described above and in the instruction manual. Doing this will help you have a much better experience playing this already amazing game! Aside from that, please keep in mind that if you're stuck at a particular part in the game, please use the Ctrl+F feature and type in the chapter number and section you'd like to jump to.

=====
5.1. Chapter One

=====
Chapter 1-1

After the opening cutscene, we find ourselves being dropped off just outside of the village where Ashley Graham was last seen. When you're in control of Leon, return to the car and speak to the two officers once more, then proceed up the path that leads north. At the end of the path, you'll see a house. Enter it and speak with the man standing in front of the fireplace just around the corner from the front door. Soon after you do this however, the disgruntled citizen takes a swing at you with his axe. That being said, whip out your handgun and kill him. When he's disposed of, a truck will come speeding down the path in front of the house, and a few more villagers will appear. They won't enter the house for the time being, so head upstairs and grab the "Handgun Ammo." Head back downstairs and jump through the window located at the opposite end of the dining room in order to get outside.

Once outside, head around the corner of the house and allow the villagers to approach. When they get near, whip out your handgun and shoot the nearest enemy in the head to stun them. As soon as he turns around to hold his face in pain, run up to him until the "Kick" command appears on the bottom of the screen. Next, press the A button to give the psycho a nice little roundhouse kick to the head. Repeat this process in order to dispose of the rest of the gang, taking cover behind the stack of logs nearby when necessary, then collect any items they may have dropped and head back to the truck. When you reach the cliff's edge, press the A button in order to have a look down at the wrecked police car in the stream below. Next, head back up the path towards the house in order to continue your journey.

When you reach the house, follow the path on your right until you come to a small shed. Enter the shed and collect the "Handgun Ammo" along with the three randomly determined items held in each of the crates on the shelves. Exit the shed and continue along the path until you spot two crows perched near a strange signpost. If you successfully pick them off from a distance with your gun, they'll drop a small amount of pesetas and a "Hand Grenade." When the two crows are disposed of, take notice of the gory signpost located on the right side of the path. Whenever you see this sign, be careful, as there are booby traps up ahead. That being said, keep following the path until you come to a wolf caught in a bear trap. Free him with the A button, as he'll be a great asset to you later on in the game. Next, continue along the path, avoiding tripwires and bear traps located within the bushes in the surrounding area, entering each shed you come across. On your way to the third shack however, you must dispose of two villagers that stand in your way. When they're gone, grab the items inside of the shack and proceed to the entrance of the Pueblo up ahead.

When you reach the gate, open it and proceed into the next area. Follow the path until the "Look" command appears onscreen. When it does, press the A button in order to have a look through Leon's binoculars. Use them to take a look around the village that lies just ahead. A gruesome site in the center of the area reminds you that these villagers are far from friendly. After you've had a brief look around, use an herb or two to raise your health a bit, as you'll need all the health you can get for what's to come.

Once you've replenished your health a bit simply run out into the open area ahead. Upon doing this, a villager spots you and calls on his nearby comrades to aid him. Next, run past the approaching villagers into the center of area, near the fire. While disposing of the enemy opposition, remember to aim for

their heads and give them a nice kick when you can. If you find yourself in a sticky situation, it doesn't hurt to use the Hand Grenade you picked up earlier, or to run to another part of the clearing. Just watch out for the two men perched on separate rooftops on the left side of the area as you're coming in (they chuck sharp objects at you). On another note, DON'T under any circumstances enter any one of the buildings in the area, with the exception of the metal building located in the southernmost part of the Pueblo. If you do, the villagers will eventually double in number, making things much more worse for you (they'll also break into the houses). That being said, you should also stay away from any of the village's exits. This will cause another group of villagers to come charging at you, which isn't necessarily a good thing. When you've killed 14 enemies, a bell will chime, causing all of the remaining villagers to retreat.

After you've survived the enemy ambush, take some time to explore the Pueblo, collecting various items as you do so. You'll find an Incendiary Grenade along with some Handgun Ammo and two other randomly determined items in the first building on your left as you enter the area. In the two-story house located next door, you'll find some Handgun Ammo downstairs, and a Shotgun accompanied by some Shotgun Shells, a Hand Grenade, and a small amount of pesetas upstairs. If you hop out of the second story window onto the roof of the house, you'll find a Spinel. Grab it, then continue to visit each structure located throughout the area for even more useful items. When you're finished exploring, head towards the northeastern exit. On the right side of the path near the gate, you'll find a small shed. Enter it and grab the "Alert Order" file that's hanging on the wall. Once you've done so, proceed to the gate just past the shed and enter the next area.

Upon entering the next area, the Farm, you should notice a couple of villagers going about their everyday routine. Dispose of them, then grab the "Blue Parchment" that's hanging from the tree located just beyond the first fence you come across. The parchment contains information pertaining to a sub-mission that's available to you during Chapters 1 and 2 of the game. The sub-mission requires you to find and shoot 15 blue medallions located around the farm and the graveyard. Taking the parchment alters the in-game map in a way, causing it to show the locations of all 15 medallions.

When you're done examining the in-game map and possibly searching for the seven medallions hidden throughout the area, head over to the well located behind the first shack you came across upon entering the farm. Above the well, you should see a "Pearl Pendant" hanging, waiting for you to grab it. Before you do so, shoot the rod holding up the well's lid, THEN shoot the pendant to drop it safely onto the well's covering. Allowing the pendant to drop into the disgusting water tarnishes it, thus decreasing its value. Once you have the pendant in your possession, navigate your way to the barn located just past the tree where the "Blue Parchment" had been hanging. Collect the Spinel located in the cabinet on the floor to the right, along with the small amount of pesetas and the three other randomly determined items in the barrels here. Next, climb up to the top floor of the barn and dispose of the villager. Pretty soon, another shows up, so take him out as well. When they're gone, hop out of the open window nearby and onto the covering that spans across a small gap to another area. Instead of turning left, proceed straight ahead from the window and drop down into the area below. Smash the crate here to obtain the "Beerstein," then head back up to the barn's covering and use it to reach the fenced-in area it leads to. Once there, grab the randomly determined item in the crate in front of you, then head into the small shack in the corner of the area in order to obtain another Spinel. When all of that's said and done, exit the farm via the gate at the end of the path just past the barn.

From the gate, proceed down the path ahead until a short cutscene begins to

play, showing a group of villagers pushing a giant boulder down the hill towards you. Rapidly tap the A button as the onscreen message indicates in order to sprint down the hill away from the boulder. Be ready to press either the L and R buttons simultaneously, or the A and B buttons simultaneously in order to successfully dodge out from in front of the boulder. Next, enter the tunnel ahead and shoot the sparkling objects wedged in the ceiling in order to obtain two Spinel. Proceed to the end of the tunnel and stop right next to the fence there. From here, you can safely pick off the dynamite-throwing villager in the clearing up ahead. As you approach the house up ahead, you should notice another villager peeking out at you from a window. Whip out your shotgun and fire at his hand. This will cause him to drop the bomb, thus blowing himself up. Do the same for the next bomber located around the corner of the first shed you come across, then enter the shed to obtain another Spinel along with a randomly determined item inside a crate. Next, enter the house where the second villager was located and collect the items strewn about its interior. Exit the house and head toward the building located at the back of the area. Before entering the building, take a look at the large tree in the front yard. See the bird's nest? Shoot it down in order to obtain a "Red Catseye." When the treasure is in your possession, approach the front door of the large building and kick the padlock on the door repeatedly until it breaks, allowing you to enter.

Once inside, feel free to use the typewriter on the counter to your left in order to save your game, then grab the Handgun Ammo along with a small amount of pesetas located within the room. Next, step through the doorway and into the corridor. From here, take out your handgun and shoot either one of the yellow bombs on the walls in order to make it safe for you to proceed. Enter the next room and do the same for the booby trap here, then grab the Green Herb in the cabinet on the floor along with the pesetas on the table. After you've collected these items, push the nearby bookcase aside to uncover the entrance to the adjacent room. Examine the armoire at the back of the room to initiate a cutscene with Luis Sera and the rather frightening village chief.

Chapter 1-2

Shortly after Leon has a rather unpleasant encounter with the village chief, you're treated to another cutscene that shows the two getting acquainted with one another, if you will. Sadly enough, the conversation between the two men is interrupted when a rather gruesome villager comes staggering into the room, giant axe in hand. That being said, be prepared to press a certain combination of buttons as they appear onscreen, otherwise the two men will suffer the consequences. If you succeed, Leon will manage to break free. When you're in control of Leon again, grab the Handgun Ammo on the nearby shelf and the Rifle Ammo in the hall next to the typewriter, where you can save your game if needed. As you reach the end of the hallway, a mysterious figure appears at the window. Run outside and follow him around the corner. To your relief, he's only one of the many merchants you'll run into throughout the rest of the game. Take some time to browse through his shop, and when you're done, make sure you purchase the Rifle and the Scope in order to make this next part a lot easier for yourself. Once you've done so, feel free to purchase anything else you'd like, then head around the corner to the back of the building in order to collect a red herb. Next, backtrack past the merchant to the crumbling walls located just in front of the building's exit. Equip the Rifle and snipe every single one of the villagers you see patrolling the area up ahead, especially the ones located farthest from your position. When the coast is clear, sell back the Rifle, as you won't need it again until Chapter 4 of the game. After you've done so, consider purchasing some weapon upgrades this time around and proceed into the next area.

When you enter through the gate, you're greeted by wave after wave of villagers who want nothing more than to see you dead at their feet. That being said, equip the Shotgun and kill the approaching villagers, but watch out for those dynamite-wielding foes as they pack quite a punch. When the coast is clear, head over to the structure located to the left of the gate you entered the area through. Head around the corner of the building to a ladder leading up the structure's roof. Here you will find a chest containing the "Emblem (Right Half)." Next, drop down from your current position and head into the building you were just on top of in order to obtain a Flash Grenade, some Shotgun Shells, and Handgun Ammo. When all that's said and done, exit the building and head back past the gate to the right side of the area. Traverse your way up the winding dirt path and proceed straight ahead until you're greeted by a couple more villagers. Open the chest at the end of the path to obtain the "Emblem (Left Half)." Upon obtaining the left half of the emblem, another batch of enemies will appear. Simply wait for the enemies to approach, then blow them all away with the Shotgun. Keep doing this as you traverse your way back down the path, then head all the way to the opposite side of the area and enter the small building there in order to obtain some pesetas and a Yellow Herb located in the lockers. Next, open the menu and press the L button to bring up the "Keys and Treasures" section, then combine the two halves of the Emblem. Proceed to the exit adjacent to the building you were just in and use the Emblem to unlock the doors.

You should now be in the next area, the Stronghold. Before entering the building up ahead, take some time to search the outdoors area for items. Once you've done so, proceed through the double doors, then proceed through the next door located on the right side of the room. Upon doing so, you attract the attention of some nearby villagers. Kill them as they approach, then proceed down the winding corridor until you reach a dead-end... or is it? Hop through the window on the LEFT in order to land right behind a metal dumpster. Next, press the A button to crouch behind the dumpster as the villagers lob bombs at you, then stand up and shoot each foe in the head a couple of times to get rid of them. When all of the villagers are gone, search the ground for bear traps and shoot them with the Handgun. This will set each one of the traps off, allowing Leon to traverse the area more safely. After deactivating all of the traps, head over to the two fireplaces located to the right of the giant pile of sandbags. Open them both to obtain some Handgun Ammo and a Spinel. Once you've done so, enter the next area via the doorway behind the pile of sandbags.

When you're inside the room where water is beginning to puddle, turn left and slash away the boards on the small window here with your knife. Jump through the newly opened window to grab the "Elegant Mask" located on the shelf, then hop back out and enter the next area via the door at the back of the water-filled room. Next, descend the slope and kill the enemy patrolling the area at the end of the path. When he's disposed of, hop over the railing and into the water below. Grab the Handgun Ammo, Flash Grenade, and pesetas floating here, then feel free to kill the bass swimming about for some extra food. The larger bass obviously regenerates a larger portion of Leon's health, but it also takes up a very large amount of space in your Attache Case, so collect wisely. After you've collected all there is to collect here, climb the ladder back up to the top, then climb up into the next area.

When you reach the surface, turn left and run over to the well. Shoot the wooden rod that's holding the well's lid up, then shoot down the "Brass Pocket Watch" from above in order to obtain it and sell it later for full value. Next, proceed down the path a little ways and enter the shack on your left. Grab the Handgun Ammo along with the randomly determined item in the barrel, then head back outside and shoot the tripwire bomb that's strung up between two trees in

order to kill a group of crows, thus providing you with some more goodies. Enter the house up ahead and climb the stairs to the next floor. Examine the door at the top of the stairs, then move the green insignia up and then left to open the door. As you enter the bedroom, head over to the bed and grab the "Note from the Chief" that lies there. Open the armoire to collect some Handgun Ammo, then run over to the box on the dresser to obtain an "Insignia Key." Exit the room and enter the corridor to experience another rather unpleasant meeting between Leon and the village chief.

Chapter 1-3

After the cutscene, reenter the chief's bedroom for an additional cutscene that shows a mysterious woman saving Leon from yet another beating from the village chief. When the cutscene is finished, examine the nearby window, then reenter the corridor and grab the Green Herb located in the cabinet on your right. Head back in the other direction and proceed down the flight of stairs to the ground floor. Once there, save your game via the typewriter in the corner of the dining room, then collect the various items strewn about the rest of the area, such as an Incendiary Grenade, a Brown Chicken Egg, and some pesetas. When you're done collecting all there is to collect inside, equip the Shotgun and exit the house. This draws the attention of a small group of villagers, of which contains a chainsaw-brandishing psycho with a burlap sack over his head. Not to worry, if you retreat back into the house and wait for the villagers to enter, you can simply pick them off one by one as they approach. Please keep in mind that the chainsaw man takes quite a few shots to kill, so keep shooting whenever he's down to avoid his wrath when he stands back up. Upon killing him, you'll be able to pick up a rather valuable Ruby that he drops. Next, continue along the path, disposing of villagers along the way. Keep looking up however, as there are two bird nests that will drop a Spinel and some TMP Ammo. When you come to a shack on the left side of the path, enter it to obtain a Red Herb, then head back outside and unbar the door in order to enter the Pueblo once again.

As soon as you enter the Pueblo, a rather large group of enemies will begin to approach, but not to worry, there are no new items to collect here so you can just sprint past them to the door marked with the insignia, on the east side of the area. To do this, you must use the Insignia Key you obtained earlier. When the door has been unlocked, open it and enter the next area. Use the typewriter on the nearby table to save your game, then collect the Handgun Ammo along with the randomly determined item in the crate next to the door. Enter the next room and collect the TMP Ammo inside the barrel, then shoot the lamp hanging overhead in order to obtain a Spinel. When all of that's said and done, approach the hole up ahead and climb down into the Tunnel. Proceed down the winding set of stairs ahead until you come to a small pool of water. Shoot the lamp hanging from the ceiling to darken the area, revealing two Spinel and an "Elegant Headdress." Grab these items, then continue along the path until you come to a merchant. Now's the time to sell any treasures you've obtained for some cash, so take some time to do so. When you're done selling what you need to sell, it'd be in your best interest to purchase the TMP, since some new tune-ups are already available for it. As soon as you're done with the merchant, proceed to the door on the left and enter the Graveyard.

As you walk along the path leading to the graveyard, keep an eye on the trees that border the path in order to find two bird nests, of which drop some Rifle Ammo and a Hand Grenade. At the end of the path, take note of the crows perched upon a wide variety of tombstones. Aim carefully, then take out as many as you can in order to obtain pesetas and possibly an item or two. Once you've done so, approach the shack around the corner in order to draw the attention of a

woman villager. Dispose of her, then enter the shack to obtain some Handgun Ammo and some randomly determined items. Exit the shack and slowly make your way up the hill, killing villagers as they approach. Continue along the path leading up the church until you grab the attention of another small group of villagers. Kill them, then take some time to explore the cemetery in order to find three different double-grave tombstones, each with their own special symbol. Remember these symbols, as you'll need them to complete a puzzle in a little bit. In the meantime, bring up your in-game map to locate any blue medallions that are hanging throughout the area, then approach the front doors of the church and attempt to open them. After the short conversation between Leon and Hannigan, head around the corner to the back of the church, and you'll find a raised pedestal with various symbols imprinted on it. Look familiar? Anyways, in order to quickly complete the puzzle, you must first turn the dial repeatedly in three space increments until every symbol on the dial is lit. Next, turn the dial in four space increments until only two of the three symbols you memorized are lit. Finally, turn the dial three spaces to light the final symbol, thus allowing you to take the gem the pedestal houses.

After you've successfully obtained the "Green Catseye" gem, head back to the main path and proceed down the narrow wooden ledge that spans around the cliff to the next area. As you traverse the path, villagers will approach. Shoot each of them once to make them fall off the ledge and into the waters below. When you reach a shack about halfway across the ledge, enter it and grab the "Closure of the Church" document that's lying on the table. Break the crate on the floor for a randomly determined item, but be careful, as a snake is hiding in the crate, waiting to strike. After you've collected all there is to collect in the shack, head back outside and continue along the wooden ledge until you reach the entrance to the next area. Once there, walk carefully through the doorway ahead into the clearing to spot a large group of crows feeding. Equip a Hand Grenade, then toss it at the flock. This should kill all of the crows, thus allowing you to collect a decent amount of items and pesetas. When the crow situation has been dealt with, head over to the cart near the northwest wall to obtain a Spinel, then examine each of the shacks near the doorway you entered the quarry through in order to obtain another Spinel and Handgun Ammo. Next, head across the quarry to the path located at the back end of the area. When the path forks, go RIGHT, not straight, in order to enter the waterway.

When inside the waterway, walk forward and drop down into the area below. Proceed straight ahead to the corner of the room in order to obtain some Handgun Ammo, then turn right and head towards the typewriter on the table in front of you. Save your game if you wish, then pay a visit to the merchant in order to obtain the Punisher if you've eliminated 10 or more blue medallions by this point. Once you've done so, head around to the back of the shop and break the barrel here in order to obtain some more Handgun Ammo, then head back to the quarry, ignoring the nearby pool of water for the time being. When back outside, turn right and open the door to enter the swamp.

Enter the cabin on the right side of the path to obtain some Handgun Ammo and a randomly determined item, then head back outside and proceed down the path until a group of villagers roll yet another boulder after you. Just like the first one, you must rapidly tap the A button in order to sprint downhill away from the boulder, then press a certain combination of buttons to dodge out of its way at the last second. When you've successfully outrun the boulder, turn around and take a look at the cliff side to spot a Spinel. Shoot it down, collect it, then head back to where you just came from. As you approach the dock up ahead, you'll most likely draw the attention of a villager standing nearby. Take him out, then disable the tripwire in front of you by shooting either one of the yellow bombs it connects. Next, carefully navigate your way along the wooden dock to the cabin about halfway across the swamp, disposing of enemies along the way. Grab the TMP Ammo in the corner on the floor along with

the Shotgun Shells located in the crate on the shelf in front of you. Kill the snake that pops out at you, then exit the cabin and dispose of all enemies that approach. When they're gone, enter the swamp via the small set of stairs next to the cabin, then climb up onto the next dock up ahead using the small set of stairs there as well. Upon doing so, another group of enemies will spot you and approach from the east. Get rid of them in a rather efficient manner, then head over the bench on the right side of the dock to obtain an Incendiary Grenade. After grabbing the grenade, shoot the bird nest out of the nearby tree in order to obtain an "Antique Pipe." Continue along the wooden dock until you reach another tripwire bomb. Destroy it, then proceed straight ahead to the shack on the left side of the path. Kill any enemies you might encounter along the way, then enter the shack to obtain some Handgun Ammo. Once you've done so, exit the shack and continue along the path until you reach the next area.

Ascend the slope, ignoring the path on right, until you reach the top. A short cutscene will play, showing a pair of villagers dumping a body into the lake in order to feed El Lago, a mutant fish monster of sorts. After the cutscene, grab the Red Herb under a nearby tree, then head back down the slope and make a left. Just before the shack on the right side of the path, you should notice a bird nest in a tree on the left. Shoot it down in order to obtain a "Gold Bangle with Pearls," then enter the shack for some Handgun Ammo and a Yellow Herb. Continue along the path until you reach another shack. Enter it in order to save your game if you'd like, then grab the Green Herb and exit the structure. When back outside, head over to the nearby dock and board the boat. Drive southeast until another short cutscene plays, showing your first encounter with the monster you saw earlier. To find out how to defeat the hideous lake monster quickly and easily, please refer to the "Bosses" section of this guide.

=====
5.2. Chapter Two
=====

Chapter 2-1

After Leon regains consciousness, head over to the bed and grab the "Anonymous Letter" along with the various other items scattered about the cabin. Once you've done so, exit the cabin and head over to the dock. Board the boat, then stay to the right as you depart until you can see the entrance to a secret cave up ahead. Inside the cave, you'll find a merchant along with a decent amount of items that include a "Green Gem," which can be found on the roof of the shop via the ladder located in the small alley to the left of the structure. Shoot the torch hovering above the east platform in order to obtain a Spinel, then pay a visit to the shop itself if you'd like in order to buy, sell, or upgrade a weapon. When you've collected all there is to collect, exit the cave and drive on back to the south dock. Once there, reenter the cabin to save your game if you'd like, then proceed up the path ahead and enter the next area.

Continue along the path until a short cutscene begins to play, showing what becomes of the villagers' heads when they're blown off. Keep in mind that when a parasite emerges from a villager's head, damage to any other part of the body is drastically reduced, so try to aim for other parts of the body to make it easier for yourself. Anyways, when the cutscene ends, whip out a Flash Grenade (if you have any) and toss it at the villager to immediately destroy the parasite. If you don't have any grenades available, or you just feel like saving them for the time being, equip the weapon of your choice and aim for the

parasite. When the villager and his parasite are disposed of, collect the "Gold Bars" he drops that are worth 5,000 pesetas. After that, proceed along the path until you come to a set of platforms that span across a pool of water. Jump from platform to platform in order to get to the other side, then head all the way down to the very end of the path to obtain a Hand Grenade. Backtrack a few steps, then use the set of platforms nearby to successfully cross another pool of water. On the other side, approach the rope in front of you and press the A button to climb down to the next area.

Shoot the villager standing on the platform just ahead of you, then turn around and take a look at the portion of wall to the right of the rope you just descended to spot a Spinel. Shoot it down, then grab it and climb onto the platform where the villager was just standing in order to obtain some Handgun Ammo. Next, climb back down and move to the east end of the bank. Once there, shoot the chain that's holding the wooden crate above the water. The box will float to a certain spot, thus creating a makeshift bridge for Leon to cross. Before attempting to cross the next portion of the falls, turn right and head down the central platform and climb the tower on the left to obtain a Green Herb. Aim at the beam just past the tower and shoot the glittering object that's perched on top of it to obtain an "Amber Ring." Shoot the two boxes hovering above the water to create a bridge that allows you cross over to the south bank. Once there, climb the nearby ladder and pull the lever at the top in order to divert the water flow away from the cave entrance located at the back end of the central platform. Hop back across the boxes to the central platform and a group of villagers will appear. Simply hop back across the boxes to the south platform and shoot each villager as they attempt to hop across the water towards you. Doing so will result in each villager falling into the water after only one shot! Not bad, eh? Anyways, when the coast is clear, head back over to the central platform and enter the cave. At the end of the path, you'll find a "Round Insignia" on the wall. Remove it in order to reveal a secret passage, of which leads to a dock. Shoot the nearby torch to obtain a Spinel, then board the boat up ahead in order to grab a free ride to the merchant's dock. Stock up on whatever you need at the merchant's shop, then save your game using the nearby typewriter. Exit the waterway and proceed to the open area of the quarry to initiate a boss battle. For strategies on how to defeat this giant of a boss, please refer to the "Bosses" section of this guide.

When the El Gigante is defeated, enter the graveyard once more and proceed along the wooden ledge until you reach the small shack on the right. Enter to obtain two randomly determined items, then proceed to the end of the path where two Colmillos are waiting your arrival. Dispose of them using the TMP, then grab the Rifle Ammo that one of them drops. Next, take some time to browse the rest of the cemetery for items, then head back up the hill to the church entrance. Use the "Round Insignia" to open the doors, then head inside. Approach the altar and collect the that are lying on the table to the left. Proceed down the narrow passageway on the right as you enter the church in order to obtain a Flash Grenade, then head back past the entrance to the narrow passageway on the other side. Climb the ladder here, then head around the corner until you come to a chandelier hanging from the ceiling. Hop onto it using the A button, then hop off when the chandelier swings toward the opposite side of the balcony. When you've successfully crossed the gap via the chandelier, head around the corner to the right and smash the barrels to obtain an Incendiary Grenade. Next, head over to the panel on the balcony that contains three colored lights. Activate it by pressing the A button, then rotate the red lens twice, the green lens three times, and the blue lens once. Once you've done so, choose the "combine" option in order to form an insignia that raises the bars surrounding Ashley Graham's holding cell. Enter the room to initiate a cutscene with you and Ashley. When it's finished, collect the items scattered about the room and head back down to the lower level via the ladder you used to climb up there in the first place. When the "Catch" command

appears at the bottom of the screen, press the A button in order to have Ashley jump off the ledge into your arms. After a short cutscene with Lord Saddler, you're forced to take a slight detour...

Chapter 2-2

Grab the items located inside the nearby barrels, then exit the church via the nearby door into the graveyard. Proceed through the gate up ahead until Ashley points out a wagon filled with explosive barrels. Shoot any one of the barrels to send the wagon rolling down the hill, killing a majority of the approaching villagers when it explodes. Kill the lone villager that remains afterwards, then continue along the path until you reach the entrance to the tunnel. Head over to the merchant to find that the Red9 is now available, along with tune-ups for the TMP, Punisher, and Red9. When you're done browsing through what the merchant has to offer, proceed to the end of the tunnel and climb the ladder up into the house. Make sure Ashley has moved out from under the lantern above the ladder, then shoot it down to obtain a Spinel. Save your game using the nearby typewriter if you wish, then exit the house.

As you reenter the Pueblo for the third time, you'll be greeted by yet another angry mob of villagers. Proceed cautiously toward the center of the village, disposing of each villager with the weapon of your choice. Keep in mind, however, that parasites will emerge from the villagers' heads if you blow them off, so try your best to aim for other parts of their bodies. When the coast is clear, enter the two-story house in order to obtain Handgun Ammo on the first floor, and some TMP Ammo on the second floor. Make sure to pay a visit to the watchtower as well, as there's a Spinel waiting for you at the top. When you're done collecting all there is to collect, carefully proceed up the path to the northeastern exit, disabling bear traps along the way. As you approach the gate at the end of the path, a small group of enemies will spot you and attack. Dispose of them, then open the gate and enter the next area.

Move up the path just past the gate until you come to a red container. Press the X button when the "hide" command appears onscreen in order to have Ashley stay out of harm's way for the time being. Next, enter the small shack to the left of the red container to obtain some Handgun Ammo and a document entitled "Sera and the 3rd Party." Exit the shack and head straight for the barn, ignoring all enemies that approach for now. Climb to the top floor of the barn, knock down the ladder, then kill all enemies as they enter. When the coast is clear, grab the Handgun Ammo in the nearby cabinet, then drop back down to the lower level and grab the items there. Before calling for Ashley, make sure the path from her hiding spot to the barn is clear of all possible dangers, such as bear traps and a new batch of enemies that are hiding behind the fence near the tall wooden gate. When all of that's said and done, call for Ashley by pressing the X button, then climb back up to the second floor of the barn. Hop out of the nearby window onto the covering that spans over to the area I described above. Run across the covering and drop down into the area that houses the tall wooden gate. Kill the small group of villagers here, then disable the nearby bear traps in order to safely approach the gate. When the "piggyback" note appears at the bottom of the screen, press the A button in order to hoist Ashley up and over the top of the gate. She then opens the gate from the other side, allowing Leon to enter the next area as well.

Visit the merchant on the right side of the path in order to tune up your weapons as much as possible before crossing the bridge up ahead. When you're finished, head across the bridge until you receive a transmission from Hannigan, letting you know that you won't be heading home anytime soon. As you approach the end of the bridge, a cutscene will play showing a rather angry mob

of villagers approaching from the north. Leon then sprints toward the cabin in the center of the area and barricades himself, Ashley, and Luis Sera inside. When the cutscene ends, grab the items located throughout the first floor of the house, then begin to push the three bookcases in front of each window in order to slow the villagers' ingress. Once you've done so, head over to the base of the stairs and wait there until the villagers finally manage to break into the cabin. Shoot enemies as they begin to pour through the open windows, then when Luis says so, proceed to the second floor of the cabin. Once there, start shooting villagers as they attempt to climb the stairs to your location. When you hear the sound of glass breaking, that means the angry horde outside has successfully erected a ladder to one of the four second story windows. Whenever this happens, quickly run over to the window and press the A button in order to knock the ladder down. Repeat this process, shooting the occasional villager until 40 of them are disposed of, thus ending Chapter 2-2.

Chapter 2-3

When the coast is finally clear, grab any items that remain scattered about the cabin then head outside. Pay a visit to the merchant located just outside of the small shack to the east, then head inside to save your game. Once you've done so, proceed east of the cabin until you come to a switch that will determine what path you will take in order to reach the gondola. The left path leads to the Barrier Station, of which is filled with a rather large amount of angry villagers, and the right path leads to a narrow passage dominated by yet another El Gigante. In my opinion, the right path can prove to be a lot easier, as the El Gigante that patrols the narrow passageway can be considered an "optional boss," meaning you can sprint as fast as you can from one side of the area to the other without fighting him at all. Keep in mind, however, that both paths are pretty much equal in terms of difficulty, so making this decision shouldn't take that long at all.

If you've chosen the left path, then continue reading this paragraph and the next one. If you've chosen the right path however, then skip over the two. Anyways, as soon as you enter the Barrier Station, whip out your handgun and shoot the wagon full of explosive barrels up ahead to wipe out pretty much all of the nearby villagers. Next, approach the red dumpster and press the X button to have Ashley hide in it while you deal with the villagers who appear from behind the wall. Once they're disposed of, continue along the path until you spot a villager patrolling the catwalk on your left. Dispose of him, then press the X button to whistle for Ashley to come along. When you reach the ladder at the end of the path, turn right and shoot the barrel here in order to obtain some Handgun Ammo, then climb the ladder and run across the narrow catwalk to the red dumpster up ahead. Have Ashley hide again, then take care of the approaching villagers. When the coast is clear, head west from Ashley's hiding spot until you come to a small clearing on the RIGHT. Drop down into it and grab the Shotgun Shells off of the crate directly in front of you. Next, head around to the back of those crates and destroy the barrel in order to obtain a Red Herb. Once you've done so, climb the ladder back up to the catwalk and drop into the circular pit. After a short (and rather unpleasant) cutscene, scramble back up to the catwalk as fast as you can, kick down the ladder behind you, then sprint back over to Ashley's hiding spot. Run past the dumpster to the narrow path near the first ladder you climbed to get up here in the first place. Take out your TMP and mow down each and every enemy including the two psycho chainsaw women, one of which drops a Camp Key, the other a Ruby. When the coast is clear, call for Ashley and drop back into the circular pit.

Enter the next area via the nearby door (using the Camp Key), then head into the small shack on the right and drop down into the cellar there in order to

obtain some Handgun Ammo and a Hand Grenade. Climb out, then slash away the boards on the small window to the south. Hop out of the opening and proceed to the end of the small path to receive a Flash Grenade and a Red Gem. Avoid shooting the barrels that contain these items, as you might attract the attention of the unhappy horde of villagers near the exit. Reenter the shack, then exit through the door to the main path. Move cautiously toward the end of the aisle, hide Ashley in the red dumpster, then equip a Hand Grenade or an Incendiary Grenade to prepare yourself for the giant mob of villagers that begins to approach. Tossing a grenade into the mob will most likely eliminate all of them with the exception of one or two. When the coast is clear, have Ashley emerge from her hiding spot, then smash the barrels located in the corners of the open area up ahead to obtain some Handgun Ammo and yet another randomly determined item. Once you've done so, proceed toward the giant gate at the back of the clearing and exit into the next area.

If you chose the right path, an El Gigante will begin to follow Leon and Ashley shortly after they enter the area. Like I stated above, whether you fight the monster or not is entirely up to you, so if you simply don't want to risk Leon and Ashley's health, sprint as fast as you can along the path, ignoring the first shack you come across. Enter the second shack to grab the "Old Key," which is needed to unlock the door to east. Next, sprint out of the shack as quickly as possible or else the El Gigante will annihilate the puny structure and everything in it with a single stomp. When the key is in your possession, exit the area via the door at the end of the path. If you're not one for chickening out when it comes to taking down a puny little El Gigante, then take some time to carefully read up on some strategies in the "Bosses" section. When the battle's over, enter the next area via the nearby gate.

From the door you entered through, head south to the cabin just beyond the merchant's location. Grab the Handgun Ammo located on the trash cans on the side of the building, then head inside and grab the "Village's Last Defense" document on top of the locker in the back. Open the nearby locker in order to obtain some Rifle Ammo, then save your game if you'd like and exit the cabin. When outside, proceed up the path to the north and examine the giant gate located on the right about halfway up the hill. This is the village's exit, but it seems the door can only be unlocked if one has proper identification. After examining the gate, continue along the path until you reach the gondola. Smash the barrel in the corner to obtain some Handgun Ammo, then hop aboard. As you make the trip from one side of the chasm to the other, enemies will begin to board lifts at the other station. When the disgruntled villagers approach, they'll begin to throw sharp objects at Leon and Ashley, so whip out the weapon of your choice and shoot them before they have the chance to do so. Villagers located on cliff ledges to the left of the gondola will hop onto your lift and begin to hack away at the chain suspending it from the cable above. Simply shoot any villager who does this in order to send them plummeting to their death. Repeat this process until you reach your destination, then disembark the lift you're on.

Once you've successfully reached the second station, run around the fence and enter the gondola's control room. Proceed to the back of room and open the two lockers there in order to obtain some Handgun Ammo and a Flash Grenade. Exit the booth and proceed down the flight of stairs located directly in front of you at the cliff's edge. Before descending the next flight of stairs, command Ashley to hold her current position and enter the nearby cave. Equip a Hand Grenade or an Incendiary Grenade, then toss it at the villagers guarding the cave's entrance. Hop over the sandbags they were hiding behind and proceed to the back of the cave. Climb the ladder, then shoot the villager that's patrolling the upper level. Next, head to the back of this part of the cave and open the treasure chest to obtain a "Yellow Catseye" gem. When the gem is in your possession, exit the cave, command Ashley to follow you, and descend the

next flight of stairs to the bottom. Follow the path and pay a visit to the merchant along the way, if you didn't already visit the one by the large gate on the other side of the chasm that is. Collect the Shotgun Shells and TMP Ammo on top of some nearby crates, then take a look at your inventory and make sure Leon has plenty of recovery items, as he's going to need them for this next battle. Anyways, enter the next area and proceed up the path until you come to a rather large shed of sorts. As you approach the front doors of the shed, a short cutscene will play, showing Leon entering the building alone. Unfortunately for you, Leon has yet another run in with the village chief. Press two dodge buttons displayed onscreen to avoid instant death, then prepare yourself for a showdown with the head honcho himself.

After the battle, exit the shed via the hole that appeared in the wall after you obtained the "False Eye," then command Ashley to follow you as you exit the area. Head back to the gondola and ride it back across the chasm. When you disembark, approach the village exit you came across when you first entered the area and use the "False Eye" to unlock the door. Enter the next area and take the Handgun Ammo located on top of some nearby crates. As you proceed up the path ahead, a horde of villagers appears at the top of the hill, but don't start taking them out just yet. Proceed straight ahead a few more paces until a truck starts up and begins racing down the hill towards Leon and Ashley. Wait until the crazed trucker runs over his fellow villagers, then whip out your handgun and shoot driver. When the truck crashes, sprint past the truck to the top of the hill to trigger another appearance of villagers who emerge from the back of the truck it seems. Take them out as they approach, then head over to the small clearing on the left side of the path in order to obtain some Handgun Ammo and a Velvet Blue. Next, continue toward the drawbridge to complete Chapter 2.

=====
5.3. Chapter Three
=====

Chapter 3-1

After the cutscene, Leon and Ashley will find themselves in an old and somewhat creepy castle. Take some time to smash the barrels strewn about the area to obtain a decent amount of pesetas along with some Gold Bars and a Spinel. Next, head inside the shop to save your game if you'd like, then grab the Green Herb nearby and pay a much-needed visit to the merchant. If you'd like, sell all of your weapons and valuables and purchase the Blacktail, Riot Gun, and semi-auto Rifle, as well as the Attache Case L to hold all of this stuff. Purchasing these weapons will allow you to fly through the rest of the game with little to no problems. If you have a decent amount of pesetas left over after making these purchases, take some time to purchase an upgrade or two for the weapon of your choice.

When all of that's said and done, exit the decrepit structure and proceed up the nearby set of stairs. Enter the next area, then run along the path until a short cutscene plays, showing a pair of enemies patrolling the balcony up ahead. Grab the Rifle Ammo located on a nearby crate, then equip the Rifle and snipe them from your current position. Proceed straight ahead, then head up the flight of stairs to the right until yet another short cutscene begins to play. When the scene ends, head west and sprint along the wall, doing your best to avoid the deluge of flaming projectiles that rains down upon Leon and Ashley, until you reach an archway on the left side of the path. Grab the items dropped

by the two enemies you sniped earlier, then enter the cylindrical room up ahead and examine the cannon there. Collect the Velvet Blue along with the two other items located in the remaining barrels, then exit the room and backtrack to the archway, where you'll continue heading west through another archway and up a flight of stairs. When you reach the top of the stairs, take no more than a few steps out into the clearing, then equip your Rifle and face south. Zoom in on the catapult high above ground level and fire at the explosive barrel next to it. Next, head right from the top of the stairs and make note of a small building up ahead. Shoot the enemy that can be seen hiding out inside of the structure, then shoot him in the chest to make him emerge from his hiding spot. Shoot him again as he exits the building to finish him off, then sprint across the bridge into the next area.

Enter the small building to trigger the appearance of two more enemies. Dispose of them, then look through the window and shoot the exploding barrel located next to the catapult to the north. Command Ashley to wait inside the building, then exit the structure alone and head around the corner to the right in order to obtain a "Gold Bangle" inside a red treasure chest. Next, sprint across the bridge located directly in front of the building's entrance, then quickly turn to Leon's left and snipe the enemy who's in control of the catapult above the castle gate. Take out the fourth and final catapult located on yet another nearby balcony while using the small room just past the large hole for cover, then head back out into the open and turn the crank to raise the cannon. When the cannon's raised, approach it and press the A button in order to fire at the castle gate. Once the gate is destroyed, head back to the small building, command Ashley to follow you, and grab the Yellow Herb inside if you haven't already done so. When all of that's said and done, head back across the bridge to the clearing and enter the next area through the destroyed castle gate.

When you enter the room, take the Handgun Ammo from the table, then turn around and open the cabinet next to the entrance in order to obtain some pesetas. Next, approach the "Platinum Sword" located on the back wall, take it, then begin ascending the stairs. When a group of enemies on the above level cry out, head back down to the base of the stairs and take them out as they begin to descend the staircase toward Leon and Ashley. Head upstairs and take out any enemies that might be standing around the upper level, then dispose of the mob that enter through the downstairs door a short while later. Snipe the enemy dressed in red that's hanging out near the entrance, then grab the "Gold Bars" he drops that are worth 4,500 pesetas. When the coast is clear, head back upstairs once more and collect the small amount of pesetas located on the nearby table. Take the "Golden Sword" from its place on the northwest wall, then replace it with the "Platinum Sword" you obtained earlier. Head back downstairs and put the "Golden Sword" in the golden plaque. This will reveal the upstairs exit, allowing you to enter the next area.

The castle gate on the right side of the path is (unsurprisingly) locked, so after you've examined it, backtrack a bit and enter the next area through the nearby door. Take a few steps out into the open and shoot the enemy standing directly in front of you in the head with your rifle. After you've disposed of the loner, more enemies stationed inside the small structure on the right will run out to greet Leon and Ashley. Backtrack to the door you first entered the area through and allow the enemies to approach. As they begin to funnel through the doorway, pick them off one by one, then reenter the area and head over to the small building where the horde just emerged from. Enter via the entrance located in the nearby alleyway and collect the Spinel, Handgun Ammo, and pesetas inside. Once you've done so, approach the window located at the front of the building and equip your rifle. From here, snipe the enemy armed with a crossbow that's perched atop the adjacent battlements. When the coast is clear, exit the building and proceed straight ahead, under the archway. This should grab the attention of a pair of shield-bearing enemies nearby. Not to worry, a

shotgun blast at close range reduces these shields to nothingness, allowing you to dispose of the enemy behind it with ease. That being said, dispose of the duo and enter the nearby building. Collect the items scattered about the structure that consist of a Green Herb, Velvet Blue, and the "Castle Gate Key" located in the red chest. Shortly after you obtain the key, an angry horde of cultists come swarming through the door. Equip a Hand Grenade or an Incendiary Grenade and toss it at either one of the nearby ramps. This will get rid of about half of the entire group, allowing you to proceed down the now clear ramp. Allow the rest of the enemies to approach, then blow them away when they get near. When the coast is clear, exit the building and return to the castle gate, then use the gate key you just obtained to enter the next area.

Once inside, proceed forward to trigger a cutscene with Ramon Salazar and his rather creepy bodyguards. After the scene, ascend the steps, then turn around and aim high on the wall above the nearby archway to find a "Green Gem." Shoot it down, then run over and pick it up. Once you've done so, proceed to smash the rest of the pots located within the room to obtain a Velvet Blue along with some pesetas. Next, save your game via the nearby typewriter, then enter the next room through the east door. Smash the barrels and pots scattered about the room to procure items, then examine the portrait of Lord Saddler on the wall to obtain Gold Bars worth 5,000 pesetas. Head to the end of the path and read the "Capture Luis Sera" document pinned to the wall. After reading, turn left and enter the hallway that houses two fire-breathing horse statues. Make a right just before the horses and examine the painting in the small alcove to obtain the "Prison Key." When the key's in your possession, backtrack a little ways until you find yourself in the room where you obtained the Gold Bars earlier. Look through the archways on your right and you should see a box of Shotgun Shells located on top of one of the beams stretched across the ceiling. Shoot them down with the Handgun or Rifle, then head over to the greenish door located around the corner from the door you first entered the area through. Use the "Prison Key" to unlock the door, then command Ashley to wait at the top of the stairs before descending into the area below.

When you reach the bottom of the stairs, collect the Shotgun Shells you shot off the beam as well as the Green Herb located in the corner of the room to the left of the prison cell. Next, approach the cell door and open it. The lever to the right of the creature shuts down the fire-breathing horse statues you encountered earlier, but before you can pull it, the creature (also known as a Garrador) breaks free of captivity. The Garrador is blind, so as long as you WALK around the area instead of run, you should have no trouble sneaking up behind him and shooting the parasite on its back without it locating you beforehand. Shooting the bells located on both sides of the room causes the Garrador to go berserk and lunge for them. This is a great chance to run up behind the creature and deliver a hard shotgun blast to its parasite. After about 5 or 6 shots, the Garrador should go down, dropping 15,000 pesetas and allowing you to pull the lever inside the cell. When all of that's said and done, head back up the stairs and command Ashley to follow you. Sadly enough, deactivating the fire-breathing statues triggers the appearance of an angry group of enemies. Not to worry, simply shoot the lantern hanging from the ceiling when the time is right and a majority of the group should be set ablaze. Dispose of the leftover enemies, then head around the corner and enter the next area via the door just past the deactivate statues.

As you enter the room, immediately equip a Hand Grenade or Incendiary Grenade and sprint toward the line of enemies located up ahead in the center of the room. Toss the grenade at the group of enemies in order to dispose of them before they break formation and try to surround you. Collect all of the items the enemies have dropped, then quickly smash the nearby pots in order to obtain an Incendiary Grenade and some pesetas. Next, lead Ashley to one of the lower corners of the room near the entrance and allow the second wave of attackers to

approach. When the group gets near, toss another grenade at them to make the battle a little less hectic. As soon as it's safe to do so (and the enemy draped in red is disposed of), head across the room and descend the stairs to the level below. Take out the enemies positioned in front of the nearby doorway, then enter the room. Collect the Shotgun Shells and a Green Herb located on the shelf, then run over to one of the yellow pads and stand on top of it. Command Ashley to wait, then have Leon run over to the adjacent one and do the same. This will cause a pedestal to rise up out of the floor on the above level where you just were. Before you have the chance to exit the room however, another group of enemies will appear and enter through the door as well as drop down into the room through the hole in the ceiling. Dispose of them, then when the coast is clear, exit the room and ascend the stairs and run over to the pedestal you raised earlier. When you examine it, the game will ask you about who will turn the crank. If enemies are still present, then Ashley can turn the crank while Leon clears the area. When either Leon or Ashley has finished turning the crank, ascend the staircase to the next area.

At the top of the stairs, turn right and head around the corner to a small balcony where a pot containing a First Aid Spray awaits. Backtrack to the staircase and visit the balcony opposite the one you just visited in order to obtain a small amount of pesetas, then proceed north until Ashley points out a crank on the level above. Smash the nearby pots to obtain Rifle Ammo and some Shotgun Shells, then approach the raised ledge on the right side of the area until the "Piggyback" action appears onscreen. Press the A button to lift Ashley up to the above level, then run back up to where the two pots were located and pay attention to the enemies that enter the area through the side doors and come at her. Snipe all enemies that try to grab Ashley, then when it's safe to do so, equip your shotgun and take out any enemies that rush at Leon on the lower level. Repeat this process until both cranks have been turned completely. Run over to the ledge nearest Ashley, as she will then call for Leon in order to have him catch her as she drops. Next, hop across the platforms to the door and exit the room.

Next, Proceed to the center of the room you've just entered, then turn south and examine the glittering eye of the upside-down statue hanging from the ceiling. Shoot the sparkling object out of the statue's eye to obtain a Spinel, then proceed to roam about the room, collecting all of the items located inside various cabinets and display cases. When you've collected everything there is to collect, pay a visit to the merchant stationed in the northeast corner of the room, as new upgrades are now available for the Handgun, Rifle, TMP, Punisher, Red9, semi-auto Rifle, and Riot Gun. After that, feel free to enter the shooting gallery to the left of the merchant to hone your shooting skills and win prizes. Different prizes are awarded for obtaining high scores amongst other objectives. When you're done, exit the shooting gallery and save your game via the nearby typewriter. After you've done so, proceed north up the narrow corridor until a cutscene plays that shows Ashley being abducted!

Chapter 3-2

Backtrack down the corridor where Ashley was abducted until you come across a wooden door that leads to the dungeon area. Go through the door and around the corner, and you should come to a ledge. Drop down into the next area, then proceed along the corridor, ignoring the creepy sounds on the left. When you reach the end of the path, hide out in the corner and aim your semi-auto Rifle at the opposite end of the room. See the wisps of cold breath emanating from thin air? Those belong to an invisible monster known as a Novistador, of which you do NOT wish to fight at close range. That being said, aim at the patch of thin air where the breath seems to be emanating from and fire away. If you

miss, there's a good chance the monster will charge at you, but not to worry, a couple of shotgun blasts will make mince meat out of it. Pick up any gems the Novistador drops, then walk slowly into the next chamber to avoid being spotted by the two Novistadors in the pool below. Proceed to the north end of the pool and aim down at the water. Snipe the two monsters, then when the coast is clear, hop down into the pool and collect the items scattered about the area. Grab the TMP Ammo in the pipe at the back end of the pool, then climb the ladder there and enter the next room.

As soon as you enter the room, back up against the north wall and aim up at the skylight located in the center of the room. There SHOULD be a Novistador perched near the opening, but if you can't find it, quickly head over to the little niche around the corner from the entrance on the right side of the room. Upon doing so, the Novistador should be barreling toward you. When the monster lunges at you, the "Kick" action may or may not appear onscreen. If it does, quickly press the A button to kick the monster to the ground, then whip out your shotgun and blow its head off. The demise of the first Novistador should attract the attention of its buddy hiding out in the room on the left. Dispose of it, then take some time to rummage through the prison cells in order to obtain some items along with the "Luis' Memo" document that's pinned to the wall inside the first cell you come across on the left side of the room. Next, proceed down the corridor that's lined with even more decrepit prison cells, entering and exiting them when necessary. At the end of the path, you should come across a control room on the left. Enter the room and smash the nearby crates to procure items, then open the red chest to obtain a "Butterfly Lamp." Once you've done so, head over to the red valve and turn it in order to drain the water out of the pit just south of the prison cells.

Next, exit the control room quietly, as there are two Novistadors awaiting your arrival. That being said, position yourself in the doorway so that you can snipe the first monster located on the ceiling across the hall, then move to the south wall, turn and try to snipe the other one before it spots you. As you make your way back to the main area of the prison, yet another Novistador busts out of a prison cell across the way. Equip the shotgun and blow its head off when it gets close, then proceed to the pool of water you just drained to encounter another one of the stealthy beasts. When it's safe to do so, drop down into the pool and kick the gate open. Sadly enough, kicking the gate down triggers the appearance of yes, you guessed it, another Novistador. Anyways, simply charge up the set of stairs located directly in front of you and blast away at the monster as it begins to approach. When the coast is clear, head back downstairs and search the small area next to the stairs to obtain a Velvet Blue, then head back upstairs and enter the next room.

In here, you should notice a series of three pendulums that are suspended from the ceiling. Hop from platform to platform, timing your jumps carefully and avoiding the blades at all costs. Once you've safely reached the other side of the chasm, grab the Velvet Blue nearby and enter the next room through the door on the left. Climb the ladder here and smash the barrels at the top in order to obtain a Spinel along with a small amount of pesetas. Next, exit the small room to the upper level of the area where Ashley was kidnapped earlier, also known as the Observation Hall. To your surprise, a group of acolytes are performing some kind of ritual on the level below. Not to worry, firing a rocket into the middle of the group will dispose of them immediately. If a Rocket Launcher is not in your possession however, proceed by tossing a Flash Grenade over the ledge to the ground floor, then when the group is stunned, hop down and toss either a Hand or Incendiary Grenade in their midst. The grenade might not be enough to kill the leader cloaked in red, so quickly whip out your Shotgun and blow his head off, then proceed to get rid of the parasite that emerges after doing so. When the coast is clear, collect all ten Spinel the group has dropped along with the "Illuminados Pendant" dropped by the leader. Next, head

over to the ladder and climb back up to the balcony.

At the top, approach the balcony's ledge and jump over to the chandelier in front of you. Hop off when you swing over to the other side, then turn to Leon's left and smash the nearby barrels to obtain a Velvet Blue and a small amount of pesetas. Next, head to the opposite end of the balcony and use the chandelier here to swing back over to the other side of the room. Raise the switch on the wall to open the gates on the upper level, then smash the display case to the north and open the red chest to obtain an "Elegant Mask." Proceed to the merchant located in the northwest corner of the room (on the upper level), who now has new tune-ups for the Handgun, Rifle, TMP, Punisher, Red9, and semi-auto Rifle. Please keep in mind that it's fine to sell everything but four Novistador Eye gems, two of each color, as they're needed later on in the game. When you're finished, head through the pink door into the next room.

Grab the Red Herb located on the table across the room, then head upstairs. Collect the "Castellan Memo" document on the center table and the Handgun Ammo on the chair, then open the green door and snipe everyone on the balcony up ahead with the semi-auto Rifle. Take out the two enemies stationed on the level below, then enter the southwest room and ascend the stairs a short distance. Kill the enemy located at the top of the stairs, then continue to ascend the staircase to the above area. Once upstairs, open the door and run over to Leon's left in order to obtain some Rifle Ammo. Next, cross the balcony to the opposite corner of the room and hop down off of the small ledge to the area below. Upon doing so, a group of enemies will open the nearby sealed door, allowing their leader to flee across the balcony. After the short cutscene that documents this event, immediately rush through the doorway, ascend the stairs and chase after him. Use your Shotgun to make quick work of any other enemies that get in your way, then try your best to snipe the leader when you exit the room onto the balcony once again. If you fail to take him out however, sprint towards the southeast door and enter the room. Run around the shield-bearing enemy, then chase the leader downstairs and blast him with the Shotgun to prevent him from reaching the machine gun mounted in the center of the room below. Grab the "Gallery Key" that he drops, then make your way back up to the west balcony, picking up items along the way. Use the key to unlock the door, then open it and enter the next room.

Upon entering the room, locate the moose head mounted on a nearby wall and shoot the glittering object out of its eye to obtain a Velvet Blue. Smash the clay pots scattered about the room to procure more items, then approach the panel in the center of the room and press the A button to operate the puzzle. Your objective here is to rearrange the portraits so that a total of six people are depicted dying. In order to do so quickly and easily, press switch 1 first, switch 3 after that, switch 2, then finish up with switch 4. Choose "Ok" to solve the puzzle, then continue into the next room. Unfortunately, Salazar has taken the liberty to set up a nice little trap for Leon. Bolt through the door on the right and shoot the approaching enemies as they begin to ascend the stairs behind you. After doing so, a few more enemies should appear on the upper level, half of which enter the area via the stairwell, and the rest are all crossbow-wielding enemies who stand their ground for the most part. Next, proceed to run in and out of the room in order to try and lure the enemies in after you, then when the coast is clear, open the upstairs door. From the doorway, shoot the lanterns suspended from the ceiling in order to make quick work of the snipers nearby. While doing this, try to avoid standing out in the open for too long, as a pair of enemies with a Rocket Launcher in their possession will take pleasure in blowing you apart. When the coast is clear, take some time to search the room for items, then activate the switch located on the wall near the exit on the upper level. This will deactivate the security system as well as raise the platform in the center of the room. The pair of enemies will appear from behind the painting again and attempt to fire a rocket

at you, so quickly run around the corner to avoid being hit by the blast. Next, enter the south door and activate the switch here, then exit the room and hop over to the side in order to avoid yet another blast from a Rocket Launcher. Kill the two enemies when the firing has ceased, then open the blue chest on the center platform to obtain the "Goat Ornament." Go through the exit into the next area.

Follow the corridor to the small room at the end of it. Smash the nearby pot to obtain some Handgun Ammo, then proceed through the door to the west, as the north door cannot be opened from this side. Aim at the portion of wall located above the door up ahead and shoot the glittering object to obtain a Spinel. Next, proceed through the opposite door and head north up the balcony. Stop a short distance from the fountain and pick off the crows perched there with your handgun. Once you've done so, examine the fountain to obtain a Velvet Blue and the small amount of pesetas dropped by the birds. Examine the locked door nearby to receive a clue pertaining to how Leon can get inside the room later with Ashley's help. Next, head east down the set of stairs and across the balcony. Examine the indentation in the nearby bedroom doors to receive a transmission from Salazar, "warning" Leon of what's to come in the near future. After the transmission, open the gates and enter the hedge maze. Smash the barrels on the left in order to obtain a Velvet Blue, then proceed under the bridge to trigger the appearance of Colmillos. In this case, it'd be best to toss an Incendiary Grenade in their midst to dispose of them quickly and easily. However, if you find yourself squaring off against a lone Colmillo, your shotgun is best. Anyways, once the demonic, parasite-infested mutts are gone, head under the bridge behind the platform. Smash the barrel here to obtain a Green Herb, then head south from the entrance and move inward towards a closed gate. DO NOT OPEN THE GATE! Instead, aim your rifle at the pen across the clearing to spot a pair of Colmillos locked inside. Snipe one, and the other manages to break free and charge towards Leon. Blast it with the shotgun, then open the gate and head into the next area.

Proceed east, ignoring the stairs on the left, until you reach the corner up ahead. Follow the somewhat spiral-shaped path inward to a red box containing some Shotgun Shells. Next, head back to the set of stairs you just ran past, killing any Colmillos that pop out at you along the way. Ascend the stairs and cross the bridge. On the other side, turn left and head over to the nearby red box in order to obtain some TMP Ammo, then return to the base of the stairs and proceed northeast toward the fountain. Examine the fountain to obtain the "Moonstone (Left Half)," then equip grenades for the trip back to the kennel area where you killed the two confined Colmillos earlier. Head towards the southwest corner of the area, then proceed north up the narrow passageway to find a Yellow Herb. Backtrack to the corner again and take the zig-zagging path adjacent to the one you just took. Turn right, then right again at the end of the path to find a "Red Gem" that can be inserted into the "Elegant Mask" in order to increase its value. Once the gem's in your possession, head north from its location and proceed under the bridge towards the northwest corner of the area, where another pen containing yet another Colmillo. When the coast is clear, head south from the dog's cage and proceed around the corner to find a red box containing a First Aid Spray. When the spray is in your possession, head back to the dog cage and proceed east, ignoring the path on the right for now. At the end of the path, you'll find a Spinel. Grab it, then backtrack to kennel area once again. Next, head back under the bridge and up the nearby set of stairs to obtain the "Moonstone (Right Half)" from the fountain there. When both Moonstone halves are in your possession, carefully navigate your way back to the bedroom doors, insert the Moonstone (in its entirety) into the indentation and enter.

After the cutscene, collect the various items scattered about the room that include an Incendiary Grenade, Handgun Ammo, some pesetas, and the "Mirror"

located in the side room behind the armoire. The merchant in this area offers new tune-ups for the Blacktail, Broken Butterfly, Riot Gun, and Mine Thrower, so do whatever you'd like with your hard-earned money and grab the "Female Intruder" document on the table when you're through. When all of that's said and done, save your game via the typewriter near the room's exit and proceed into the next room.

Proceed straight ahead and smash the clay pot to obtain some Shotgun Shells, then observe the clue inscribed on the wall to the left. Take some time to locate the other three clues scattered about the room as well as collect the Green Herb and Handgun Ammo on the two tables. Next, head down the south corridor and enter the room that was previously locked. Open the cabinets and smash all of the crates to procure items, but be wary of the crate on the shelf against the north wall. It contains a snake! When you're done collecting all there is to collect, reenter the dining hall, proceed down the corridor and turn east to face a counter with a bell on it. Ring the bell, then watch as the painting on the back wall flips over to reveal a four-course meal. Remember those four clues you observed upon entering the room for the first time? Now it's time to put them to work. If you're really not up for a challenge however, then proceed to shoot the chicken, bread, desert, and wine in that order. Upon doing so, the bars are removed from the entrance to the nearby room. As you enter the room, a cage drops down from the ceiling above, trapping Leon for the time being. To your surprise, a large group of enemies surrounds the cage and begins to attack. To avoid being hit by crossbow-wielding enemies, immediately equip a Hand Grenade and toss it towards one of the metal doors. Upon exploding, the grenade will destroy the padlock on the door, allowing you to kick it down and confront the horde. When the coast is clear, grab the Flash Grenade in the corner to the left of the room's entrance, then open the red chest in the center of the room to obtain the "Hourglass". Next, enter the shooting range of sorts where you shot the painting earlier and approach the counter to find a box of Magnum Ammo. Once you've done so, reenter the red room once again and proceed into the next area.

As you enter the room, walk forward and approach the nearby ledge. Equip the rifle and snipe all of enemies stationed on the floor below, as well as the enemy that patrols the area on the other side of the raised platform. Smash the clay pot on the table nearby to obtain some Rifle Ammo, then drop down to the level below. Next, activate the switch on the wall to the left in order to raise the platform in the center of the room, forming a bridge that connects the two halves of the upper level. Climb the ladder back up to level above and take out all enemies who enter the room via the north door. Remember to NOT shoot them in the head however, as the Plagas inside their bodies are now much more dangerous and harder to destroy once they've been released. If you "accidentally" blow an enemy's head off, using a Flash Grenade will destroy the parasite immediately. Anyways, when the coast is clear, proceed across the bridge until another group of enemies enters the room via the far door. Shoot down the lantern hanging above the bridge when they approach to dispose of them quickly and easily. Next, equip the rifle, descend the stairs a few steps and aim across the room at the small window. Snipe the crossbow-wielding enemy inside the room, then grab the pesetas on the table along with the Velvet Blue in the clay pot nearby. Break the glass on the display case in the center of the room and collect a wide variety of items, of which includes a Rocket Launcher. If the Rocket Launcher doesn't fit into your inventory, the merchant in the next room sells the "Attache Case XL," the largest case in the game, so you can always buy that first and come back for the Rocket Launcher in a little bit. That being said, ascend the nearby staircase and break the padlock on the door. Proceed down the bridge you raised earlier and enter the next room. Smash the small pot on the table to obtain a Spinel, then pay a visit to the merchant at the end of the hall and save your game if you'd like. When all of that's said and done, enter the next room for a cutscene and the end of Chapter 3-3.

After the cutscene, take some time to roam about the balcony, smashing all pots you come across to procure various items. Examine the portrait of Saddler to obtain some Gold Bars worth 5,000 pesetas, then head over to the staircase opposite your current location. Descend the stairs until you find yourself standing on a raised platform in the center of the room. On the ground level directly in front of you, Ashley is bound to the wall by 3 metal bands. Aim through the rifle's scope at each of the bands and CAREFULLY shoot each one of them to free the President's daughter. Ashley then heads over to one of the room's exits and attempts to escape. Unsurprisingly enough, the door is locked, and on top of that, a slew of enemies enter the room via a ton of other doors located on the level below. That being said, snipe each of the enemies as they approach Ashley and try to capture her once again. Try your best to pick off the enemy cloaked in red first, as he holds the key needed to exit the room. When the coast is clear, Ashley will retrieve the key and exit via the door she tried to open earlier.

Once inside the next room, you'll be in control of Ashley. Controlling Ashley is almost exactly the same as controlling Leon, but sadly enough, Ashley isn't capable of wielding any deadly firearms. That being said, let's get started. First, proceed northwest from the room's entrance and grab the Spinel located by the table, then head over to the opposite corner to find a Yellow Herb. Next, use the nearby typewriter to save your game, then head into the next room. Upon entering the room, you'll notice an enemy nearby. Luckily, Ashley can pick any of the three lanterns scattered around the room and hurl them at the enemy, setting him ablaze for a short period of time. If you prefer a more non-violent approach, however, Ashley is capable of crawling under tables where the enemy cannot follow her. That being said, after successfully evading the enemy, enter the next room via a small crawlspace in the southwest corner of the area. Once inside the next room, proceed straight ahead and open the drawer here to obtain another Spinel, then head over to the southwest corner of the room in order to obtain a small amount of Pesetas. Deal with the enemy lurking around the area by tossing a few lanterns at him, then rotate the two nearby cranks in order to remove the bars blocking the exit. Once you've done so, head down the passage and grab the Red Herb you come across. Open the door at the opposite corner of the hallway, then enter the room and examine the drawer near the entrance to obtain a Velvet Blue along with a Spinel located on the nearby table. Open the bureau on the northernmost wall to obtain some Handgun Ammo, then head to the bureau opposite it to obtain the "Butler's Memo." Next, examine the painting and wheel in the center of the room for some clues, then exit.

From the room's entrance, head down the corridor and turn to Ashley's left. Crawl under the table here, and press the switch at the end to raise the nearby gate. Next, enter the middle section of the room and examine the fireplace to obtain a "Stone Tablet." Once the tablet is in your possession, press the switch located in this area to raise another gate. Enter the area you've just opened and collect the Green Herb on the table there. Head over the bookshelf once you've done so and push it aside to reveal yet another switch. Activate it, then head towards the room's exit (make sure you collect the Pesetas and Velvet Blue near the exit!). Proceed down the rather dark corridor and grab the Spinel on the chair here. Examine the pedestal in the center of the room at the end of the corridor to find a puzzle. This is a tricky one, and it supposedly has more than one solution, so if you'd rather figure it out on your own, simply skip the next few sentences. Anyways, for your first move, shift the right center tile inward to the center. Next, move the upper right tile down,

then move the top center tile over to the right. After that, move the center tile up a space, then shift the left center tile inward to the center slot. Move the lower left tile up a slot, then move the bottom center tile to the left. After THAT, shift the lower right tile left, the right center tile down, then the center tile right. Now, for the next two moves, move the top center tile down a spot and move the top left tile right one. Move the left center tile up, the left bottom tile up under that one, then the bottom center tile left. Next, shift the center tile down, the right center tile inward to the center slot, then the bottom right tile upward. For your final move, insert the "Stone Tablet" into the bottom right slot. Whew.

After you've completed the puzzle, enter the now accessible room. Explore the room, opening all boxes and cupboards you come across to obtain a Gold Bangle along with a Spinel. Taking the "Salazar Family Insignia" from the nearby statue causes a secret panel in the wall to revolve, revealing a box that contains the "Serpent Ornament." Sadly enough, taking the ornament causes the multiple suits of armor in the area to come to life. That being said, quickly crawl under the table when the timing is right to outmaneuver the enemies here, then sprint down the corridor. Press the two dodge buttons that appear onscreen when instructed to do so in order to avoid instant death. Once back inside the room with the multiple gates, QUICKLY press the nearest switch in order to lower a gate and prevent the suits of armor from reaching Ashley. Next, head back to the first room you entered upon gaining control of Ashley and insert the "Salazar Family Insignia" into the wheel there. Turn the wheel, and a secret door will be revealed in the wall nearby. Climb the ladder, grab the pesetas at the top, then proceed south. Follow the winding passage out to the upper level of the Central Hall, where Leon is anxiously awaiting your arrival.

=====
5.4. Chapter Four
=====

Chapter 4-1

With Ashley in tow, backtrack through the Exhibition Corridor and dining room, disposing of enemies along the way. Head south once you've entered the main portion of the dining room and proceed through the door at the end of the narrow passageway. Enter carefully however, as a couple of Novistadors lie in wait here, ready to strike. Blast them away with your shotgun, then exit the room via the door opposite the one you entered through. Next, turn to Leon's right and follow the path past the fountain to the metal door up ahead. Look familiar? Anyways, stand under the large opening just above the doorway and press the A button as soon as the "Piggyback" command appears onscreen. Ashley will then unlock the door from the other side, allowing you to enter and collect the goodies within. Make sure to grab the Broken Butterfly magnum handgun in the large chest before you leave, then retrace your steps once again to the Central Hall. Once there, head north up the narrow passage and enter the next room. Collect the Handgun Ammo to your right, then smash the nearby pots to procure a Velvet Blue. Once you've done so, make note of the railcar located at the bottom of the stairs to your left, you'll be using it later on. That being said, step onto the square platform and ride over to the platform on the other side of the chasm. Lucky you, Leon gets to enter the next room alone!

Step forward a bit, and a short cutscene will begin to play, showing two enemies piloting two very slow-moving dragon machines toward your current position. Equip the rifle, snipe both drivers, and watch as two chests rise up

out of the floor at different locations. Collect the Gold Bars inside the first chest, then continue along the path until you come across a spinning cage of sorts. Approach the ledge, then press the A button when the cage's opening passes in front of you to successfully cross the gap. Before you jump across to the next area however, equip the rifle once again and snipe the pair of enemies up ahead. Proceed forward and collect the Illuminados Pendant from the chest, then dash to the north end of the area as fast as you can. Stand behind the large metal wall to the right, ignoring the dragon for now, and aim your rifle toward the tower across the path from the second chest. A slew of enemies will begin to drop down from the tower, one by one, just waiting to be picked off. When enemies stop emerging from the tower, it's time to deal with the last dragon. The key to successfully disposing of the dragon's pilot is to stand behind one wall, then right before the dragon begins to emit its flame, sprint across the path to the other wall and pick the pilot off before he has a chance to turn the contraption toward you. If this method proves to be a tad bit tricky, you can simply equip a Rocket Launcher and blow the pilot and his pesky dragon straight to hell, no agility required. After the last dragon is disposed of, proceed up the set of stairs that's taken its place and open the chest at the top that contains the "Lion Ornament." When the ornament is in your possession, backtrack through the room, exit, then proceed back across the chasm where Ashley is anxiously awaiting your return. Next, board the railcar you observed earlier and ride back to the main audience hall near the castle's entrance.

Upon disembarking the railcar, make sure you smash the clay pots nearby to obtain a small amount of pesetas and a Spinel. Next, unlock the door and proceed into the audience hall. Approach the large stone mural on the wall and place each of the three pieces you obtained earlier into it to lower it. In the room beyond, head through the doorway on your left and proceed up the stairs. Examine the portrait of Lord Saddler on the wall nearby to obtain some Gold Bars, then return to the lower level and proceed through the north door. Before boarding the railcar, hop each of the fences on both sides of it in order to smash some pots containing items for you to grab. After you've done so, board the railcar and ride it to the next station, where even more clay pots await along with some more Gold Bars hidden behind the portrait. When you're done collecting all there is to collect, enter the next room and proceed north up the narrow corridor ahead. Grab the Flash Grenade from the chair, then head around the corner to enter the main hallway. Once there, equip your pistol and proceed to shoot the shiny objects contained in each of the four columns to obtain two Spinel, a Velvet Blue, and a Purple Gem. Examine the gate at the end of the hall to receive your new objective, then backtrack to the entrance leading back to the railcar boarding zone. From the door, enter the room adjacent to your current location in order to save your game and pay a visit to the merchant, who now offers new upgrades for the shotgun, TMP, and semi-auto rifle. Feel free to take some target practice if you wish, then when you're ready, exit the room and head west past the entrance to the boarding zone to the door beyond and enter.

First, examine the locked door at the north end of the room in order to find out how to open it. That being said, have Ashley follow you onto any one of the four pressure pads, then command her to stay put on top of it while you push the two nearby statues onto two of the other pads. Finally, stand on the remaining pad to open the door. Upon entering the next room, Leon and Ashley will be treated to a ceiling covered with spikes descending down on them at a reasonably fast speed. To avoid being crushed by the contraption, quickly whip out your pistol and shoot each of the four red gems in the ceiling to stop it. Once you've done so, collect the Handgun Ammo in the corner of the room and follow Salazar into the nearby corridor. Equip the sniper rifle and proceed down the corridor until Leon is separated from Ashley via a rather sturdy metal gate. That being said, aim through the bars at the giant vehicle barreling

towards your current position and snipe the two drivers. Upon doing so, the gate opens, but the vehicle keeps running. Not to worry, simply back up and watch as the vehicle crashes into the nearby wall, then begin to collect the items scattered about the room including the "Queen's Grail," one of the items needed to complete your current objective. Finally, break the padlock on the nearby door and exit the room.

Once you're back in the main corridor, proceed down the hallway directly in front of you and reenter the room where the merchant is located on your right. Save your game if you wish, then exit the room and continue right down the corridor until you reach a small room with a table in the center of it. Grab the Yellow Herb and "Sample Retrieved" document from the table, then enter the next room. Proceed straight ahead and collect the Handgun Ammo set on the base of the lion statue, command Ashley to wait, then continue along the corridor, pressing the "Dodge" button displayed onscreen when necessary to avoid being slaughtered by the living suits of armor. When the coast is clear, command Ashley to follow you until you reach the end of the hallway. Next, tell Ashley to stay put once more before you enter the next area to avoid having her death on your conscience. That being said, grab the Green Herb in the corner near the entrance along with the Shotgun Shells in the northeast corner. Equip a hand grenade if you have one handy, but if you don't, just whip out your trusty shotgun and be prepared for a challenge. Once you've done so, approach the pedestal in the center of the room and take the "King's Grail." Taking the item will trigger the appearance of three more "living" suits of armor. As the trio approaches, back up into one corner of the room and let them funnel towards you. Right when the enemies are about to strike, find an opening and slip past them and toss a hand grenade into their midst. When the suits of armor kneel in pain, quickly toss another grenade into the cluster. This will cause the parasites inside each of the suits to appear, thus allowing you to kill each one with ease using the weapon of your choice. Accomplish this task with all of your health intact, and the fallen enemies will drop some supplies. On the second time around however, the three suits of armor drop a box containing 6500 pesetas, so repeat the above strategy and you should have little to no trouble obtaining the goodies.

Once you've obtained both artifacts, head back to the large gate you came across earlier before starting the two trials you needed to complete in order to obtain them. Use the items to open the gate, then proceed forward down the hallway, smashing all clay pots you come across in order to obtain a few goodies. Be careful however, as there's a snake lying in wait inside one of the pots. When you reach the double doors, turn right and hop outside onto the balcony via the smashed window. Grab the Red Herb in the corner, then proceed to the opposite end of the balcony and climb the ladder. Proceed along the curved walkway to the end, where you'll come across a Butterfly Lamp inside a small red chest and the entrance to the large room within. After grabbing the lamp, drop from the nearby ledge into the ballroom, then turn around and catch Ashley as she jumps down after you. Sadly enough, this room houses a GARGANTUAN hive filled with those deadly, sometimes invisible insects you've come to know and love, Novistadors. Not to worry however, as a Rocket Launcher will dispose of the monstrosity in one shot, thus allowing you to collect the large amount of Novistador "Eye" gems it leaves behind, of which can be inserted into the Butterfly Lamp you just obtained to increase its value. If by some chance you DON'T have a Rocket Launcher in your possession, shoot away at the hive with the weapon of your choice until the deed is done. When the coast is "clear" for the time being, and Ashley is once again taken away to God knows where, quickly finish grabbing all of the gems left in the center of the room and sprint back towards the room's main entrance and barge through the door. From here, fight off the onslaught of Novistadors as they funnel through the door towards you, thus allowing Leon to successfully pick multiple enemies off simultaneously. When the insects stop attacking, reenter the ballroom and approach the lever

located near the drawbridge located northwest of the room's entrance. Once you've done so, shoot the mountings of both the chains to finish lowering the bridge, allowing you to exit the area.

When in the next room, make sure to save your game via the typewriter on the table next to the merchant. If you're interested (which you should be), you can now purchase new upgrades for the Handgun, Rifle, Punisher, Red9, Blacktail, Broken Butterfly, Riot Gun, and Mine Thrower. When you're through, grab the Handgun Ammo located on the nearby chair and proceed down the corridor, smashing the barrels you come across as well as shooting the torch to obtain both a Velvet Blue and a Spinel. Next, race toward the tower up ahead, turn left and quickly ascend the stairs to the level above. Take out the enemies on the balcony behind the tower, then navigate your way to the front of the structure and smash the barrels to obtain some items, if the catapults haven't already done so. From here, you can either locate the operators of the catapults and snipe them, or you can quickly sneak around to the east side of the tower and slip inside without being annihilated by a flurry of flaming debris.

When you enter the tower, take a step forward and aim upward in order to spot a wooden block wedged in between two of the clock tower's gears. Shoot it, then aim even higher up to locate and destroy another one. After you've destroyed the two blocks, head right and proceed up the ladder. Head over to the southeast corner and smash the crate there in order to obtain a randomly generated item. Next, move around the level you're currently on to the other side of the blocked path to find some Handgun Ammo, then climb the nearby ladder up to the next level. Navigate around the balcony and up the small set of stairs to a table, where a Green Herb and the "Ritual Preparation" document lie. Once the two items are in your possession, approach the lever at the end of the balcony, turn right and destroy the third and final block of wood. When the last block has been destroyed, pull the lever and the drawbridge located just outside of the tower will rotate to its desired position so Leon can cross over to the other side. Before you can do so however, the clock tower is soon flooded with enemies and you have no choice but to take them all out before they do the same to you. First, take out the enemies wielding the crossbows, as they're your biggest threat at the moment. Continue to fight your way down to the bottom level of the tower, and when you finally reach the bottom, take cover as even more enemies begin to storm inside. Simply begin to climb back up toward the top level, letting each enemy climb up the ladders after you, allowing Leon to easily pick them off as they approach. When the coast is clear, proceed back down to the lower level and smash the crates there to procure a Hand Grenade, then exit the tower and head toward the drawbridge.

Immediately equip your shotgun or rifle as you exit the tower and begin approaching the bridge up ahead, as a group of shield-bearing enemies begin to move toward Leon's current position. If you're not low on rifle ammo, I suggest aiming for where their heads generally should be behind the shields and firing away, but if you ARE low on rifle ammo, charge at them with the shotgun and pop each one until the next group of enemies begins to advance on you. When they begin to do so, turn around and sprint back toward the group that has appeared behind Leon. Blow them away or throw a grenade in their midst, then make your stand just in front of the clock tower doors, picking off each new enemy as they approach. The group's leader, however, seems to like hanging back a bit by the doors to the castle. When the horde of enemies has ceased to exist, simply cross the drawbridge to his current location and dispose of him to obtain a Gold Bangle. When the coast is (finally) clear, enter the castle and be prepared for a slight challenge.

The combination of enemies and TWO Garradors in this room makes your advancing into the next area a little harder than expected. Then again, if you read the

above paragraph carefully, you would've known something like this was coming, right? Not to worry though, because if you stand completely still as you enter the room, equipping and firing a rocket launcher at the space in between the two blind monsters completely incinerates the parasites on their backs, disposing of them easily and leaving you to deal with just the remaining enemies. If a rocket launcher is not in your possession however, equip your rifle in its stead and quickly take out the two enemies hanging out on the midlevel. This will undoubtedly attract the Garradors' attention, and soon enough the two monsters begin to storm across the room toward your current position. Allow them to stab their claws into the entry door, temporarily preventing them from tearing you to shreds. When the monsters are struggling to free themselves from the door's grasp, throw a grenade or two to damage and possibly kill the parasites on their backs, then quickly dispose of the remaining enemies nearby. If the Garradors are still alive, utilize the bells on either side of the room to distract them while you blast away at their backs with your shotgun. As soon as it's safe to proceed and no other enemies are present, a nearby passageway opens up, awaiting your arrival. Kill the masked enemy in the side corridor to obtain a First-Aid Spray, then dispose of the other three nearby. When they die, another four emerge from secret doors near the area's entrance. Joy. Smash the pots strewn about the room to procure items, including any ammo you come across, then enter the corridor just beyond the initial room and shoot out the two Spinel embedded inside the two statues to obtain them. Enter the next room, and a short cutscene will play, showing Leon being dropped into a rather deadly pit by none other than Salazar. Press the dodge buttons on cue to avoid dying, because dying is bad.

After you've (hopefully) managed to save Leon's life after being thrust into Salazar's pit of death, examine the nearby body impaled by one of spikes to obtain a Velvet Blue, then snatch the Crown off of the body slumped up against the back wall. Once the two treasures are in your possession, pay a visit to the merchant who now sells the exceptionally fast-firing Striker, which is less powerful at a distance than other shotguns, but more powerful up close. Next, purchase a rocket launcher if you wish (you're gonna need it), then climb up the nearby ladder and proceed down the corridor. Check the first drain you come across on your left to find a Velvet Blue, then make sure to pick up the Handgun Ammo at the next corner. Continue on until you come across yet another drain on your left where a Spinel can be found attempting to hide from you. Proceed down the next corridor and take the first right you stumble upon. Examine the tank of liquid nitrogen just inside the door, then collect the Handgun Ammo and First-Aid Spray on the desk here. When you examine and attempt to operate the elevator at the back of the room, you'll find that there's no power available to actually operate it. Great. Anyways, your job here is to restore power to area (obviously), so exit the room and be prepared to press a combination of buttons to avoid being struck down by a vicious tail attack by the creature you saw Salazar send after Leon earlier. Quickly make your way to the northernmost room, being prepared to press any combination of dodge buttons at an instant's notice. Once you've entered the room at the end of the corridor, head left along the fence and collect the Shotgun Shells on the console. Head slightly northwest to find a Green Herb, then follow the back wall to the southeast corner and throw the switch here to restart the power. Head over to the room's entrance and press the button in an attempt to retreat back to the elevator. Sadly enough, the door takes some time to open and you're forced to face Salazar's creepy bodyguard. For a strategy pertaining to the easy defeat of this monster, take a look below at the "Bosses" section of the guide. If you'd rather figure it out yourself however, do so and keep on reading.

Step off the elevator and grab the Green Herb located directly in front of you on the floor. Smash the three barrels at the base of the stairs to obtain some Rifle Ammo, a Hand Grenade, and a Spinel, then head over to the typewriter where some Handgun Ammo and a document entitled "Luis's Memo 2" lie. Save your game if you wish, then feel free to enter the shooting gallery to hone your skills if you feel so inclined. Pay a visit to the merchant, then proceed down the tunnel, killing the two villagers you come across from a distance, as to avoid an unnecessarily difficult battle. Examine the cart full of coal on the right side where the duo was standing to find a Velvet Blue and smash the nearby barrels to procure some more Handgun Ammo along with a small amount of pesetas. Take note of the warning posted on the board here, then continue through the tunnel until you enter the main room of the mining area to begin your next challenge

First, equip your rifle and immediately begin sniping all visible enemies, THEN drop down to the lower level and begin taking out all approaching enemies, using grenades when necessary. Seeing as how your only exit is being blocked by a gigantic boulder, you must find a way to clear the path. With that being said, proceed to the northwest corner of the area and pull the lever to send a mine cart flying along the tracks and into a seemingly helpful position. I say this because it's helpful at first, until the power shorts out, requiring Leon to reset the circuit breaker before he can complete his objective. Grab the Velvet Blue lying inside the other mine cart nearby, then head towards the circuit breaker located on the opposite side of the area on the upper level. Flip the switch, then watch as a swarm of extremely angry villagers coming charging at you from inside the tunnel you first entered the area through, one of which is a crazy chainsaw man. Do your best to eliminate your foes with as little ammo as possible, aiming only for the chainsaw maniac's head with your shotgun to increase the amount of damage done to him. When he and the rest of the villagers are finally out of the picture, grab the 10,000 pesetas dropped by the chainsaw man and head on over to the lever used to lower the cart once again. Pull it, then pluck the "Dynamite" from the cart and place it on the large boulder. Move back a tad to avoid being injured by the explosion, then head across the newly formed path to the other side near the door. Dispose of the two enemies there if you haven't already, then head into the next room.

Upon entering the next room, you'll have noticed that you're now inside an abnormally large blast furnace, of which seems suiting for a boss battle... Anyways, search along the walls of the chamber to collect a small amount of ammo and a First-Aid Spray, then approach the two large doors at the opposite side of the area to trigger, you guessed it, a boss battle! Sadly enough, you're not faced by just one boss, but by TWO LARGE bosses! Hooray! Just kidding of course, but if you'd like some insight on how to defeat the two giants, feel free to refer to the "Bosses" section below for some strategies pertaining to their demise.

When the deed has been done, proceed through the doors opposite the ones you entered through and immediately equip your shotgun. As you approach the pit up ahead, Novistadors will emerge, attacking you almost immediately. Blast them out of the air and collect any gems they may drop, then move forward and examine the pedestal near the edge of the gargantuan hole in the ground. After you've done so, grab the Green Herb on the ground to the left and proceed up the path to the right of the pedestal, collecting a Flash Grenade along the way. At the top of the small incline, collect the box of Shotgun Shells directly in front of you and make a sharp right, taking care of any bugs that you may come across, and enter the cave nearby. At the back of the cave, you'll see a small panel on the wall resembling an odd-looking light switch. Press it, then collect yet another Green Herb off to the side. Seeing as how pressing the switch emits a ray of light that shines clear across the cave,

the Novistadors will naturally become curious and flock to your location. Simply move toward the entrance a tad to draw their attention, then back up again and blast them out of the air as they funnel in through the small cave entrance.

For the second switch you read about (or at least should've) read about on the pedestal, exit the first cave and head NORTH, past the small incline and along the wall. Turn right at the end of the straightaway and collect the box of TMP ammo at the end of this stretch. Bear right again and collect the Handgun Ammo just outside the cave entrance, then head inside and blast away the Novistadors hanging out near the second switch. Collect the Green Herb when the coast is clear, press the second switch, and head toward the cave's exit. Annihilate any pests that get in your way, then proceed left out of the cave in the general direction of the newly created exit. Take out the swarm of bugs that "takes you by surprise" if you'd like; you don't have to as simply running away at this point is satisfactory; then enter through the door.

When you find yourself in the newly discovered corridor you fled into to dodge the bloodthirsty insects, you'll come across a series of giant suspended stones that are intent on crushing you to the best of their ability. Simply wait until each stone is about to retract back up towards the ceiling, then run underneath them. Just remember to pull the lever you come across on the right side of the passageway to deactivate the second of the three stones, thus allowing you to pass under the remaining ones safely. At the end of the line, grab the Royal Insignia from its place on the pedestal there and, if you haven't already sold them, combine it with both the Crown and the Crown Jewel to form a rather valuable treasure you can sell for big bucks. Next, examine the stone table nearby and ride the lift up to surface level once again.

Chapter 4-3

Proceed forward and smash the barrels just to the left of the small shack to procure a Green Herb and some Handgun Ammo. Grab the "Letter from Ada" that's pinned to the door frame, then feel free to pay a visit to the merchant, who offers upgrades for almost every weapon. When that's over and done with, continue east until you come across a large tree in the center of what seems to be a terrible excuse for a cul-de-sac. Position yourself behind the tree so you can see and pick off approaching villagers with your rifle. If you're rather intent on conserving your rifle ammo however, make use of the specific points scattered about the area where you can take care of your foes using other means. When the coast is clear, scavenge the area for randomly placed boxes containing small amounts of pesetas. The door located at the east end of the area is locked, so that's obviously out of the question. With that in mind, approach the decrepit shack just below this exit and hop inside via the large window. Smash the barrel here to obtain a Green Herb, then turn the nearby crank to remove the lid from the dig site entrance adjacent to it. When the lid has been completely removed, climb down to the area below.

Quickly read the inscription on the monolith near the room's entrance, then proceed down the narrow corridor directly in front of you, smashing the crate you come across along the way to procure a random item. As you exit the corridor into the main room, equip your rifle (or handgun) if you've enough ammo and begin sniping any approaching (or even non-approaching) villagers to clear most of the area, making the upcoming events much easier to deal with. Next, proceed down the small set of stairs on your LEFT and head directly under the platform you were just standing on to find a hidden chamber containing a sarcophagus that houses a very valuable Staff of Royalty. Seeing

as how the exit on the far side of the room is locked, leave the room and begin to navigate your way through the maze up ahead, being very wary of bear traps scattered about. Head toward the two story stone structure on the left side of the area, taking note of the crazed chainsaw psychopath you might've already noticed on the top level as well as the one on the level below. IGNORE the ladder leading up to the second level, as doing so will trigger an onslaught of more angry villagers. Enter the downstairs room QUIETLY and aim your rifle at the chainsaw maniac's head. Blast away at him once or twice, then switch over to your shotgun and finish him off. Quickly collect your bounty, then blast your way up the staircase nearby to the top level and attempt to dispose of the villagers here as quickly as possible before the onslaught emerges. Position yourself near one of the windows on the second floor and repeatedly topple the ladder to prevent any further inconveniences. When the coast is clear, search the two-story structure for any items that may be hidden inside crates or barrels, then retrieve the Key to the Mine from the upstairs pedestal and exit the area via the door opposite the hallway you entered the dig site through to begin with.

At the end of the tunnel, equip your handgun and step inside the room with the suspiciously spiky ceiling. OH NO! The ceiling is descending on you, I bet you're so surprised right now it's ridiculous. Anyways, toss a flash grenade in general direction of any parasites that approach as you attempt to shoot out each of the four red gems in the ceiling to stop its descent, then open yet another sarcophagus on the right side of the room to obtain a decent amount of pesetas along with a box of handgun ammo hidden in the rubble near the room's exit. Continue into the next room and down the ramp. At the bottom, smash the barrels to collect some Shotgun Shells and even more pesetas. Grab the Green Herb near the loading platform and hop inside the mine cart. Before you go, head to the front of the train and snipe the villagers just up ahead to make things a little easier for yourself. Next, hop inside the middle cart and shoot the lever with the weapon of your choice to set the carts in motion. As the train progresses, villagers standing on multiple platforms you come across will attempt to throw things at you, as well as jump inside the carts with you. Position yourself strategically and kill them all before one of them kills you. On an additional note, make sure to duck under any low-lying boards that span the width of the tunnel using the Action button, and prepare yourself for a couple of stops along the way, at which multiple villagers will attempt to kill you once again. Be careful though, as a chainsaw maniac jumps in with you at a random stop, thus making things a lot hairier than they were a moment ago. As you approach the end of the track, you'll come across an intensely sharp descent in which the train spirals downward at a breakneck speed, thus prohibiting you from moving. When you reach the bottom, face forward and be prepared to press a combination of TWO action buttons that will be displayed onscreen, followed by repeatedly tapping a third button to help Leon pull himself up to safety.

When you've managed to successfully pull yourself up onto the platform, open the door up ahead and enter the chamber beyond. Search the rubble off to the left to find a small amount of pesetas. Grab the Stone of Sacrifice from the pedestal in the center of the room and a secret tunnel will reveal itself. Enter it and climb the ladder to the top. Oh, well what do we have here? The area where you just were before? Indeed it is, therefore you should approach the previously locked exit to the area and place the Stone of Sacrifice inside its designated slot, thus opening the door and allowing you to board and operate the lift behind it.

Head down the passage and to the right to obtain two boxes of Handgun Ammo. Use the typewriter here to save your game if you wish, then descend the stairs a short distance to observe the giant stone statue of Salazar up ahead. Proceed south a tad and watch in awe as a slew of enemies begin to block all exits to the area and whatnot. Take note of the statue's hand and how it's moving up and down between each level of the room. Head on over to the stairs on the west side of the room and take out any enemies you come across upon ascending them. Next, climb the ladder nearby up to the level above. Once there, hop over to the statue's left hand and allow it to raise you to the third level. Take care of any enemies you come across up top, then cross over to the other side of the room. Smash the pots here to obtain a Spinel then pull the nearby lever to re-raise one of the platforms that had been previously removed in the center of the room. Next, jump onto the center platform and operate the switch that's located here. This will set the statue's right hand in motion, allowing you to ride it back up to the opposite side of the third level where you can obtain a small amount of pesetas upon smashing the pot in the area. Follow the narrow path that leads behind the statue and flip the switch that's located on its back. This will cause both hands to move simultaneously, in a way where crossing from one side of the third floor to the other has become much easier than it was previously.

Head back down to the second level on the east side of the room to obtain a Velvet Blue and to dispose of the enemy cloaked in red you came across earlier. Drop down, pull the lever to open the gate, and take out all approaching enemies. Approach the center aisle where the path is now complete. A small cutscene will play, showing the giant statue coming to life and chasing after you. With that in mind, rapidly tap the A button to sprint and press the designated shoulder buttons when necessary to avoid being struck down by falling pillars. Kick the padlock off the door at the end of the path (or blast it off), then sprint outside across the bridge, where another action button prompt will be displayed onscreen. Rapidly tap the A button once again to pull yourself up to safety and enter the tower up ahead.

Upon entering, another short cutscene will play, showing Leon and Salazar having a slight disagreement over the current situation. Press the action button displayed toward the end of it to avoid death, then head over to the left side of the room to obtain both a box of Handgun Ammo and a Yellow Herb. Proceed up the stairs on the opposite side of the room after you've done so until you come across a slew of barrels tumbling down toward you. No worries here, just run off to the side and wait until the approaching barrel has crashed and destroyed itself on the level below, then continue on up the stairs. When you come across a ladder, climb it up to the level above. Once there, you'll be standing right next to the mechanism that triggers the barrels to fall from their designated trap door in the ceiling in front of you. Coincidentally enough, a slew of enemies enters the tower from the level you did previously. On that note, pull the lever repeatedly to send barrels tumbling down toward them, killing them instantly. Hooray! When the coast is clear, descend back down to the lower level and kill the leader of the group near the doors to obtain a whopping 5,500 pesetas.

Follow the stairs back up to the top of the tower and grab the Green Herb sitting atop the crate that's blocking the path. Return to the level below, board the lift, and pick off the enemy sniper standing on the platform above you. Smash the barrels behind the lift to obtain some Shotgun Shells and an always useful Incendiary Grenade, then push the two large crates off the edges as the weight capacity is excruciatingly low. After doing so, operate the thing and take it up as far as it goes before enemies begin jumping on with you out of nowhere in an attempt to make your ride up as unpleasant as possible. Kill them or knock them clear off the lift to conserve ammo, taking out any snipers that may pop out at any given time. When the lift reaches the

top (finally), follow the path around the exterior portion of the tower and smash the barrels to obtain some ammo along with a Red Herb located just up ahead at the last corner. Drop from the side of the platform to find a red chest hidden away in another corner that contains a Gold Bangle, then climb back out and board the small lift up ahead. Ride it to the top, then head forward and collect the Handgun Ammo, Shotgun Shells, and First-Aid Spray on the table next to the typewriter. Pay a visit to the merchant in order to purchase a Rocket Launcher if you don't already have one to make the upcoming fight a lot easier, unless you want to conserve money. With that being said, save your game and enter through the double doors to stumble upon Salazar once again. Yes, you're going to have to fight him this time, but not without my help! Please refer to the "Bosses" section of the guide to get some tips pertaining to Salazar's demise.

When the hideous monster has been defeated, move through the area outside, smashing the barrels to procure some items, being wary of any snakes that might be present. Repel down the rope to the level below, then ride the lift down to the dock located underground. Follow the passageway to encounter a merchant, who now offers new tune-ups for the Shotgun, TMP, Punisher, Red9, Blacktail, Riot Gun, Mine Thrower, and Striker. Weapons such as the Blacktail and TMP can be upgraded to their maximum levels, where special "Exclusive" upgrades will then become available. Next, proceed through the door to the south and down the passage to trigger a cutscene where Leon is taken to a remote island fortress; your next mission.

=====
5.5. Chapter Five
=====

Chapter 5-1

Proceed into the next area until you come across a fork in the path. Head straight here to come across a small amount of pesetas and an Emerald. Return to the fork, then head west across the wooden planks until Leon notices Ashley being forcibly dragged through a large door. DO NOT shoot out the searchlight here before leaping across the small gap, but hop across in order to be discovered by any one of the enemies in the area up ahead. When they begin to approach, hop back across the gap and gun them down as they attempt to hop across after you. When the coast is clear, hop back across and collect the Handgun Ammo on top of the crates directly in front of you. Move left a tad, and a rather large fellow equipped with an equally large gatling gun will drop down from a nearby tower. Stay behind the wall here, equip your rifle, and fire away at his head until he dies, thus allowing you to collect the 15,000 pesetas he drops. Carefully clear out the rest of the area, then approach the stairs on the far side and examine the lens on the left. this will activate a laser beam that zig-zags in between a series of mirrors. Climb up to the roof of the building in the northwest corner, rotate the mirror so that it's reflecting the beam toward the southeast mirror, then press the B button to cancel the process when you're successful. Head over to the southeast building, climb up to the roof here and grab the Magnum Ammo. After that, rotate the mirror here so that the beam is touching the red plate on the RIGHT side of the doorway. This will in turn open the door, allowing you to enter the next area.

Hop over the line of sandbags in order to collect a box of Shotgun Shells, then proceed along the path until a group of enemies attempt to crush you with a

boulder. Dodge the big rock, then head into the cave, smashing the barrels on the right to obtain a Green Herb. Continue across the dilapidated wooden bridge and shoot the archers stationed in the next cave in conjunction with a standard soldier. Grab the Shotgun Shells in the corner then climb the nearby ladder up to the cliffs above your current location. Next, Turn left at the top and examine the boxes to obtain another Emerald. Exit the tent, hop over the line of sandbags and take down the enemy patrolling the area. Turn around after you've done so and head north. Jump the gap, then hop through the window on the right and snatch the box of Rifle Ammo from the table. If you're spotted by nearby enemies, simply hop back out through the window you entered through and kill them as they approach. Head back inside and proceed east until you come across a large red barrel adjacent to a wall of rocks. Shoot the barrel to clear the path, then climb up to the red chest located on top of the rock ledge and collect the Golden Lynx inside of it. When the treasure is in your possession, head back to the main path.

Stand to the left of the large stack of cement blocks just north of the small building and snipe any visible enemies. Continue east to the right side of the adjacent stack of blocks and snipe the rest of the enemies up top, making the guy with a rocket launcher your number one priority. Shoot the exploding barrel on the high ledge to take care of anyone left over, then proceed forward once the coast is clear. Upon doing so, another group drops down from the bridge above. With that being said, head west through the tunnel and up the slope here, blasting enemies out of your way. Enter the small cave on the other side of the bridge to obtain some Shotgun Shells and a Green Herb, then exit and drop off the NORTH side of the bridge. Make a dash for the door at the top of the slope and wait for all remaining enemies to form a cluster just below the bridge, then shoot the wagon full of explosives to send it barreling down the hill toward the group, killing them all.

Once the onslaught has ceased, press the switch to the left of the nearby door bearing the mark of the enemy, then descend the slope to come across a merchant, who now sells the Treasure Map which reveals the locations of all the valuables scattered throughout the island. The Killer7 magnum handgun is now available, which is the most powerful weapon in the entire game, next to the Rocket Launcher of course. Continue south down the corridor and take cover behind the crate on the left side. Snipe all visible enemies up ahead, perched on top of the building and whatnot, then enter the facility via the back door nearby.

Open the locker on the left to obtain a Green Herb, then proceed down the corridor and around the corner to the white dumpster. Grab the Incendiary Grenade inside of it and proceed through the door leading into the kitchen. Blow away the enemy "hiding" behind the shelves on the left side of the room and grab the Green Herb on the counter in conjunction with the box of Shotgun Shells inside the case in the cramped side room. Next, equip the weapon of your choice, preferably the shotgun and head past the rotten meat (yummy) toward the refrigerator-like container. This container happens to be an oven of some sort, and to your surprise, a flaming enemy comes flying out at you. Quickly take him down to avoid severe damage, then examine the nearby sink to procure a Hand Grenade and proceed into the next area.

Dash down the hall and around the two corners until you come across a rather brutish fellow toting a pickaxe. Take his ass down, then head downstairs and take out yet another brute and a lone archer. Heading further into the room triggers a small onslaught of enemies to come charging down the steps to your current location, so deal with them accordingly and open the case in the corner to obtain the Red Stone of Faith. Smash the barrels under the steps to find and obtain a Yellow Herb and a small amount of pesetas, then head back upstairs and enter the room from which Ashley's voice can faintly be heard. Grab the Handgun Ammo located directly in front of you from the entrance, then examine

the video monitors to see what devilish things your foes are doing to the President's daughter. When all of that's said and done, proceed into the next room.

Head along the corridor and open the drawer you come across on your left to obtain some Shotgun Shells, then enter the door on your right to pay a visit to a Merchant. Buy and sell what you wish, as he now offers the Tactical Vest, a handy piece of armor that reduces all damage taken by a whopping 30%! Upgrades are also available for the Striker and Killer⁷. When you're done, be sure to grab yet another box of Shotgun Shells and the Rifle Ammo nearby and exit the entire area through the blue door in the back.

Immediately equip your rifle and take aim at the smashed window on the right. Get rid of any visible enemies here then concentrate on those emerging from behind the once closed garage door, including three crossbow-wielding foes that can easily be taken care of with a grenade of your choice. Grab any items scattered about the area and proceed through the double doors into the next room, where you should collect even more items inside and outside of the room to your left. Head upstairs and examine the doors you come across to find out they are both locked and require a card key for access. With that being said, collect the items nearby then continue past the stairwell until you come across a red cabinet on the wall to your right. Grab the Incendiary Grenade inside of it and continue along the corridor, smashing the crate on the shelves to the left to procure some Magnum Ammo. Enter the double doors at the end of the hall and examine the panel to the right of the next door. For the puzzle, turn the blue panels once, the green panels twice, and the red panels three times to form the correct pattern and unlock the door. Proceed into the next room.

Once inside, grab the document entitled "Luis' Memo 3" from the bed on the left regarding creatures known as Regenerators. Grab the box of TMP Ammo on the ground opposite your current location, head into the next room and pry the Freezer Card Key from the dead man's hand on the floor in front of you. Head back toward the room's exit only to see the aforementioned Regenerator come to life. DO NOT attempt to fight and/or kill it, as it will flat-out rock your world and do nothing else but waste your ammo. With that being said, sprint back to the hallway you entered in from and past the second Regenerator you come across. Head over to the freezer door that was previously locked and use the card key to enter.

Collect the items strewn about the exceptionally cold room and smash the glass on the cabinet in the back to obtain a Green Herb. Enter the smaller room just to the side of the entrance and examine the machine in order to rewrite your current card's data and obtain the Waste Disposal Area Card Key. Pretty nifty, eh? Deactivate the freezing device nearby, then head over to the northeast room to obtain the Infrared Scope, which will cause yet another Regenerator to come to life. Immediately open your Attache Case and attach the Infrared Scope to your rifle, then take aim at the monster and blast away at all the red spots on its body. These red spots are the parasites inside each monster, and once they're all destroyed, the creature as a whole will become exceptionally unstable and explode into a pile of goo. With that in mind, exit the freezer to find two more of your friends patrolling the corridors. Head down the short passage to obtain a good vantage point, then turn around and snipe away at the monsters who are approaching from two different directions: one from the north and one from the east. Next, reenter the operating room you were in earlier and take care of the Regenerator left here previously. Smash the glass cabinet inside the room the monster exited out of to obtain an Emerald, then return to the main corridor and enter the next area via the other door that was previously locked marked "Flammable Liquid."

Proceed straight down the corridor and collect the box of TMP Ammo at the

corner. QUIETLY open the door and grab the Emerald in front of the control console, then examine the controls themselves and use the device to pick up enemies patrolling the room below and dump them in the trash. After three moves however, the device ceases and enemies come barreling toward your current location. Simply stand your ground and take them out as they approach, then when it's safe to do so, drop down into the lower section and grab the Green Herb located behind the dumpster there. Examine the ledge if you must and head through the door in the corner of the area to collect more TMP Ammo. Next, head upstairs to the security room, grab the various items scattered throughout the room, and continue into the next area.

Run along the corridor and open the small red cabinet on the right to obtain some Handgun Ammo. Follow Ashley's voice to find the cell where she's being held captive, only to find two brutes guarding it. Joy. No worries, just aim for their heads with the shotgun to make easy work of the duo and collect the decent amount of pesetas they both drop. Examine the door to quiet Ashley down a tad (the last thing you need is her getting you killed) then exit through the nearby door and proceed down the steps on the other side. Collect the Shotgun Shells on the left, open the door to get the enemies' attention, then step back and let them all funnel in toward you. Toss a grenade or two in their midst if you please, then gather the box of Rifle Ammo from the counter and the Flash Grenade opposite it. Head downstairs and to the right to find a box of Magnum Ammo and proceed along the next corridor and enter the small room at the end of it to find a Green Herb and a typewriter you can use to save your game. When you're ready, exit the small room and go through the door on the right.

Go straight through the door up ahead once inside to trigger the appearance of an Iron Maiden, a much stronger version of the Regenerators you came across earlier. Keep in mind that these are similar to the regular Regenerators in the respect that you must destroy all of the parasites inside of them to do the deed, but are different in the respect of having to shoot them multiple times afterward to actually kill them. With that in mind, kill the monster, then grab the Storage Room Card Key it drops along with the box of Rifle Ammo on the nearby table. Before going back the way you came to open Ashley's cell and ultimately free her, make her wait a little longer by exploring the lab and collecting any items you may come across while doing so, such as an Emerald and some assorted herbs. After you've done so, proceed through the door in the corner of the room and into the next area.

Take a few quiet steps forward and take aim at the three crows perched atop the lowest beam of the tower's support arch. Successfully shooting and killing all three will net you some nifty stuff, so try your best to do just that. Next, pay a visit to the merchant located toward the end of the path to potentially upgrade anything you might want to upgrade, then collect the nearby items and board the lift. Ride it to the top of the tower, grab the Green Herb to the left, then head inside. Examine the console to radio for help, but unsurprisingly enough, your calls go unanswered. Snatch the box of Shotgun Shells from the counter, then begin to run back in the general direction of Ashley's cell. In the room you previously entered just before the lab (where you encountered the Iron Maiden), you'll stumble upon a small ambush consisting of several crossbow archers amongst others. Dispose of them, then approach Ashley's cell in the next room and open the door. Move toward the back of the room to reunite with the damsel in (constant) distress.

Chapter 5-2

Inside Ashley's cell, grab the Shotgun Shells on the table and head toward the

exit. A "Paper Airplane" will fly through the window, prompting you to read it. After you've done so, have Ashley stay inside the room for the time being and walk outside to confront a small group of enemies. Regroup, then backtrack to the initial waste disposal area you came across with the crane device. Enter the security room and kill the three enemies, triggering a fourth to make an appearance, locking all of the room's exits. Dispose of him as quickly as possible and activate the switch on the nearby console to reopen the door. To your surprise, MORE enemies come charging in! What fun! Anyways, blast them with your shotgun and enter the actual dump area itself. Approach the ledge, then jump down into the darkness below.

After the short cutscene, equip your rifle complete with your handy dandy Infrared Scope and pull the nearby lever to bring an Iron Maiden to life. Quickly lead Ashley over to the other side of the gate, then throw the lever here to lower it and create a barricade between you and the monster. Command Ashley to hide inside the green dumpster near your current location and collect the Rifle Ammo off to the side. Open the next gate and close it behind you, THEN blast away at the monster until it perishes. When the coast is clear, whistle for Ashley to come aid you in your next task, as you must push the nearby red container off the ledge here to form a bridge. Cross the river of sewage and command Ashley to once again hide inside the dumpster here to avoid any "accidents." Grab the box of Rifle Ammo in the corner and the Green Herb against the wall on the opposite side of the room. This will probably be enough to attract the attention of another Iron Maiden. Destroy all the parasites on its body, then back up and let the weakened monster approach. Shoot the red barrel in the corner to inflict some major damage, then finish the creature off. Call for Ashley to help you push the next red container off to the side and enter the next room.

Have Ashley stand at the entrance to the room and charge forward, taking out all enemies you come across in the corridor. When it's safe to do so, proceed through the double doors and into the somewhat cylindrical chamber. Call for Ashley, then drop down off the ledge into the main room just to be ambushed by a slew of enemies charging in from the door on the right. Take them out to the best of your ability, knocking a few into the center to conserve ammo if you wish and sprint toward to the control room in the northeast corner. Once inside, examine the lever and have Ashley pull it so you can back into the corner and take out all enemies that approach, as there sure are a LOT of them. When Ashley has successfully cleared the debris from the nearby double doors, stop what you're doing and exit the room as fast as humanly possible.

Take a few steps in the general direction of the shutter door located directly in front of you, only to hear the sounds of yet another Regenerator on the other side of it. Open the shutter, then back up and destroy the parasites it houses, thus killing it and allowing you to proceed into the room on your right. Stand far back in the northeast corner of the room and aim through the bars on the nearby door to spot a Regenerator. Kill it, then scan the room a bit to obtain some Rifle Ammo and an Incendiary Grenade. Next, head back out into the main corridor and proceed straight until you come across another Regenerator. Kick his ass then turn around and head into the room you came across on the left (if you passed it in the first place). Do the same as before and cower in the corner of the room while the Regenerator here approaches. Dispose of the monster accordingly, press the switch in one of the back corners of the room to unlock the nearby shutter door, then exit and head toward it. Sadly enough, the shutter only opens a tad, therefore you'll have to send Ashley under to operate the switch on the other side. Continue along the passage until it splits. Go right to pay a visit to the merchant and save your game, then grab the Red Herb from the locker here and exit the room. Approach the two levers on the door up ahead and have Ashley take hold of one while Leon takes hold of the other one. Watch the countdown commence on the lights

above the door, and when the center light comes on, press the A button to successfully unlock it.

Quickly grab all of the items scattered about the small room, then climb up into the back of the bulldozer here, leaving Ashley to drive. Great. Anyways, as Ashley pulls out of the garage, enemies begin to flood in from the side areas along the road. Try to pick them off as they attempt to super jump into the back of the bulldozer with you. Granted, allowing them to actually do this will net you some items upon killing anyone, but it will also put you in some serious danger if something goes wrong. As the bulldozer approaches a seemingly endless curve about halfway down the road, a speeding truck will come barreling toward you, prompting you to shoot out its engine with your rifle to essentially blow it up. After the second wave of enemies, the truck in turn makes a second appearance. Repeat the process you went through the first time to get it off your asses then prepare yourself for what's to come.

When the bulldozer stops inside a rather small room, it's Leon's job to climb up to the top level to activate the switch that, in turn, raises the bulldozer to the appropriate height so you can continue on. With that being said, climb up the ladder of your choice and try your best to get over to the switch without dying or letting any enemies below attack Ashley. Snipe them if need-be, then operate the switch and hop back into the bulldozer. When the vehicle reaches the top level, equip the TMP if you have one and try to pick off the enemies you come across on the platforms suspended overhead. If a TMP isn't in your possession at this time, stick with the pistol or rifle. Use grenades when necessary to take care of multiple groups if things get hairy, then prepare yourself as the flaming truck of doom makes yet another appearance. Blast away at its grill to sent it careening sideways into the wall, after which time Ashley will do the same, prompting you to dismount the vehicle.

Grab the Handgun Ammo near the crash site and head into the next room. Open the various cabinets and such strewn about the room to obtain some Gold Bars, a Green Stone of Judgment, and a small amount of pesetas near the merchant, whom you can pay a visit to if you wish. Save your game, then head into the next room for another brief confrontation with Lord Saddler. Hooray! Ashley is kidnapped AGAIN! When will it stop? Only time will tell.

Chapter 5-3

As easy as it may seem to run after Saddler and Ashley, don't do it. They're already long gone, so head over the stairwell to find some Gold Bars worth 5,000 pesetas and proceed up to the next level. Read the document entitled "Our Plan" on the altar, then proceed into the next room. Continue along the passageway and destroy the boards covering the entrance to the room nearby to grab the attention of most other enemies in the area, prompting you to kill them as you approach the stairs. Shoot out the skylights above the stairs to obtain an Emerald, then take out the archers positioned nearby as well as in the small corridor in front of the boilers. Head upstairs and collect the items strewn about the office here, then head back downstairs and behind the boilers to the storage room beyond where you can collect a Flash Grenade and a small amount of pesetas. Once you've done so, proceed to the door in the corner and enter the next area.

Head straight through the corridor and into the next room. Grab the box of Shotgun Shells on the floor and hop aboard the lift. Step off when it reaches its destination, then proceed forward to trigger a small cutscene with an old buddy, Krauser. Don't let your guard down, as this is in fact a seriously

interactive scene to say the least. With that being said, be prepared to press a combination of dodge buttons in conjunction with rapidly tapping another button when Leon is thrown to the ground. After the scene, proceed east, drop down off the platform and exit the room via the door in the corner.

Wow, what an ornate hallway, huh? Too bad it's not as nice as it seems. Walk forward until a series of laser beams appear in front of you. Take note of the patterns each set of lasers moves in, then carefully walk past each of them. When you approach the end of the hallway, the lasers will form into a seemingly unavoidable array, speeding toward you at a rather fast rate. Press the dodge buttons displayed onscreen, then take another few steps forward to trigger the appearance of another array on the opposite side of the hallway. Dodge these, then press the switch to the side of the door at the end to initiate the final sequence of beams to come charging at Leon. Dodge THOSE, then proceed into the next room. Approach the throne, then turn around and aim high above the doorway. Shoot the glimmering object off the wall here to obtain the Elegant Headdress, then examine the throne from the FRONT to obtain an Emerald. Press the A button when the "?" appears onscreen to take a seat if you wish. When all of that's said and done head through the door in the back of the room and ride the lift down to the caves below.

Proceed forward and descend the stairs. Search the little niche located just beneath the staircase to find a Green Herb and another Emerald. Follow the passage until you reach a somewhat open area with a merchant on the right and a exceptionally large door straight ahead. Examine the boxes of ammunition to the left of the merchant to find and read the document entitled "Luis' Memo 4," then tune-up your weapons, save your game, and collect the Red Herb and Magnum Ammo in the small room here. When you're ready, enter the next area and head toward the busted up cage to obtain a Yellow Herb housed inside of it. Cross the bridge, collect the TMP Ammo near the fire pit and equip your shotgun; you're gonna need it. Enter the next area to get a quick glimpse of this horrible place, then try your best to continue along the path before a ridiculously ugly monster attacks you. Leon is then flung into the series of three suspended cages hovering above the abyss below.

When the monster approaches you, blast away at it with your shotgun until it leaps out of sight, then collect the box of Shotgun Shells nearby. Head north from your starting position, then west to a small shutter door. Shoot out the green light to the right of the door to open it, then operate the console beyond. Return to the center aisle and be ready to dodge an attack from above if the monster feels inclined to take a swing at you. At the south end, head west to obtain a Green Herb, then head east and shoot out the green light to the right of the shutter door here to open it. Follow the passage until you come across another console, then operate it. This will trigger a countdown, providing you with only thirty seconds to depart from your current cage and into the next one. Unsurprisingly enough, the monster continues to attack as you attempt to do so, therefore you should be on your toes at all times.

When you enter the second cage, turn right to find a small amount of pesetas then proceed west until the monster attacks you once again. As soon as the coast is clear, backtrack a bit then proceed straight down the center aisle, right down the next path and left at the corner. Operate the console here and head back toward the center aisle once again. Approach the shutter door on the opposite side of the cage from the console you just examined and shoot out the green light above it to continue. Head over to the northeast corner to grab a Hand Grenade, then turn around and run in the opposite direction toward the console here. Operate it then sprint out of the cage and into the third one before you fall to your doom, which is never fun, especially in this situation.

Turn right and press the switch to open the red shutter door and be prepared to

rapidly press the button displayed onscreen to free yourself from the monster's grasp. Proceed down the center corridor to the opposite side of the cage and follow the path to the north side and shoot out the green light above the door on the other side of the gate here. Head back over to the cage's entrance and go through the newly opened shutter door to find a console you can operate. Do just that, then run back through the center corridor to the opposite side of the cage again. Open the door and try your best to ignore the monster for the time-being. Jump for the cable suspended from above to swing safely over to the other side of the chasm. Hooray! The monster is gone! Just kidding, you're going to have to equip either a magnum handgun or the mine thrower for the upcoming battle, so do so and take a look at the "Bosses" section below to find out how you can dispose of the monster quickly and easily.

When the battle's over, head toward where you first entered the area and proceed through the door on your right. Follow the passage to a relatively open area, then search to the right of the stairs to find a Green Herb. Board the lift nearby and ride it back across the abyss to the very beginning of the entire area to collect another Green Herb, then ride back and climb the sequence of ladders and collect the box of Shotgun Shells and the Hand Grenade on opposite sides of the room. Once you've done so, open the door QUIETLY and smash the barrel near the fence to obtain some Handgun Ammo. Equip your rifle and approach the edge of the cliff nearby. Survey the campsite below and aim at the exploding barrel positioned near the small group of villagers standing around a fire. Shoot it to destroy a majority of the camp, then drop down and search the remaining areas for any stragglers. Be sure to collect items while roaming about the campsite, as there are quite a few. When the coast is clear, Enter the tent and drop down through the hole into the tunnel below. Aim at the ceiling and shoot the shiny object near the ladder to obtain an Emerald, then continue along the passage until you come across a room on your right. Collect the Blue Stone of Treason here, then exit the small room and continue on until you come across another area on the left. Smash the crates to obtain a whopping 5,000 pesetas and feel free to pay a visit to merchant located at the back of the tunnel, as well as collect and read the document entitled "Krauser's Note" located on the table next to the typewriter. After that, climb the ladder and enter the next area via the large double doors up ahead at the end of the path.

Drop down off of the cliff and proceed through the area until Krauser strikes. Continue up the stairs ahead, kick open the door to the nearby building and enter. The room's only exit besides the door you entered in through is on a timer, and will not unlock until the timer reaches zero. With that being said, quickly collect the Green Herb and Magnum Ammo on the ground floor, then climb up the roof and duel Krauser for a bit. To do so effectively, blast away at him with your TMP if you have one (shotgun otherwise) to inflict some damage and repeat this process until he drops a flash grenade and disappears. Shortly thereafter, the door back on ground level is unlocked, allowing you to pass through into the next area.

Proceed straight ahead cautiously, as Krauser is hiding behind one of the dilapidated walls up ahead. If you stick to the right side of the path and approach quietly, you can get a few shots in before he starts to charge. When he's gone again, collect the box of Shotgun Shells on the ground to the left and continue down the small flight of stairs. Examine the ornate door off to the north to see where the two artifacts you must recover fit into in order to open it a little later on. Grab the Handgun Ammo nearby and take cover behind one of the large pillars on either side of the main path. Equip your rifle and snipe away at Krauser, who's now located on top of the building at the end of the bridge up ahead. Continue to do so until he hops down from his perch and sprints toward your current location. Do what you must, then enter the building Krauser was just on top of. Collect the box of Shotgun Shells and smash the barrel to obtain a First-Aid Spray. Climb to the roof to grab some TMP Ammo,

then drop down off the building and head east into the next area.

Collect the Green Herb in the passage and ascend the stairs to come across the Piece of the Holy Beast, Panther. When Krauser makes yet another appearance, be prepared to press the dodge buttons displayed onscreen to avoid the grenades he throws. Fight him off, then scavenge the area to come across and obtain a Red Herb and some Handgun Ammo. Next, push the nearby statue out away from the wall past the corner then south onto the floor switch. Pull the newly accessible lever to raise the gate, then move around the north side of the building nearby to spot Krauser's shadow on the ground directly in front of you. Toss a grenade in his general direction to drive him out of his hiding spot, then take care of him in the usual manner. Pull the lever next to the gate to open the area below, then drop down. Shoot out the two spider robots visible to you when you land, then collect the Green Herb and TMP Ammo across from the ladder. Head south to the next corner and shoot at the robot burrowed in the ground. Hold your position to get a glimpse of the sentry robot that floats in from the right. Shoot out the camera part of it, as if it spots you, it'll unleash a barrage of bullets upon you, causing a severe amount of damage. Proceed to the southeast corner, and look around until you spot two more robot bombs in the passage nearby. Proceed out into the open, press A to respond when Krauser addresses Leon, then dispose of the two robots that appear after the cutscene. Enter the cylindrical tower, collect the Yellow Herb, ascend the stairs and climb the ladder. At the top, head across the roof to collect a Green Herb and some Magnum Ammo, then over back over to the opposite side to collect the Piece of the Holy Beast, Eagle. When all of that is said and done, prepare yourself for the final fight against Krauser himself. Take a look at the "Bosses" section below for details pertaining to his demise. When the battle has been won, drop down through the hole nearby to the level below and exit through the doorway. Head over to the door you came across earlier and assemble the pieces of the Holy Beast in the correct order to create an exit.

Chapter 5-4

Grab the Green Herb near the area's entrance and save your game if you wish, then continue up the hill. For this next hellish part, Leon will be accompanied by a helicopter. Allow the helicopter to take out the small group of enemies nearby, then run forward until another enemy mounts the turret above. Take cover behind the pillar on your right, then dash over to the tent between each barrage of bullets. When the tower is destroyed by the helicopter, you can exit the tent and proceed east. Hop over the wall of sandbags and into the destroyed structure. A slew of enemies emerge from another tower near your location, prompting you to stand your ground and wait for the helicopter to take out all who approach while you continuously knock down the ladder. This will then allow you to jump down to the area below and collect the various items scattered about the area in conjunction with deciding on how you're going to proceed into the next area.

If you choose to break the padlock off of the gate nearby and proceed through the lower level of the area, you must first take into consideration the fact that the chopper will not be able to provide you with cover fire here. Still want to go through with it? Well alright then, let's do this! Blast all oncoming enemies out of your way and smash the barrel in the corner to obtain a Yellow Herb. Proceed through the tunnel, climb the ladder at the back of the tower, and head around the side of the building to come across a barrel containing a Flash Grenade. Grab it, then take aim at the exploding barrel nearby and fire away at it to eliminate a majority of the horde of enemies crowding around the front of the building. Go through the side door and into the next area. If you've decided to take the high road, then you really

shouldn't be reading this, so continue reading from the next paragraph on.

As for the route that provides for cover fire from the chopper, move toward the large wooden gate until a slew of enemies emerges from their previous location and appears on the platform above. Hide behind the wall on your right and dispose of any enemies who might not be disposed of by those throwing dynamite in your general direction. When the coast is clear, the chopper should destroy the gate, allowing you to continue on. Climb the ladder on your left to find and obtain a Green Herb, then proceed to stand your ground and take out any enemies that climb up after you. When it's safe to do so, drop back down to the lower level and attempt to cross the bridge. This will catch the attention of a large fellow who will in turn man the turret on top of the tower up ahead. Take cover behind the metal wall once again, then let any enemies that cross the bridge toward you get close before you pop out and gun them down. Next, wait until the chopper destroys the tower, then cross the bridge; for real this time.

Made it here in one piece? Great! Now, collect the Green Herb and Handgun Ammo inside the tower to the north, then press red button to open the door in the northwest corner. Proceed through the door a tiny bit and take note of the gatling gunner across the way. Sprint toward the nearest form of shelter and blow away all enemies who approach. When the coast is somewhat clear, dash up the steps nearby to the level above and use your rifle to blow the head off the gunner down below. Slide down to his corpse and collect the 15,000 pesetas he drops along with the Hand Grenade in the corner, then drop down and pull the lever to open the shutter door below. Drop down yet another level and collect the small amount of pesetas in the barrel near the edge of the pit. Search all areas within the general vicinity of the shutter door for more items, then proceed through into the next area.

When the shutter door closes behind you, sprint forward and press the A button to crouch behind the wall of sandbags as a barrage of machine gun fire comes raining down upon your surroundings. Between each round of this barrage, stand up and sprint into the tunnel on your left. Climb the ladder and stay here for a bit to easily take care of any enemies that might try to follow you. Once you've done so, run back out into the open when the gunfire ceases for the time-being and take cover behind the high wall or the low one off to the left. Stay here until the chopper takes out roughly two of the towers in the surrounding area, then wait for the final turret to stop firing and run around the catwalk on the upper level to the squarish area where the northernmost tower was standing previously. Grab the box of Shotgun Shells from the barrel at the back of the platform, then stay behind the metal wall nearby and take out any enemies that might be approaching from behind. Next, wait until the chopper manages to destroy the final tower in the area and continue west. Kick down the gate blocking your path and activate the switch to remove one lock from the shutter door blocking your exit. Return to the square you were just at and drop through the hole down to the level below. Head south a bit to obtain some TMP Ammo, then be sure to kill the gunner mounting the central turret if necessary in conjunction with the last group of enemies scattered about. When the coast is, once again, clear, approach the ladder leading up to the southwest platform and move toward the shutter door. Activate the second switch, open the door, and drop back down to the level below. Enter the next area via the double doors.

Proceed up the stairs and watch as the chopper takes out another small group of enemies. Collect the items dropped, then turn around and face the entrance and shoot the gleaming object down from its position at the top of the stone column to obtain an Emerald. Smash the barrel under the archway to obtain a First-Aid Spray, then shoot down another Emerald from the column on the north side of the area. Head in the general direction of the door in the northwest

corner and collect the Green Herb on the right side of the path, then continue on and drop down through the hole here. Check the stone table behind the ladder to find and collect a Pearl Pendant along with the Handgun Ammo in the next room. Continue along the passage and into the next room via the double doors.

As you enter, feel free to use the typewriter on the table located directly in front of you. Make sure to open the drawer behind the desk to obtain a box of Magnum Ammo in conjunction with the other various items scattered about the room. Proceed into the prison and open the red bin to the left of the initial entrance to find a sack filled with something that's still partially alive it seems. Shoot the bag, then move to the opening on your right to observe a Regenerator walking down the corridor toward you. Step back, equip your rifle and Infrared Scope, and blast away at the parasites on the monster's body. Now although it's not an Iron Maiden, this Regenerator won't immediately explode after you take care of its parasites, so equip your shotgun afterwards and blast away at it until it does. When it's safe to do so, continue along down the corridor and enter the first cell on your right to obtain a box of Rifle Ammo, then collect the Red Herb at the base of the stairs at the end of the hall. Move off to the left of the stairs and pull yourself up onto the platform to reach the prison's exit.

Once outside, grab the Green Herb located just below the stairs and smash the crate to procure a small amount of pesetas. Head around the corner to stumble upon a slew of crossbow snipers. Take them out, along with the enemy stationed in the room on the upper level, then proceed to clear the area out further until a machine gunner makes an appearance. Mount the center platform and blast away at his head with the rifle until he perishes. Collect the 15,000 pesetas off the corpse and examine either of the consoles on the middle level to trigger an unpleasant event that involves an enemy removing a card key from the lock system. Take out the enemies that appear, utilizing the exploding red barrels when necessary. One of them possesses the Emergency Lock Car Key you desire, so find it and reinsert it into the system in the north room on the top level. Activate both consoles in the two rooms on the middle level and exit through the north door and proceed down the stairs. When you reach the corridor on the bottom level, blow the heads off the two guys holding shields and take care of the parasites that emerge accordingly. Grab the box of Shotgun Shells from inside the cage to the south and enter the next area.

Hooray! Leon has reunited with Ashley once again. Sadly enough, the two find themselves trapped inside a narrow corridor from which you must escape. Proceed through the double doors and pay a visit to the merchant here, selling any items that aren't useful along with any treasures you might have to make some extra cash. Follow the path nearby off to the right and shoot the barrels to find Gold Bars worth 10,000 pesetas total. Grab them TMP Ammo and Green Herb near the wall here along with the document entitled "Luis' Memo 5" near the exit. When you're ready, proceed through this exit and into the next area.

Dispose of the enemies scattered throughout the corridor with your shotgun preferably, using grenades when needed, then feel free to reenter the room where Leon was seen rescuing Ashley earlier to obtain some Shotgun Shells, Magnum Ammo, and a Red Herb. Once the items are in your possession, return to the corridor on the lower level and open the double doors at the south end of it. This will trigger a cutscene showing both Leon and Ashley removing the parasites that'd been previously implanted inside their bodies. After the scene, the chapter will end, but make sure you grab the Yellow Herb, Shotgun Shells, and the document entitled "Out Mission" before you continue on.

=====

5.6. Final Chapter

=====

Since, the final chapter can be considered one big boss fight with the exception of its aftermath, I'm going to take this time to tell you to grab the Green Herb in the corner to the left of the area's entrance as well as pay a visit to the merchant. Sell all weapons with the exception of your shotgun and a rocket launcher. Keep all first-aid related items and tune the shotgun up as much as possible before proceeding down the stairs to the elevator on the level below. For a simple strategy pertaining to Lord Saddler's demise, please refer to the "Bosses" section below one final time.

After the battle, you must race back to the elevator you first entered the area on, as a timer counts down the time you have left to safely depart from the island. Lead Ashley through the tunnel to a small alcove where a jet-ski awaits. Use the Jet-ski Key obtained previously to start her up and speed through the tunnel, avoiding debris, until you reach the end. Make sure to dodge all falling obstacles on your way out too, as the island is, you know, in the process of exploding. After that, enjoy the final cutscene and the extra features the game has to offer, you've earned them!

-- 6. Bosses --

Below you will find in-depth strategies pertaining to each boss you'll encounter throughout the game. If you have any further questions on how to defeat any one of these bosses, please do not hesitate to contact me!

=====

6.1. Chapter One

=====

El Lago

Found: Chapter 1-3, Lake

Item(s) Needed: Motorboat, Harpoon (provided)

Shortly after the cutscene, the motorboat's anchor gets caught on one of El Lago's fins, thus allowing the monster to drag Leon across the lake towards a couple of floating trees. Simply turn the boat left or right to avoid these, as hitting any form of debris causes the boat to capsize, throwing Leon overboard. If this happens, you must rapidly tap the A button in order to swim back to the boat. Please keep in mind that as El Lago begins to take damage, Leon will be thrown farther from the boat every time it capsizes. That being said, El Lago also attempts to capsize the boat itself with its massive body, so make sure to steer out of its way whenever it's getting ready to do so.

In terms of damaging El Lago, press and hold the R button in order to raise a harpoon, aim with the Control stick, then press the A button to throw it. Repeat this process until El Lago dives underwater and attempts to capsize the boat. Like I stated above, quickly steer out of the monster's way, then continue throwing harpoons at it. Occasionally, El Lago stops dragging the boat. When it does this, immediately pick up a harpoon and begin to search for El Lago as it resurfaces. Red arrows on the screen will tell you where to look.

Make sure to launch enough harpoons into the monster's mouth to make it dive back underwater rather than capsize the boat. When El Lago is defeated, it dives back underwater, but unfortunately for Leon, the rope from the anchor gets caught on his leg. Rapidly tap the button displayed at the bottom of the screen in order to cut yourself loose.

=====
6.2. Chapter Two
=====

El Gigante

Found: Chapter 2-1, Quarry
Item(s) Needed: Flash Grenade, Handgun, TMP

If you saved the wolf at the beginning of the game, he'll reappear and distract El Gigante, allowing you to safely shoot the monster from behind. Whenever El Gigante begins to focus his attacks back on you, whip out a Flash Grenade and toss it in front of him. The grenade will temporarily stun him, allowing you to fire away at him until he comes to. If you don't have any grenades in your possession however, simply keep a safe distance away from the monster as it approaches and continue to fire away at it with the TMP or a handgun. When a significant amount of damage has been done to El Gigante, its parasite will emerge from behind its head. When it does so, run up to the monster and press the A button to climb onto his back. Next, rapidly tap either the A or B button in order to slash away at the monster's parasite with your knife. After repeating this process about 4 times, El Gigante will be defeated, allowing you to collect the Gold Bars equivalent to 15,000 pesetas that it drops. On an additional note, make sure to stay away from the shacks in the southern part of the quarry, because if El Gigante manages to smash any one of them, you won't be able to collect the items each one of them holds after the battle.

El Gigante (2nd encounter)

Found: Chapter 2-3, Alternate Path
Item(s) Needed: Handgun, TMP, Flash Grenade

Almost immediately after the creature enters the area, Ashley points out a massive boulder that's resting upon a weak platform. Back up a few steps in order to get a good look at it, then shoot the platform out from under the boulder as soon as the monster starts to lumber toward you. If you timed this right, the giant SHOULD walk directly under the boulder, thus giving himself a mild head injury for the time being. While El Gigante recovers, sprint over to the door up ahead and shoot each of the chains off of it in order to proceed into the next area. As El Gigante begins to lumber towards Leon and Ashley again, wait until it begins to smash down the wall you just passed through. Since the monster takes a decent amount of time while doing this, equip the TMP and pump it full of lead until it busts down the wall with a single (slow) blow. As you continue along the path to the next gate, equip a Flash Grenade and toss it out in front of the monster in order to stun it, allowing you to safely enter each of the shacks up ahead and grab what's inside. When the monster comes to, sprint toward the second gate and repeat what you did in order to get past the first one. When El Gigante approaches, equip the TMP once more and fire like crazy until the parasite emerges from its back. As soon as

this happens, command Ashley to wait, then sprint up to the monster and climb onto its back. Next, press either A or B in order to slash away at the parasite, and repeat this process until the monster is defeated.

Bitores Mendez

Found: Chapter 2-3, Torture Shed

Item(s) Needed: Handgun, Shotgun, TMP, First-Aid Spray

After the short cutscene, Mendez will be fully transformed into one hideous monster. Equip the Shotgun and fire at his exposed spinal column until he separates into two pieces. Occasionally the game will require you to press a combination of two buttons in order to dodge the monster's attacks, so it'd be in your best interest to do so in order to avoid being killed instantly. Anyways, once the chief has been separated into two pieces, quickly climb the ladder located at the back of the shed up to the top floor. Once there, the monster's upper torso begins to swing towards you from the support beams that are stretched across the ceiling. Equip the TMP, and when Mendez gets close, unleash a barrage of bullets upon him until he falls to the ground below. Hold your position and repeat this process until the hideous monster is defeated. When the battle's over, take some time to roam about the shed to collect various items, then head over to the village chief's dead upper body and retrieve the "False Eye" along with some Gold Bars worth 30,000 pesetas.

=====

6.3. Chapter Four

=====

Verdugo

Found: Chapter 4-1, Abandoned Irrigation Station

Item(s) Needed: Liquid Nitrogen tank, Rocket Launcher, Shotgun

At the start of the battle, be prepared to dodge the monster's initial attacks, then when the timing is right, locate one of the many liquid nitrogen tanks strewn about the room. Stand next to it, then when the monster approaches, press the A button to knock it over and freeze his ass. When the monster is (temporarily) incapacitated, whip out your rocket launcher if you have one, take a step back, and blow Mr. Bug to bits. However, if you have the misfortune of not having a rocket launcher in your possession, equip your shotgun in its stead and blast away at Verdugo until he shakes off his icy coating and continues after you. When you've depleted the room of its liquid nitrogen tanks, and the shutter door begins to open, sprint out into the corridor, dodging all attacks that must be dodged until you come across yet another tank you can knock over. Repeat the above process by continuing down the corridor until you reach a small room off to Leon's right where a box of TMP Ammo is located. Utilize the tanks in here, blast away at the monster with your shotgun, then quickly exit the room and reenter the area where the elevator is awaiting your arrival. Knock over the last tank here to once again immobilize the mutant bug, then either flee or stay and fight in order to obtain the Crown Jewel it drops. Either way, ride the elevator down to the level below when you're through.

Los Dos Gigantes

Found: Chapter 4-2, Blast Furnace

Item(s) Needed: TMP (optional), Shotgun, Flash Grenades, First-Aid Spray

Before the battle begins, consider the reward options before taking the easy way out I'm about to describe to you. I say this because each giant is worth 15,000 pesetas, so if you'd like a total of 30,000 pesetas a reward for successfully killing the deadly duo the old-fashioned way, go for it. For those who can live without 15,000 extra pesetas in their pocket, please continue reading.

At the start of the battle, sprint over to the ladder leading up to the top of the scaffolding on the east side of the room. Climb up to the top, then when one of the giants starts to shake the structure in attempt to shake Leon off, press the action button displayed onscreen to slide down to the level below via zipline. Approach the lever on the wall here, then press the A button to grab hold of it. Watch as one of the giants walks right on top of the trap door located in the center of room. That being said, pull the lever as soon as the giant is directly on top of the door. This will result in the melting of one foe, making the fight a little easier than it was at the start, but make sure you stay away from the edge of the pool until the trap door closes on its own. As for the second giant, you're going to have to resort to the old-fashioned way of dealing with these bad boys by simply blasting away at them with your TMP or shotgun, then sprinting up to it and slashing at the parasite that pops up when the monster kneels in pain. Repeat this process, using Flash Grenades when needed to temporarily stun the monster, until he falls, allowing you to collect your reward and continue on your merry way.

Ramon Salazar

Found: Chapter 4-4, Tower Apex

Item(s) Needed: Rocket Launcher, Shotgun, Handgun, Rifle, First-Aid Spray

When the battle starts, Leon faces three impending sources of pain and/or death: the central head along with its two tentacles, one on each side of the room. The tentacles, to your relief, can be damaged enough to the point where they retract into the wall, but DO NOT damage them both! This will cause the central head to attack, of which will kill Leon instantly. With that being said, stick to one side of the room, attacking only one tentacle until it's safe to fire away at the head with the weapon of your choice.

Shooting the large red eye on the head with your shotgun or TMP (if you have one) will maximize the amount of damage dealt. When ENOUGH damage is dealt, Salazar will emerge inside his gooey, gross-ass cocoon, allowing you to deal damage to him directly. Equipping a Rocket Launcher and firing at his slimy ass will kill him instantly, whereas not having a Rocket Launcher will force you to blast away at him with your rifle until the tentacles form a shield around your foe, ending your barrage of gunfire. Just repeat this process until Salazar is dead once and for all, but keep in mind that the central head can still attack occasionally if only one tentacle is damaged, but it's an easy attack to dodge. If a tentacle hits you however, you'll be knocked down to the level below, where you'll be forced to fight your way through a mess of Plagas back up to the main level. When the battle is over, collect you reward of 50,000 pesetas along with the remaining items scattered about the room.

=====
6.4. Chapter Five
=====

U3
--

Found: Chapter 5-3, Underground Cave
Item(s) Needed: Magnum handgun, Mine Thrower, Incendiary Grenades, First-Aid

Before the battle starts, take note of the fact that all damage inflicted on the monster in the previous scuffles you had with it does not count toward a quick end to the fight. With that being said, sprint into the area up ahead and off to the right side of the path. Run into the passage up ahead and pull the lever there to lower the gate, thus preventing the monster from attacking Leon for a short while, allowing to shoot ONLY it's tail, as that's the only way to inflict damage upon it. When the beast breaks through the metal bars, continue along the passage and shoot any exploding barrels you come across when the time is right to inflict even more damage! Collect the Handgun Ammo you come across while doing so, then head left and around the corner. Throw the lever here to once again trap the monster, then let him have it. If you've done enough damage to it by this point, it should die, but if not, run to the south corner of the area and allow the monster to approach. Shoot the red barrel here for some extra damage and be wary of its tail attacks that come up from underground. When you finally manage to down the monster, collect the 50,000 pesetas it drops and continue on your merry way.

Jack Krauser

Found: Chapter 5-3, Fortress Ruins
Item(s) Needed: Magnum handgun, First-Aid, quick reflexes

When the fight starts, press the dodge buttons displayed onscreen to leap over the side of the platform to avoid being struck by Krauser's initial attack. Rapidly tap the A button to pull yourself back up onto the roof, then make sure to stay away from the edges for the remainder of the fight. Judging by how you now have a time limit in terms of defeating him, equip your magnum handgun and let the fun begin.

As Krauser approaches, aim and shoot at his knees. This will cause him to kneel in pain, his head will be exposed, allowing you to get a shot or two at it. When he gets too close, simply relocate to another area of the roof and repeat this process until it's necessary to press a series of dodge buttons if you're too slow when doing so. After a while, Krauser will ultimately die, allowing you to collect the final piece of the Holy Beast; the Serpent.

=====
6.5. Final Chapter
=====

Lord Saddler

Found: Final Chapter, Construction Platform

Item(s) Needed: Shotgun, Rocket Launcher, First-Aid Sprays

At the start of the battle, immediately equip your shotgun and blast away at any one of the smaller eyes located on his legs. When the monster drops its head down, exposing the large eye on its center head. Run up to it and press the A button to climb up onto its back and stab it in the eye. When the attack is finished, turn around and run in the opposite direction until the monster regains consciousness and races toward you again. Repeat the aforementioned process once more on the eye you just attacked as well as once or twice on the other eye. The eyes in back can be shot to do the same amount of damage, but when each one of these eyes closes, no further damage can be done to Saddler using this method. With that being said, the central eye will become your primary target and can be damaged using exploding barrels or the cranes on either side of the area. The cranes will in turn swing a bunch of beams in the general direction of Saddler's gross-ass head, damaging him severely. Roughly halfway through the battle, Ada swings by and drops of a rocket launcher containing a "special" rocket. Pick up the weapon and equip it, then fire away at Saddler's head to end the battle immediately. The amount of eyes destroyed will determine the amount of pesetas dropped by the monster.

In terms of how Saddler will attack you and how you're put in danger just walking around the area in general, there are quite a few hazards to watch out for. When crossing a bridge to the other side of the platform, be prepared to press a series of dodge buttons, as the bridges collapse when the lights adjacent to each one turn orange. Pressing the buttons will allow you to safely jump over to the other side, prompting you to rapidly tap the A button to actually pull yourself to actual safety for the time-being. When Saddler attacks, however, it's an entirely different ball game as he does actual damage to you rather than just scare you half to death. He'll grab Leon with his central head and slam him to the ground in conjunction with slashing at him with his tail. There isn't much variety, but if he successfully lands any one of these attacks more than once, you'll be in pretty bad shape, possibly dead.

--= 7. Assignment Ada =-

In this relatively short bonus mission, you play as Ada Wong, whose goal is to infiltrate the island base and recover five Plaga Samples. These samples must fit into her Attache Case in conjunction with the items you start out with, these being the Punisher handgun, TMP, and semi-automatic Rifle. Unlike Leon, Ada does NOT possess a knife, therefore you'll have to shoot at crates and barrels to destroy them and obtain what's inside. Another difference that'll become apparent early on is that of not having to kill every single enemy you come across along the way. Doing so would be a waste of ammo and in some cases, your own health. With this information, in mind, let's get started shall we?

=====
Walkthrough
=====

As soon as you infiltrate the familiar beach area, avoid using the previous method of getting rid of all enemies that approach by knocking them off the edges of the island into the water. This will ultimately waste ammo, which really isn't a good thing. Instead, proceed to the ladder at the rear entrance and crawl through the ventilation duct to get inside the building where the

five Plaga Samples are located.

Once inside, take a look at your in-game map. The locations of the five aforementioned samples are marked with treasure icons on the map. Proceed through the area to the Autopsy Room where you first discovered the existence of the Regenerators upon progressing through the regular game. You can find another sample inside the freezer nearby, as well as inside the cell where Ashley was being held captive earlier. Repeat the above process to collect each one of the samples quickly and safely, conserving ammo of course, then proceed to the Research Lab to collect the fourth sample, only to be confronted by a slightly larger group of enemies that put the place on lock-down. Clear the area, then operate the security console near the room's entrance to unlock the doors and exit toward the Communications Tower where Leon tried to radio for help earlier during the regular game.

When you reach the bridge leading across the chasm to the tower itself, you'll be confronted by none other than Jack Krauser himself, who holds the fifth and final Plaga Sample needed to complete your mission. To defeat him, simply utilize your TMP and Hand Grenades to dispose of your foe quickly and easily, similar to the strategy you used when facing him as Leon toward the end of Chapter 5. When Krauser's been disposed of, grab the last Plaga Sample and ride the nearby lift to the top of the tower in order to radio for an extraction chopper to come pick up Miss Wong and return her to safety.

=====
-- 8. The Mercenaries --
=====

The second of two mini-games you unlock upon completing the game, The Mercenaries is a fast-paced, incredibly intense experience that you won't soon forget. Your goal here is to kill as many enemies as possible before time runs out. In terms of how fast you kill enemies, the faster you kill them in succession, the more the combo rate increases, thus increasing the value of each kill. To extend your time however, you must collect the hourglasses scattered about each of the four stages, which is highly recommended if you want to obtain a four-star ranking (30,000 points or more) or a five-star ranking (60,000 points or more). Scoring a five-star ranking on any stage will unlock the Handcannon for use in the regular game!

=====
Characters
=====

Leon Scot Kennedy

- How to Unlock: Default character
- Inventory: Blacktail, Riot Gun, First-Aid Spray
- Description: Since Leon's the only character available at the start, you're going to have to use him. This shouldn't be a problem for you however, as you should be more than accustomed to his as well as your style of fighting and ways of dealing with enemies.

Ada Wong

- How to Unlock: Achieve a four-star ranking on the Pueblo map.
- Inventory: Punisher, TMP, Semi-auto Rifle, Scope, Handgun Ammo x30, TMP Ammo x100, Rifle Ammo x5, Incendiary Grenade x3, First-Aid Spray.
- Description: Sadly enough, Miss Wong has nothing to defend herself with in close-range encounters, but she does have quite an arsenal at her disposal, so use it to your advantage.

Jack Krauser

- How to Unlock: Achieve a four-star ranking on the Castle map.
- Inventory: Krauser's Bow, Arrows x30, Flash Grenade x4, First-Aid Spray
- Description: Krauser is, without a doubt, the most powerful character featured in The Mercenaries mini-game, for a variety of reasons. For example, his bow kills most enemies in one shot, his knife attack is more lethal than that of Leon's, and his arm can transform with the press of a button, thus allowing you to perform a charge attack that literally tears anyone it hits to shreds. With that in mind, camping out in a corner of any stage and constantly taking out approaching enemies is a must for obtaining any kind of high score.

HUNK

- How to Unlock: Achieve a four-star ranking on the Island Commando Base map.
- Inventory: TMP (Custom), TMP Ammo x75, Hand Grenade x3, First-Aid Spray
- Description: HUNK, although not as stacked as any other character in terms of artillery, does have a pretty nifty attack that allows you to bring nearby enemies in close to you and snap their necks. This is very useful in close-quarters combat, AND it conserves ammo.

Albert Wesker

- How to Unlock: Achieve a four-star ranking on the Waterworld map.
- Inventory: Handgun, Handgun Silencer, Killer7, Semi-auto Rifle, Hand Grenade x4, Flash Grenade x3, Incendiary Grenade, First-Aid Spray
- Description: Same as HUNK, minus his nifty neck-break attack, but Wesker's silenced handgun allows for the easy disposal of enemies without alerting others nearby. Great if you're low on health or just don't feel like dealing with hordes of enemies swarming in toward you from all directions.

=====
 -= 9. Weapons -=
 =====

This section provides an in-depth look at all of the weapons available to you throughout the entire game, along with their specific upgrades. Please note that certain weapons, such as shotguns, magnums, and rifles (with the exception of the Semi-Auto), have firing speeds that CANNOT be upgraded.

=====
 Handguns

=====

```
+-----+-----+
| Name: Handgun           | | Name: Red9           | |
| Price: 8,000           | | Price: 14,000       | |
+-----+-----+
```

```
|
| Firepower:           | Upgrade Cost:       | | Firepower:           | Upgrade Cost:       | |
| Lv1: 1.0            | Lv1: -              | | Lv1: 1.4            | Lv1: N/A           | |
| Lv2: 1.2            | Lv2: 7,000          | | 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: Crit. x4       | Exc: 57,000         | | Exc: 5.0            | Exc: 80,000        | |
|
+-----+-----+
```

```
|
| Firing Speed:        | Upgrade Cost:       | | Firing Speed:        | Upgrade Cost:       | |
| Lv1: 0.47           | Lv1: -              | | Lv1: 0.53           | Lv1: -              | |
| Lv2: 0.40           | Lv2: 5,000          | | 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:        | Upgrade Cost:       | | Reload Speed:        | Upgrade Cost:       | |
| Lv1: 1.73           | Lv1: -              | | Lv1: 2.37           | Lv1: -              | |
| Lv2: 1.47           | Lv2: 4,000          | | Lv2: 2.20           | Lv2: 6,000          | |
| 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:            | Upgrade Cost:       | | Capacity:            | Upgrade Cost:       | |
| Lv1: 10             | Lv1: -              | | Lv1: 8              | Lv1: -              | |
| Lv2: 13             | Lv2: 4,000          | | Lv2: 10             | Lv2: 6,000          | |
| Lv3: 16             | Lv3: 6,000          | | Lv3: 12             | Lv3: 8,000          | |
| Lv4: 19             | Lv4: 8,000          | | 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:           | Upgrade Cost:       | | Firepower:           | Upgrade 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: 5 hit | Exc: 40,000 | | Exc: 3.4 | Exc: 80,000 |

Firing Speed:	Upgrade Cost:	Firing Speed:	Upgrade 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:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 1.70	Lv1: -	Lv1: 1.70	Lv1: -
Lv2: 1.47	Lv2: 8,000	Lv2: 1.47	Lv2: 8,000
Lv3: 0.83	Lv3: 18,000	Lv3: 0.83	Lv3: 15,000
Lv4: -	Lv4: -	Lv4: -	Lv4: -
Lv5: -	Lv5: -	Lv5: -	Lv5: -
Lv6: -	Lv6: -	Lv6: -	Lv6: -

Capacity:	Upgrade Cost:	Capacity:	Upgrade Cost:
Lv1: 10	Lv1: -	Lv1: 15	Lv1: -
Lv2: 13	Lv2: 8,000	Lv2: 18	Lv2: 8,000
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:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 1.0	Lv1: -	Lv1: -	Lv1: -
Lv2: 1.2	Lv2: 15,000	Lv2: -	Lv2: 6,000
Lv3: 1.4	Lv3: 17,000	Lv3: -	Lv3: 15,000
Lv4: 1.6	Lv4: 20,000	Lv4: -	Lv4: -
Lv5: 1.8	Lv5: 25,000	Lv5: -	Lv5: -
Lv6: 2.0	Lv6: 35,000	Lv6: -	Lv6: -
Exc: -	Exc: -	Exc: -	Exc: -

Firing Speed:	Upgrade Cost:	Capacity:	Upgrade Cost:
Lv1: -	Lv1: -	Lv1: 15	Lv1: -
Lv2: -	Lv2: -	Lv2: 18	Lv2: 7,000
Lv3: -	Lv3: -	Lv3: 21	Lv3: 10,000
Lv4: -	Lv4: -	Lv4: 24	Lv4: 12,000
Lv5: -	Lv5: -	Lv5: 27	Lv5: 16,000
Lv6: -	Lv6: -	Lv6: 30	Lv6: 20,000
Exc: -	Exc: -	Exc: 100	Exc: 35,000

=====
Shotguns
=====

Shotgun		Riot Gun	
Name: Shotgun		Name: Riot Gun	
Price: 20,000		Price: 32,000	
Firepower:	Upgrade Cost:	Firepower:	Upgrade 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
Reload Speed:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 3.03	Lv1: -	Lv1: 3.03	Lv1: -
Lv2: 2.43	Lv2: 7,000	Lv2: 2.43	Lv2: 7,000
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:	Upgrade Cost:	Capacity:	Upgrade Cost:
Lv1: 6	Lv1: -	Lv1: 7	Lv1: -
Lv2: 8	Lv2: 8,000	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

Striker		Striker	
Name: Striker		Name: Striker	
Price: 43,000		Price: 43,000	
Firepower:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 6.0	Lv1: -	Lv1: 3.00	Lv1: -
Lv2: 7.0	Lv2: 25,000	Lv2: 2.40	Lv2: 8,000
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:	Upgrade Cost:	Capacity:	Upgrade 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

=====
Magnums
=====

Name: Broken Butterfly	Name: Killer 7
Cost: 38,000	Cost: 77,700

Firepower:	Upgrade Cost:	Firepower:	Upgrade 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: -

Reload Speed:	Upgrade Cost:	Reload Speed:	Upgrade 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:	Upgrade Cost:	Capacity:	Upgrade 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: -

=====
Rifles
=====

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

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

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

Reload Speed:		Upgrade Cost:		Reload Speed:		Upgrade Cost:	
Lv1: 4.00	Lv1: -	Lv1: -		Lv1: 2.33	Lv1: -	Lv1: -	
Lv2: 3.23	Lv2: 8,000	Lv2: 8,000		Lv2: 1.90	Lv2: 9,000	Lv2: 9,000	
Lv3: 2.33	Lv3: 18,000	Lv3: 18,000		Lv3: 1.33	Lv3: 18,000	Lv3: 18,000	
Lv4: -	Lv4: -	Lv4: -		Lv4: -	Lv4: -	Lv4: -	
Lv5: -	Lv5: -	Lv5: -		Lv5: -	Lv5: -	Lv5: -	
Lv6: -	Lv6: -	Lv6: -		Lv6: -	Lv6: -	Lv6: -	

Capacity:		Upgrade Cost:		Capacity:		Upgrade Cost:	
Lv1: 5	Lv1: -	Lv1: -		Lv1: 10	Lv1: -	Lv1: -	
Lv2: 7	Lv2: 6,000	Lv2: 6,000		Lv2: 12	Lv2: 10,000	Lv2: 10,000	
Lv3: 9	Lv3: 8,000	Lv3: 8,000		Lv3: 14	Lv3: 12,000	Lv3: 12,000	
Lv4: 12	Lv4: 12,000	Lv4: 12,000		Lv4: 17	Lv4: 15,000	Lv4: 15,000	
Lv5: 15	Lv5: 18,000	Lv5: 18,000		Lv5: 20	Lv5: 20,000	Lv5: 20,000	
Lv6: 18	Lv6: 25,000	Lv6: 25,000		Lv6: 24	Lv6: 25,000	Lv6: 25,000	

=====
Special
=====

Name: TMP		Name: Mine Thrower	
Cost: 15,000		Cost: 28,000	

Firepower:		Upgrade Cost:		Firepower:		Upgrade Cost:	
Lv1: 0.4	Lv1: -	Lv1: -		Lv1: 2.0	Lv1: -	Lv1: -	
Lv2: 0.5	Lv2: 7,000	Lv2: 7,000		Lv2: 4.0	Lv2: 25,000	Lv2: 25,000	
Lv3: 0.6	Lv3: 14,000	Lv3: 14,000		Lv3: 6.0	Lv3: 45,000	Lv3: 45,000	
Lv4: 0.8	Lv4: 18,000	Lv4: 18,000		Lv4: -	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: Homing	Exc: 30,000
+-----+			
Reload Speed:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 2.37	Lv1: -	Lv1: 3.43	Lv1: -
Lv2: 1.93	Lv2: 5,000	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:	Upgrade Cost:	Capacity:	Upgrade Cost:
Lv1: 30	Lv1: -	Lv1: 5	Lv1: -
Lv2: 50	Lv2: 7,000	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: -
+-----+			
+-----+			
Name: Handcannon			
Price: 0 (Replay Game)			
+-----+			
Firepower:	Upgrade Cost:	Reload Speed:	Upgrade Cost:
Lv1: 30.0	Lv1: -	Lv1: -	Lv1: -
Lv2: 35.0	Lv2: 40,000	Lv2: -	Lv2: 25,000
Lv3: 40.0	Lv3: 50,000	Lv3: -	Lv3: 50,000
Lv4: 45.0	Lv4: 70,000	Lv4: -	Lv4: -
Lv5: 50.0	Lv5: 90,000	Lv5: -	Lv5: -
Lv6: 60.0	Lv6: 120,000	Lv6: -	Lv6: -
Exc: 99.9	Exc: 200,000		
+-----+			
Firing Speed:	Upgrade Cost:	Capacity:	Upgrade Cost:
Lv1: -	Lv1: -	Lv1: 3	Lv1: -
Lv2: -	Lv2: -	Lv2: 4	Lv2: 15,000
Lv3: -	Lv3: -	Lv3: 5	Lv3: 20,000
Lv4: -	Lv4: -	Lv4: 6	Lv4: 25,000
Lv5: -	Lv5: -	Lv5: 7	Lv5: 35,000
Lv6: -	Lv6: -	Lv6: 10	Lv6: 50,000
Exc: -	Exc: -	Exc: Inf.	Exc: 200,000
+-----+			

=====
 -= 10. Items -=
 =====

Below you will find a comprehensive list of all of the items Leon and Ashley

will obtain throughout the game.

=====
Ammunition
=====

- Handgun Ammo: Like most other types of ammunition, Handgun Ammo is universal, meaning it's compatible with all handguns. Leon can hold up to 50 bullets in one 2 x 1 block of his Attache Case.
- Shotgun Shells: Like Handgun Ammo, Shotgun Shells are compatible with all types of shotguns, but sadly enough, Leon can only hold up to 15 shells in one 2 x 1 block of his Attache Case.
- Rifle Ammo: Compatible with all rifles, these bullets are more scarce than Handgun Ammo and Shotgun Shells, therefore you should conserve them and use them ONLY when necessary. That being said, Leon can hold up to 10 bullets in one 2 x 1 block of his Attache Case.
- TMP Ammo: Unlike all other types of ammunition, TMP Ammo is ONLY compatible with the TMP, but lucky for you, it's nowhere near as scarce as Rifle Ammo, so it'd be in your best interest to keep an upgraded TMP in your arsenal at all times.
- Magnum Ammo: The rarest type of ammo in the game, Magnum Ammo is compatible with all types of Magnum handguns and should ONLY be used to deal with bosses along with abnormally strong enemies you come across throughout the game.

=====
Grenades
=====

- Hand Grenades: These bad boys are classified as small "fragmentation explosives" and cause a particularly large amount of damage to all enemies within the blast radii.
- Flash Grenades: When used successfully, Flash Grenades blind and/or stun all enemies within their blast radii. As you may already know, once an enemy is stunned, Leon is capable of running up to them and delivering a nice little roundhouse kick to their heads. Aside from that, Flash Grenades also kill any type of parasite instantly, so keep that in mind when you accidentally blow the head off of one of your foes.
- Incendiary Grenades: These puppies create a rather large wall of fire at the exact spot they're thrown. Incendiary Grenades do a significant amount of damage to all enemies engulfed in their flames and will make short work of angry hordes.

=====
Accessories
=====

- Stock (TMP): Priced at an affordable 4,000 pesetas, the stock for the TMP allows Leon to aim more precisely from his shoulder instead of hip, which also allows him to maintain relatively accurate aim when firing continuously.
- Stock (Red9): Being the beast that it is, the Red9 is relatively heavy and

prevents whoever wields it from aiming fast enough at their target. That being said, the stock for the Red9 allows Leon to aim more quickly and accurately at enemies. Priced at 4,000 pesetas.

- Scope (Rifle): This custom scope fits the rifle that's first available to Leon and allows you to zoom up to fifty feet closer than the rifle's default scope. Pretty neat, eh? Priced at 7,000 pesetas.
- Scope (Semi-Auto Rifle): This custom scope fits the Semi-Auto Rifle and, like the scope for the standard rifle, allows Leon to zoom up to fifty feet closer than the default scope. Priced at 10,000 pesetas.
- Infrared Scope: Through the use of thermal imaging, the Infrared Scope identifies the parasites that cover the bodies of Regenerators and Iron Maidens. Keep in mind that these types of monsters can only be killed once all of their parasites have been disposed of first.
- Scope (Mine Thrower): This scope enables long-range "sniping" with the Mine Thrower, but keep in mind that it's not so practical in close-range encounters with bosses or other enemies.

=====
Miscellaneous Items
=====

- Green Herb: Found throughout the game, Green Herbs can be used to restore a moderate amount of Leon's or Ashley's health. However, Green Herbs can be combined with other herbs to make fully restorative compounds.
- Red Herb: These herbs work just like their green cousins, but restore a slightly larger amount of health. Combine Red Herbs with Green Herbs inside Leon's Attache Case to make a fully restorative compound!
- Yellow Herb: Yellow Herbs, when used alone, only restore a seemingly microscopic amount of health. When combined with Green Herbs however, the resulting compound raises Leon's (or Ashley's) max health level.
- Files: Throughout the game, Leon and Ashley will come across a plethora of written documents, most of which add to the game's story and give you clues about future mission objectives. It is imperative that you collect all of these documents, as you might end up missing out on one of these.
- Treasures: Like files, certain treasures are found throughout the game, some of which can be combined with others to increase their value when sold to a merchant. To avoid selling a treasure at a lesser value, pay attention to the descriptions given in the "Keys and Treasures" section of your items menu, as they'll give you hints as to what can be added on to them.

== 11. Closing Statement ==

This guide was written entirely by Derin Spector. Any unauthorized use of any part of this guide for personal use is FORBIDDEN unless you receive my consent. If you have any questions or additional information you'd like me to add onto this FAQ, feel free to e-mail me at spectorwrites@yahoo.com.

<< END >>

This document is copyright The_Apparition and hosted by VGM with permission.