

Resident Evil 4 Puzzle Solutions

by Angellz831

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

Resident Evil 4 - Puzzle Solutions
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Created By: AngelIz831 (Renaë)
E-Mail Address: AngelIz831@yahoo.com

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Introduction

This guide is to help on the various puzzles that can be found in Resident Evil 4. I have included the locations, rewards as well as solutions on how to get through the game's puzzles. This guide also includes some of the items that can be obtained as you make your way through them. Be warned that this *MAY* include spoilers to some parts of the game. This guide can be used for the GC or the PS2 version of Resident Evil 4. Note: This only covers the main game play and NOT Ada's scenario.

Version History

Version 1.9 - Two new solutions were sent in by Rick Merchant for the Porait

Puzzle and Crossing the dam. Also updated the legal information with all the current sites that are hosting the guide.

Version 1.8 - Added another solution to the Portait Puzzle sent in by Nicholas.

Version 1.7 - Added another solution to Ashley's Knight Puzzle sent in by Dean-O Thanks for the new solution.

Version 1.6 - Updated Legal information as well as introduction.

Version 1.5 - Added yet another solution to Ashley's Knight Puzzle sent in by Michael Gebala. Thanks the the new solution. Added another stragey for the Collapsing Ceiling sent in by D S. Thanks for your solution.

Version 1.4 - Added a new solution to Ashley's Knight Puzzle sent in by SilverSerpent66. Thanks for a new solution.

Version 1.3 - Changed the solution to the Church Dial after a few people gave me an easier solution. Thanks for the information, everyone.

Version 1.2 - Put in two new websites that have contacted me to use this walkthrough.

Version 1.1 - Changed the solution to the Last Dinner Puzzle. Also changed the Church Dial puzzle solution to make it easier to understand.

Version 1.0 - Modified the walkthrough. Double checked solutions and added what items can be found.

Version 0.75 - Added the rewards and locations of all the puzzles.

Version 0.5 - Found the Solutions and began to put the guide together.

Legal Information

I don't own Resident Evil 4. Instead, it belongs Capcom. The guide is not to be used anywhere other then these sites listed below. If you wish to use it on your site, contact me. I'll allow you to use it as long as I am given proper credit (Proper credit being Copyright 2005-2007 by AngelIz831) and it stays in its original format. You are also not allowed to sell or make profit off of this guide.

Super Cheats - <http://www.supercheats.com>

The Genie - <http://www.thegenie.com>

Gamefaqs - <http://www.gamefaqs.com>

IGN - <http://www.ign.com>

Neoseeker - <http://www.Neoseeker.com>

If you wish to use this guide you must contact me to obtain permission. Usually I will let you use it, I just like people to ask me so I know who has it.
Thanks.

Credits

The solutions are based off the official stagey guide. I have only put them

into an efficient form.

Puzzle Solutions

Chapter 1-3: Green Orb Door

Location: In the Village: Chief's House

Reward: Access to the Chief's House

Solution: Move the green orb up once then left once. This will open the door.

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Chapter 1-3: Church Dial

Location: In the Village: Behind the Church itself

Reward: Green Catseye

Solution: To do this puzzle, you need to rotate the dial in this order:

3-3-3-4-4-4-3 **Thanks to all who told me about an easier solution**

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Chapter 2-1: Crossing the Dam

Location: Past the Lake, near waterfall area

Reward: Access to water way

Solution: Begin by following the south bank until you are able to jump across. Now run along the bank to the north and climb down the rope. You can pick up some handgun ammo here as well as another item in the barrel. If you look right you'll notice an object glittering in the wall. Pick it up the spinel and move east. Shoot the chain that is holding a box and move to the center platform. Break the barrel for a green herb and again shoot the chains that are holding the boxes up nearby. Retrace your steps and jump back over the bank. Head south and smash the barrel for a hand grenade. Pull the lever and go back to the center platform then into the cave.

Alternate Solution: It is not necessary to shoot the chains to fall the boxes from their holding places. You can simply shoot the box itself, and it will fall. This will save some ammunition for people who have difficulty hitting the smaller target. - Credit goes to Rick Merchant for this.

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Chapter 2-2: Church Color Light

Location: Inside Church

Reward: Ashley

Solution: Rotate the red light 2 times, the green light 3 times and the blue light 1 time.

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Chapter 3-1: Pressure Plates in Blue Room

Location: Hall of Water

Reward: Enemies

Solution: Place Ashley on one of the plates and command her to stay. Move Leon to the other plate.

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Chapter 3-2: Portrait Puzzle

Location: Castle: After killing the Cult Member and using the Key

Reward: Open door to next area

Solution: Press the numbers in the following order: 1, 3, 2, 4. Choose OK/Quit.

Alternate Solution: At the Portrait Puzzle, the riddle for which being:

"The sacrifice of six will reveal the true path," the solution is to add three numbers to equal six, then choose a 4th number--the execution/death number--as the number 4 to complete the solution.

You must use all four numbers, add 3 of them to equal six, choose 4 as the 4th number, then press "ok." So, the following combinations would work, in addition to your working solution:

1234

2134

3214

2134

2314

3124

^^ Sent in by Nicholas.

Alternate Solution: For this puzzle, the only things that truly matters is that you use each number once and only once. There's no set combination. - Credit goes to Rick Merchant.

==

Chapter 3-2: Courtyard Garden

Location: Castle" Courtyard/Garden

Reward: Moonstone

Solution: Examine the bedroom doors to find there's an indent in them. Now head east to open the gates. Move under the bridge and behind a platform. From there go south towards a closed gate. DO NOT OPEN THE GATE! Instead, snipe the dogs in the gate. Once they are dead, open the gate and passed the stairs to the left. Make your way to the corner for some shotgun shells. Beware, you'll end up having to fight after you take the shells. Return to the stairs you passed a bit ago and head up them. Go across the bridge then left for some TMP ammo. Return to the stairs and head north-east to a fountain area where you'll obtain part of a moonstone. Now go back across the bridge towards the kennel area. Keep going south-west and then north at the corner. You'll find a yellow herb there. Head back a few feet to a zigzag area and head north. Take a few steps and go east then south for a Red Gem. Go north from the Red Gem, follow the path under the bridge to the north-west corner. Kill the dogs in the kennel and go south for a First Aid Spray. Return to the kennel and move east. Ignore the gate by keep heading east for a Spinel. Again, head back to the kennel to go under the bridge and up the stairs. Collect the moonstone, move east to jump off the platform. Return to the main entrance.

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Chapter 3-3: Last Dinner

Location: Castle: Last Supper Corridor

Reward: Next area of game: Gladiator Cage

Solution: First ring the bell. All you need to shoot is the wine. **Thanks to everyone who told me about this.**

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Chapter 3-4: Ashley's Knight Tiles

Location: Castle: After you set her free

Reward: Gold Bangle, Spinel, Salazar Family Insignia, Serpent Ornament

Solution: Move the right-center tile to the center. Now move the top-right downwards. Take the top-center to the right and the center tile needs to go up. Next the left-center needs to be moved to the center and the bottom-left will move up. Now move the bottom-center to the left and the right-center down. Take the center tile and move it right. The top-center will need to go down while the top-left needs to go right. Take the left-center up and bottom-left up. Now move the center down and right-center to the center. The bottom-right can be moved up. Insert the tile you picked up earlier.

Another Soutlion:

```
| 1 | 2 | 3 |
|-----|
| 4 | 5 | 6 |
|=====|
| 7 | 8 | 9 |
|-----|
```

Here goes - 6,3,2,5,4,7,9,6,5,2,1,7,8,5,6,9 then add the last piece.

Thanks and Credit to Michael Gebala for that graphical solution.

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Alternate Solution by: SilverSerpent66

Move the left center to the middle. From there, move the bottom left to the center. Move the bottom center and bottom right over to the left. From there, move the top right and right center down once. Take the top center and top left to the right once. With that out of the way, move the bottom left and center left up once. Finally, you move the bottom center and bottom right pieces to the left. That should finish off the puzzle.

Small Note from SilverSperpent66: You know when I say move both that you use the trick where you touch the one on the far end and they both move over at the same time, right? If not, that's what I mean.

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Alternate Solution by: Dean-O

all you do is move the center tile to the center and circle the other pieces around the outside...they will fall into place perfectly.

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Chapter 4-1: Knight's Pressure Pads

Location: Castle: West of Annex

Reward: Another Puzzle

Solution: Lead Ashley onto one of the pads. Have Leon push the two knights onto the other pads. Now have him stand on the last pad.

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Chapter 4-1: Collapsing Ceiling

Location: After Knight's Pressure Pads

Reward: Handgun Ammo, saved from death

Solution: Shoot the pink gems that are on the ceiling before it collapses.

Another Solution from D S: You can stand outside of the room and shoot the gems. After the cutscene, you can move along without having to do the puzzle.

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Chapter 4-1: Clock Tower Clogs

Location: Clock Tower

Reward: Access to another area

Solution: In the tower, take a few steps out on the balcony. Look up and shoot the box there. If you aim a bit higher, you can shoot another box. Find the ladder and head up. Go south-east to get a random item in the crate. Move to the other side from some handgun ammo. Climb to the next level and around the balcony for a table with a green herb and the Ritual Preparation file. Make your way to the lever, shoot the box and pull the lever. Make your way down to the bottom and out of the tower.

==

Chapter 4-3: Another Collapsing Ceiling

Location: In the Mines

Reward: Money and handgun ammo

Solution: First take out the Las Plagas with a flash grenade. Then shoot the pink gems in the ceiling to stop it from falling.

==

Chapter 4-4: Robo-Salazar

Location: After mine cart ride, in the cathedral

Reward: Robo-Salazar chasing you

Solution: Begin by climbing up the ladder to reach his left hand. Jump on it and take it up 3 levels. Smash the pots for a spinel. Then throw the lever to raise one of the platform. Now jump to the center and press the switch. You can shoot the switch if needed. Move over to the right hand. Ride the right hand up 3 levels and break the pots for some money. Follow the path to a level and pull it. Ride the right hand to the 2nd level. Break the pots to obtain a Velvet Blue. Make your way down to the 1st level to find Shotgun Shells. Move the lever to raise the second platform. Go north up the center asle.

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Chapter 5-1: Colored Light

Location: Island Complex: Autopsy room

Reward: Luis Memo #3. Maybe TMP ammo, Freezer Card Key

Solution: Examine the locked door. Look to the right for pannel. You'll want to turn the blue color once, the green color twice and the red color three times.

**Note: Re-write the card key after you use it for the Freezer Room. The card re-writer is located to the east of the freezer room enterance.

END