

Resident Evil 4 Mercenaries Walkthrough

by Mill Mill

Updated on Aug 22, 2005

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

Resident Evil 4 Mercenaries Walkthrough

Author: Adam Miller
Start date: 23/06/2005
Complete Date: 21/08/2005
Contact address: cthulhu.calls@gmail.com

Contents: (use ctrl-f to quick search a section)

- 1.....Introduction
 - a.....This Guide
 - b.....General Tips before you get started

- 2.....Mercenaries
 - a.....What is Mercenaries?
 - b.....Character description
 - c.....Level Descriptions
 - d.....Getting Five Star ratings on each level with each character
 - I...Leon
 - II..Ada
 - III.Krauser
 - IV..HUNK
 - V...Wesker
 - e.....The Handcannon

- 3.....Legal Mumbo Jumbo

- 4.....Credits

- 5.....Contact

Introduction

a.....This Guide

This guide was created to guide you in unlocking the ultimate magnum - the Handcannon. To unlock the Handcannon you need to complete the Mercenaries mode and get a Five Star rating on every level with all five characters. Finishing the Professional mode and completing Mercenaries are the hardest things to do in Resident Evil Four so this guide is not for the feint of heart! For the Mercenaries section of this guide it will be in the vein of the Perfect Dark Strategies (For another site, that is entirely Perfect Dark related). That means that ill be very descriptive and precise about what to do and how exactly to do it, with the use of Time Checkpoints where you can check if the time on your clock corresponds to mine and through the use of Score and combo checkpoints which word in a similar way.

b.....General Tips before you get started

Ok, where to begin.

Firstly: Remember to conserve your ammo.

Secondly: Combos are your friend. Combo's with 30 second kill bonus', especially large combos are your best friends.

Thirdly: Make sure you preserve stronger guns for the sub-bosses

Fourthly: Grenades love large groups of enemies.

Fifthly: Barrels, of the explosive nature, are also nice for large groups

sixthly: COMBO'S! Yeh, I mentioned them before but they really are important. Keep them rolling!

Mercenaries

a.....What is Mercenaries?

After you complete the main game once on any difficulty you will unlock the Mercenaries minigame and the Assignment Ada minigame. Assignment Ada isnt very difficult at all so I am not going to cover it in the FAQ. Search Neoseekers database if you wish to complete this with additional help. Mercenaries puts you in the role of Leon with a choice of four levels to choose from: The Village, The Castle, The Island and Waterworld. Getting a Four Star rating on any of the levels with any of the characters will unlock a new character. A four star rating requires a score of 30 000 points or more and is insanelly easy to acheive. If you manage to get a Five star

rating on all of the levels with all of the characters you will unlock a secret weapon - the Handcannon. This guide will help you get the 60 000+ points you need to get a five star rating. I will give an in depth guide to each character for each level which should help you to unlock the ultimate magnum. However, even with my help it does require some of your own skill. After all, planning is only half the battle. You will not unlock the Handcannon in one sitting and you are a fool if you would even think that. It does require time and patience. You will die, and you will have to restart a lot. But in the end it will be worth it.

b.....Character description

Leon: Leon is the hardest character to acheive a five star rating with. His weapons make it fairly simple to acheive a four star rating but with the lack of a super strong weapon for the "boss characters" You will find him the hardest character to use. His weapons are as follows:

Blactail:

Firepower - 2.7
Firing Speed - 0.40
Reload Time - 1.47
Ammo Capacity - 21

The Blacktail is Leons best weapon. It is easy to aim, and very powerful - for a handgun. Use this gun whenever you are against a small group of enemies. A few shots should see off most standard enemies if you shoot them in them in the upper-torso/head area. Fo not use against shielded enemies though. It doesnt break the shield sufficiently enough. The only gun im glad to say that Leon has.

Riot Gun:

Firepower - 7.0
Firing Speed - 1.53
Reload Time - 1.67
Ammo Capacity - 13

The Riot Gun is the best shotgun in the main game, in my opinion. But in Mercenaries its simply not good enough. Its good for group shots, so after you floor a group of enemies with your Blacktail - then the Riot Gun is good for finishing them all off. Good against shields though as it generally destroys the shield in one shot. Since the Riot Gun is Leons strongest gun, it is the only one you can use against the Bella Sisters, JJ, and Dr. Salvador. As for the Blind Psycho, I wouldnt bother attempting to kill him with Leon with any gun. You can avoid him easy enough.

Leon also has: 30 Handgun Bullets, 10 Shotgun Shells and a First Aid Spray to begin with.

Ada: Ada is a nice character to use. Similar to Wesker but without the Killer7. She has a TMP instead. Ada isnt too difficult to get a five star rating with, as long as you use Wesker to get the five star ratings with first. Once youve mastered Wesker Ada shouldnt be too difficult to use after that. If you try using her before though you will probably end up struggling. use Wesker first. He's great. Ada's weapons are:

Punisher:

Firepower - 1.9
Firing Speed - 0.33
Reload Time - 1.47
Ammo Capacity - 20

The Punisher. Its alright for small groups of shieldless enemies but really you need to be using your rifle as much as possible on this level. Your Punisher can penetrate through five enemies so use it wisely. I'm not particularly a Punisher fan but I still use it for small groups of enemies. Stick to the rifle.

Semi-Automatic Rifle:

Firepower - 15.0
Firing Speed - 0.80
Reload Time - 1.90
Ammo Capacity - 12

Aha, This little beauty is a Godsend. Almost the same as Wesker's albeit it has half the ammo capacity. This really isn't much of a problem. These rifle's can penetrate through many enemies and with the scope it has the ability for long range. Try using this baby whenever you can. Dont let enemies get too close. Use the trick below with the TMP or use your handgun if they get too close for comfort. Ada's rifle is also amazing against the boss characters due to its sheer power and the capability to take the enemy out from afar.

TMP (Tactical Machinegun Pistol):

Firepower - 1.0
Firing Speed - 0.10
Reload Time - 1.93
Ammo Capacity - 100

Ah, the TMP. What a heap of trash. Each bullet is as strong as the standard handguns. With no upgrades. However if you use the TMP to shoot out the enemies legs of a large group and then throw a grenade (or, even better, an Incedinary grenade. Theyre so much better. And fiery too.) on top of them and watch them all go up in smoke. Thats all the TMP is good for. Helping you with grenades. Personally I hate the TMP. I advise that you learn to hate it too, youll be a much better person in the end.

Ada also has: 30 Handgun Bullets, 100 TMP Bullets, 5 Rifle rounds, 3 Incedinary grenades and 1 First Aid Spray and a rifle scope to begin with.

Krauser: He is 'da man', as they say. He has a special arm attack that can be activated with the X button and used to attack with the A button (to cancel an attack press the B button) This attack is a one hit kill attack that can decimate anything and everything. Krauser is also fast, has a powerful context sensitive attack (his kick) and has a bow that kills with one shot most of the time. All of the time if you get a headshot. Krauser is the guy you should complete Mercenaries with first. Due to it being very easy to get a five star rating with him, you can learn the level layout pretty well by the time you move onto the 'real' characters. Krauser's Weapons are:

Bow and Arrows:

No information is given to the Bow specs. Needless to say, generally its a one hit kill weapon.

Krauser's Arm:

No information is given to Krauser's Arm. Its is a one hit kill attack that can kill the boss enemies with one hit.

It can also wipe out large groups with the minimal of effort. It takes around thirty seconds to recharge.

Krauser also has: 30 arrows, 3 flash grenades and a First Aid Spray to begin with.

HUNK: The marmite of Mercenaries. People generally love him or hate him. Personally I think he's alright in some aspects and bad in others. So, hey, I guess im the exception that proves the rule. HUNK has a neckbreaker attack that is one hit kill although the slight delay after using it leaves him open to attack if he uses it in a large group. The attack doesnt work on any of the boss enemies except for the Bella Sisters. It works a treat with them. His only weapon is the TMP. As you can tell from my Ada summary I dislike the TMP but it isnt too bad with HUNK since its his only weapon. HUNK's weapon is:

TMP (Tactical Machinegun Pistol):

Firepower	- 1.0
Firing Speed	- 0.10
Reload Time	- 1.17
Ammo Capacity	- 100

Since the TMP is HUNK's only weapon, you dont have to worry about ammo as much. Well, you do, but not as much as with Ada. Use it in controlled bursts against enemies. I'd advise using it on the lower torso/leg area when possible and then finishing off the ganado's with a well placed grenade or headshots from your TMP. The TMP is also fairly decent with the bosses as a spray of TMP shots generally stuns them. Its also good against the Blind Psycho when he's stuck in a wall. After teasing him with some grenades, of course.

HUNK also has: 50 TMP bullets, 3 Handgrenades and a First Aid Spray

Wesker: He's the daddy! Out of the 'real' characters (where you need some form of skill to get a five star rating, as opposed to Krauser's easyness) He is the easiest and coolest Mercenary character to play as. He gets a handgun that has

five times more chance to score a critical hit, a Killer7 (the best magnum in the game, aside from the Handcannon), and a semi-automatic Rifle. His handgun also has a silencer, but lets face it. To get a five star rating you need to make a lot of noise to attract attention. So my advice is to discard it from the start to create room in your inventory. Wesker and Ada will have virtually identical strategies as they are essentially the same apart from a different handgun and the Killer7 which makes short work of all the boss characters. Even Dr. Salvador and the Blind Psycho. Wesker's ace inventory of devastating weapons include:

Handgun:

Firepower - 2.0
Firing Speed - 0.33
Reload Time - 0.87
Ammo Capacity - 25

The emergency weapon. Only use if you are running low on ammunition. Seriously though, despite it having five times the chance of a critical hit, dont use it that often.

Killer7

Firepower - 30.0
Firing Speed - 0.70
Reload Time - 1.53
Ammo Capacity - 10

Oh boy! This is the business. Just look at the firepower! Its double the firepower of the semi-automatic rifle and thats a one hit kill weapon on the ganado's! Personally i'd save this bad boy for the big guys. The Bella Sisters and JJ are easy when shot in the face with this bad boy. The Blind Psycho is easy as well once he has his claws trapped and you have a clear shot at his back. Heck, even Dr. Salvador is cake with the Killer7. Use this gun on ganado's if you know you wont need it again for the big guys. If the Killer7 game is half as good as the gun then boy are we in for a very special treat!

Semi-Automatic Rifle:

Firepower - 15.0
Firing Speed - 0.80
Reload Time - 1.90
Ammo Capacity - 24

Just like Ada's but with twice as much ammunition at the helm. Since it can penetrate through many enemies and kill with a single shot use this all of the time. Only resort to the handgun if they get too close. You can use this gun for the Boss enemies to make light work of them, but the Killer7 is much quicker to kill them with. And its a pleasure to use!

Wesker also has: a silencer, 3 flash grenades, 4 Handgrenades, 1 Incedinary grenade and a First Aid Spray.

c.....Level Descriptions

The Village: This level is modelled after the main village on the first level of the game. The difference between them is that the Mercenaries village opens up more of the village for you to explore. Its not too different though. There are several time extensions dotted around and the two key areas to remember whilst playing this level is the barn opposite the window of the single story barn. The barn faces the window of the room with a time extension and the 30 second kill bonus. The barn also has no back to it so you can back up and pick off enemies that come through the window and around the corner. The other place to remember is the two story barn with the big ladder inside and the explosive barrel inside. If you want a coward spot once you reach your 60 000+ goal then at the top of the ladder is the best point. Keep knocking down the ladder everytime they raise it and avoid the axes that are thrown at you and you will be fine until your time runs out.

The Castle: This level is one of my favourites. Despite hating the level when I first played it, I grew to love it when I played it more. I only hate the Blind Psycho with Leon, otherwise he generally doesnt prove to be too much of a challenge. Seriously though, with Leon you are as good as dead if the Blind Psycho turns up. One starting point means less irritation as on the other levels you usually have to restart several times before getting the starting point you want. Loads of monks dotted around makes it very easy to maintain combo's. The only thing thats quite annoying about this level is the archers. They keep coming and sometimes youll be close to winning the level and you get an arrow in your head. Very irritating. Still, you have to love this level. The layout is amazing on this layout. Everything, is where you need them. You need extra time? Chances are they'll be one a door or two ahead. I love this level!

The Island: The Island isnt too difficult a level. It's arguably the easiest level of the four. It has plenty of Islanders to keep your combo's rocking high so and the level is quite open so you should find this the easiest one to get the five star rating. There's not much to say about this level. If you have too many enemies to handle and have no grenades to get rid of them then use the zipline to gain some distance. Dont forget that there are some explosive barrels and time extensions on top of the big building so climb up there if you need to. There are several JJ's on this level. JJ isnt too difficult, as long as you dont allow him to start that minigun of his. Even Leon can beat him with ease, so you shouldnt have too much difficulty beating him. And, you get 10 000 for killing JJ! Which is insane as he is arguably easier than the Bella Sisters.

Waterworld: The level in itself is easy. Its just a large open level with two big buildings on either side and a tall structure in the middle. However, Dr. Salvador can be very taxing if you dont keep a level head. So can all the ganado's at the start if you dont clear them out quickly before they surround you. This level is easy to learn and only really provides a big challenge with Leon due to his pathetic weapons to use against Dr. Salvador.

d.....Getting Five Star ratings on each level with each character

I...Leon

Village: Restart until you are just outside the tower time extension. Pick it up and then run around the level and get the other time extension thats outside. Run towards the barn, get the extension and climb the ladder. Knock down the ladder and wait for the villagers to come through the door. Pick up the 30 sec kill bonus and then shoot the barrel. Jump down, pick up the goods and shoot people who come through the door to keep your combo's rolling. Run towards the single story building shooting villagers as you go with the ol' shotgun and pick up the time extension and the 30 sec kill bonus from the back room. Hopefully your combos are still going. If not then dont worry. Jump out the window and into the barn with the other extension. Keep your back to the wall and shoot the villagers. most of them will come through the window of the building you just climbed through. Use your handgun for smaller groups. When the bella sisters arrive, get the shotgun ready and shoot them both in the head. Use a grenade or an incedinary grenade to knock some health off and shoot them in the head with the shotgun til they get up. Repeat the process until they die. Keep killing villagers and the sisters until your time is up. By the time the helicopter comes you should have way more than the 60 000 points you need.

Castle: Turn around and use your handgun to shoot open the barrels. collect the items and turn around towards the stairs and run up them and to the right. Shoot open the crates and pick up the items and the time extension. Run past ALL the enemies and run up the balcony stairs. Collect these items and the extension and jump off the balcony to the lower levels. run back and forth once through the barrel to lure the enemies close to the barrel and shoot it open to kill them all. That should clear out around seven enemies or so. Use your handgun to continue killing the monks (use your shotgun only for the shielded monks) until the 2 monks with the blades arrive. once they are dead go through the metal door and up the stairs onto the circular bit with the archers, making sure to kill monks as you go to leep the combos rolling. Pick up the extension and the 30 second kill bonus then whip out your shot gun. Return through the door and up the stairs to your left shooting monks as you go. Pick up the time extension and the next kill bonus in that room. Stay in here a while until your kill bonus end. At that point, the amount of monks that come into that room will be pretty low. You should have a mighty combo by the time it ends. Run through the next two sets of doors and get the next time extension. You should still have a flash grenade from an early crate. Equip it. Run towards the left in the direction of the big doors. A cutscreen will occur and a bunch of monks will come through that big door. Flash grenade them and shoot the barrel out with the pistol. Finish off the leader zealot with your handgun. Now stay around this area killing the purple robed monks, archers and other monk types that head through that area. If you did it all correctly you will completely avoid all chances of coming across the blind psycho. You should be able to get the 60 000+ by the time your time is up. If not then go through the big doors and pick up the extension and the 30 sec kill bonus. Only get these. And be sharpish. If you arent quick then the Blind Psycho will emerge from behind a wall. This is not good as Leon is pathetic against them!

Island: Restart until you begin on the walkway with the crate behind you (the starting point right under the zipline). From the start, turn around and shoot

the crate. Pick up the item and then kill the guy on the ledge opposite who should be about to jump down to where a time extension is that you can't get at the moment. Immediately turn around and kill the guy with your handgun. And the guy following him. Now a guy with some dynamite will appear. Shoot his dynamite and then shoot the archer who appears behind him. Turn towards the main walkway again and continue down there, killing as you go to maintain your combo. Pick up the ammo in the crates along with the time extension on the ledge (JJ is shooting towards this area so be careful) and the 30 sec kill bonus. Turn around towards the stairs and kill these guys here. I stress that you should only use the shotgun for shielded guys here. Now here's the random bit. Sometimes JJ will jump up here (not the one shooting at the ledge, it will be a different one) I'd advise restarting until he appears as that 10 000 you get for killing him is very useful. Shotgun him to the head several times to kill him. He isn't too difficult to kill as long as you don't give him chance to start his minigun. Turn around and run to the starting area (inevitably your combo will end but it should be quite big by now anyway) go up to the zipline and ride it down. Collect the 30 second kill bonus, then jump down and get the time extension. A grenadier should throw some dynamite at you. And miss. This will kill a few Ganado's below. Next time he lights his spark, blow it up to kill him and his friend next to him. Jump down here and you will be where you killed JJ. Turn around and run through the tunnel. There should be a time extension to the left near where you get out. Collect this and turn around. Another JJ will be near you (I believe this was the one shooting at you earlier) Shoot him in the face and then back off. When he's next to the barrel, shoot it to stun him some more and finish him off with more shotgun blasts. Climb the big building to the very top. There's another time extension and more Ganado's here. Ignore the extension and start killing Ganado's. Remember to keep combos rolling. If you need extra time to get the 60 000 + then get it. If not just kill Ganado's till the end. Sometimes another JJ comes up here. If he does shotgun him and grenade him (Incendiary grenades are the ones I'd suggest but just pick whichever flavour you prefer) till he's a goner. Easy Peasy.

Waterworld: Ok, this level is easy to do in theory - but in practice it's an absolute swine to do. Restart until you start outside on the ground. If you start inside or on the balcony then you won't be able to do this level and get your five star rating. At least not without great difficulty anyway. Still you have to follow this guide to the letter in order to pull it off successfully. Anyway from the start run to the left towards the time extension. Just before you reach it quickly shoot the barrel just ahead with your handgun. Collect the extension and then the shells from the barrel. Turn around (B+down to do it quickly) and run towards the barrel ahead behind a post. Avoid the Ganado's that try to attack you. Shoot the barrel and collect the goods inside. Run to the left, avoiding the Ganado with the shield. Now this bit is important. Shoot the guy with the grenade who should be lurking near the time extension. Do not under any circumstance let him throw it. If it doesn't hurt you then it will kill other Ganado's making your combo trickier to achieve. It should kill him and no-one else. Collect the time extension near where he was lurking and the first aid spray on the crate behind. Run forward and collect the shells opposite the 30 second kill bonus. Collect the kill bonus after the shells. Now here's the frantic bit. Run around the outside area killing as many Ganado's as possible. Try to use your handgun for earlier kills if you can (remember that it will be useless against shields) If you stay near to where you killed the grenade guy earlier than you should be in a good position since enemies will come behind you from down the stairs, through the door to the left of the stairs (make sure that you collect that time extension and the herb from the barrel during that kill frenzy. Also there is another herb on top of a crate and a time extension at the opposite side of the outdoor bit you should collect on your combo spree) Make sure that your priority is to make sure the combo keeps going. You should have got at least ten kills in your 30 second kill bonus period. If not then I'd advise a restart. Once you reach the 30 kill combo mark you should hear Dr.

Salvador with his chainsaw up above on the walkway. keep killing though, you should be able to get to about 33/34 kills before he jumps down. When he does jump down shoot him in the head with your shotgun. If you need to reload then do that instead of shooting him as youll need a full clip once he starts running. Run towards the area where you picked up your first time extension (Note that your combo will run out here. Thats ok. You should have around 33 000 after your combo runs out, maybe more). In the first time extension area lies a barrel. Both barrels outside should be intact. If not then restart. Stand where the time extensuion was (sometimes when you enter this area two ganado's will come through the door. If they do then blast them ONCE with your shotgun. This should buy you enough time not to get hit, and leave them alive for later. Turn to face the barrel and aim at it with your shotgun. When Dr. Salvador is practically on top of the barrel then shoot it. Sometimes he wont stumble when this happens. If he keeps coming towards you feel free to swear at him. Shoot him in the face with your shotgun and pray that this makes him stumble. If he doesnt stumble after the explosive barrel then most of the time he will do after the shotgun blast to the face. If he doesnt then you will inevitably die, unless you can blast another shot to his face in time. When he stumbles, hopefully after the barrel then run to the next barrel which should be near where you started, but slightly to the right. Wait on the other side of this explosive barrel and wait once more for Doc Salvador to come close. Regardless of him stumbling or not (although if he doesnt then your reflexes and aiming will need to be faster) shoot more shotgun bullets to the face. Usually he'll go down after three, sometimes less. Depending on whether you succeeded in getting shots in earlier. Take a deep breath and congratulate yourself. You deserve it after that. Dont take too long though as you are still afr from getting your 60 000+ points. Collect his first aid spray and then turn around and climb the ladder onto the small balcony thats just outside one of the big building. Dr. Salvador #2 is in here but if you follow what I tell you to do you shouldnt even hear his chainsaw through the rest of the level, let alone fight him. You can fight him if you want and use the two remaining barrels in the level but i find it much more difficult than the first one. Collect the time extension on the mini balcony and jump through the window into the building - NOT THE WINDOW WITH THE 30 SEC KILL BONUS IN! The one with the stairs. Run up the stairs, collect the first aid spray at the top and then get the other time extension and the shells and go down the zipline. Collect the next extension and the 30 sec kill bonus on this roof. Kill enemies that appear on the roof until there looks as if no more will come any time soon and jump off the building to the main outside area and run around trying to kill as many people as possible and maintain a combo. This is much harder than it sounds as generally a find that after you beat Dr. Salvador there aren't as many Ganado's. If you go into the building that was near the first time extension you got then there is another extension and generally more enemies spawn that jump down from the roof near the entrance. Kill all them and climb the roof again and there should be more enemies up there now for you to kill. By the time your time runs out you should have a point score of over 60 000 at least.

II...Ada

Village: Restart until you are just outside the tower time extension. Keep your Punisher out for the start of this level. Pick up the time extension and then run around the level and get the other time extension thats outside. Run towards the barn, get the extension and climb the ladder. Knock down the ladder and wait for the villagers to come through the door. Pick up the 30 sec kill bonus and then shoot the barrel. Jump down, pick up the goods and shoot people who come through the door to keep your combo's rolling. Run towards the single story

building avoiding all the villagers and pickup the time extension and the 30 sec kill bonus from the back room. Jump out the window and into the barn with the other extension. Keep your back to the wall and equip your semi-auto rifle. Now start shooting the villagers that come out of the window and around the corner. Make sure you pick up all the items they drop for precious ammo. For large groups the best tactic is to equip the TMP and blow off the villagers kneecaps. When they are floored, run up to them and throw a grenade into the middle of them. If you start getting overwhelmed youll have no chance with the Rifle on its own so use this TMP method when you need to. Use your handgun for smaller groups if you start running low on Rifle ammunition. When the bella sisters arrive make sure that the villager count is at a minimum, as you really dont want them to get in your way with the sisters. Use your incedinary grenades if need be. Make sure you still have your Rifle equipped and get one off in their face as soon as they are in sight.

Now when they are floored you can either grenade them or you can keep shooting them in the head with your rifle, whichever you prefer really. When they get up, repeat the process. Keep killing villagers and the sisters until your time is up. By the time the helicopter comes you should have reached, and most likely exceeded, the 60 000 needed.

Castle: Turn around and use your handgun to shoot open the barrels. collect the items and turn around towards the stairs and run up them and to the right. Shoot open the crates and pick up the items and the time extension. Run past ALL the enemies and run up the balcony stairs. Collect these items and the extension and jump off the balcony to the lower levels. run back and forth once through the barrel to lure the enemies close to the barrel and shoot it open to kill them all. That should clear out around seven enemies or so. Use your handgun to continue killing the monks (Use your rifle for shielded foes and the TMP method stated above for larger groups) until the 2 monks with the blades arrive. once they are dead go through the metal door and up the stairs onto the circular bit with the archers, making sure to kill monks as you go to leep the combos rolling. Pick up the extension and the 30 second kill bonus then whip out your Rifle. Hopefully there will be loads of Monks that will follow you up so snipe them from this vantage point. Since they are coming through a small doorway you should be able to line up headshots for several kills with one Rifle round. Return through the door once youve killed that wave, making sure you have your TMP equipped, and up the stairs to your left shooting monks as you go. Pick up the time extension and the next kill bonus in that room. Stay in here a while until your kill bonus ends. At that point, the amount of monks that come into that room will be pretty low. You should have a mighty combo by the time it ends. Run through the next two sets of doors and get the next time extension. Run towards the left in the direction of the big doors. A cutscreen will occur and a bunch of monks will come through that big door. Flash grenade them if you can and shoot the barrel out from behind them with the pistol. Finish off the leader zealot with your handgun. Now stay around this area killing the purple robed monks, archers and other monk types that head through that area. If you want a nice little kill, go through the big doors with the time extension and the kill bonus and kill the monks in that room. The blind psycho will burst through a wall. Lure him into running towards you and getting his claw stuck in the wall. Shoot him in the back with your semi-auto rifle. Repeat this until he dies for a nice addition to your points. You should easily be able to get the 60 000+ by the time your time is up.

Island: There isnt really too much of a tactic to this level with Ada, more a series of tips, but this level is quite straight forward with Ada and shouldnt pose too much of a threat.

*Any starting point is decent. I can start at any point and get my 60 000 with ease. I prefer the one where you start with your back to a wall with some boxes to the right of you (with an ammo crate on one of them) looking at the big

building. Many enemies come here and you get a JJ close to you quite early on.

*Your Rifle should really be the only weapon you use on this level, switching to the TMP only for those notoriously large groups and doing the kneecap trick as mentioned earlier. Lining up headshots will not only save ammunition but will make those combos rack up a lot faster.

*My tactic on this level is to wait at the starting area and clearing all the Ganados until it starts to thin down a bit, then I just run around the level killing Ganados as I go to keep the combos rolling.

*The three most important things on this levels are time extensions, 30 second kill bonus' and combos. Use the extensions when needed and utilise the 30 second kill bonus to maximum effect with large groups of enemies and make sure that your main goal is to keep combos rolling as long as possible.

*With JJ just headshot him with your Semi-Auto Rifle. Shouldnt take too long to floor the big girl.

It shouldnt be too difficult to get your 60 000 points on this level as long as you keep those pointers mentioned above in mind.

Waterworld: Like above, there isnt really much of a guide to this level, although I have found that Leons approach to the level works reasonably well, so ill do an adaption of his guide for this level. Restart until you start outside on the ground. Starting in other places can work just as well If you keep the combos rolling, but for this specific guide im just going to concentrate on this one starting point. Anyway from the start run to the left towards the time extension. Just before you reach it quickly shoot the barrel just ahead with your handgun. Collect the extension and the item from the barrel. Turn around (B+down to do it quickly) and run towards the barrel ahead behind a post. Avoid the ganado's that try to attack you. Shoot the barrel and collect the goods inside. Run to the left, avoiding the Ganado with the shield. Now this bit is important. Shoot the guy with the grenade who should be lurking near the time extension. Do not under any circumstance let him throw it. If it doesnt hurt you then it will kill other Ganado's making your combo trickier to acheive. It should kill him and no-one else. Collect the time extension near where he was lurking and the first aid spray on the crate behind. Run forward and collect the goods opposite the 30 second kill bonus. Collect the kill bonus afterwards. Now here's the frantic bit. Run around the outside area killing as many ganado's as possible. Try to use your Rifle to line up the headshots (remember to use the TMP-Grenade trick for large groups) If you stay near to where you killed the grenade guy earlier than you should be in a good position since enemies will come behind you from down the stairs, through the door to the left of the stairs (make sure that you collect that time extension and the herb from the barrel during that kill frenzy. Also there is another herb on top of a crate and a time extension at the opposite side of the outdoor bit you should collect on your combo spree) Make sure that your priority is to make sure the combo keeps going. You should have got at least ten kills in your 30 second kill bonus period. If not then id advise a restart. Once you reach the 30 kill combo mark you should hear Dr. Salvador with his chainsaw up above on the walkway. keep killing though, you should be able to get to about 33/34 kills before he jumps down. When he does try to get a shot in at him with your Semi auto Rifle. Run towards the starting pont behind the barrel and keep sniping his face from a distance. If you cant kill him before he gets close then blow up the barrel and use his recovery time to finish him off. He shouldnt be too difficult. Now just keep combos running while picking up extensions and 30 second kill bonus' to reach your points score. Theres another Dr. Salvador you can lure out inside the big building. My advise is to open the door behind him and pummel him in the back of the head with your Rifle, followed by an Incedinary grenade to the feet. If you

run away now then you should be able to snipe him from a distance until he hits the ground. It shouldn't be too difficult to get your 60 000 points.

III...Krauser

My guides for these levels will be brief. Krauser is the most powerful Mercs character and gaining your 60 000 points will be a breeze with him and his arm attack.

Village: Restart until you are just outside the tower time extension. Pick up the time extension and then run around the level and get the other time extension that's outside. Run towards the barn, get the extension and climb the ladder. Knock down the ladder and wait for the villagers to come through the door. Pick up the 30 sec kill bonus and then shoot the barrel. Jump down, pick up the goods and shoot people who come through the door to keep your combo's rolling. Run towards the single story building avoiding all the villagers and pick up the time extension and the 30 sec kill bonus from the back room. Jump out the window and into the barn with the other extension. Keep your back to the wall and hold down R to keep the laser sight on your Bow activated. All the villagers that come near, shoot with your Bow. headshots are nice, but your Bow is so powerful that torso hits have a high chance of being an instant kill. Leave your arm attack for large groups and the Bella sisters. It's a one hit kill move so the Bellas will be finished in one hit.

Castle: Run upstairs and to the right where the barrels are. Destroy them and pick up everything around that area. Turn around and use your bow on everything that comes, utilising the barrel and your arm for larger groups. If the Blind Psycho appears, use your arm for an instant kill. Easy peasy. Once it starts thinning out, just run around the castle making your way to the top bit with all the archers and red robed monks - killing Ganados as you go, keeping those combos rolling. In the top area just sill everything in sight with your bow or your arm. In the big door with the Blind Psycho, kill him for easy points. This level is a breeze with Krauser.

Island/Waterworld: I'm combining the guide for these two levels as I'd be giving the same pointers. Anyway from the start, run around the level using your bow on the Ganados and your arm for large groups of Ganado's and JJ/Dr. Salvador. The main thing here is to keep the combos rolling and pick up the kill bonus' and time extensions when you need them. Krauser can storm these levels, no problem.

IV...HUNK

Ah Mr. Death. He's a funny one, isn't he? Anyway, as with Krauser, there isn't really any set strategy for HUNK. All I can give is pointers on what to do. Only the village level has any sort of guide, so for the others I will just give Bulletpointed tips.

Village: Restart until you are just outside the tower time extension. Pick up the time extension and then run around the level and get the other time extension that's outside. Run towards the barn, get the extension and climb the ladder. Knock down the ladder and wait for the villagers to come through the door. Pick up the 30 sec kill bonus and then shoot the barrel. Jump down, pick up the goods and shoot people who come through the door to keep your combo's

rolling. Run towards the single story building avoiding all the villagers and pick up the time extension and the 30 sec kill bonus from the back room. Jump out the window and into the barn with the other extension. Keep your back to the wall and use your TMP to spray the villagers. As I said in HUNKs description, dont go overboard with the TMP. Just pepper Ganado's with the TMP. For smaller groups HUNKs neckbreaker move may prove useful. Shoot a Ganado in the head and then go up to them to perform it. Its not advisable to do this in larger groups though as the recovery time for the attack leaves you wide open for the Villagers. The best tactic to use for large groups is Ada's TMP/grenade trick. Kneecap the enemies to the ground and then use your grenades to finish off a large groups. Keep remembering that combos are your friend. When the Bella's arrive, equip a smile as they are really easy with HUNK. Shoot the first sister in the face with your TMP so she recoils and use the neck breaker. Instant Death from Mr. Death! Use this tactic on all the Bella Sisters that come your way. Keep killing villagers and the sisters until your time is up. By the time the helicopter comes you should have reached, and most likely exceeded, the 60 000 needed.

Castle:

*Preserve Ammo! Only pepper the monks with your TMP.

*Utilise Barrels, paticularly the one at the start for large groups.

*In this level it is all the more important to utilise the TMP/grenade tactic.

*If there is a group of shielded monks, it will prove more efficient to use a grenade, rather than wasting loads of TMP ammo trying to destroy their shields.

*Blind Psychos aren't too difficult to kill with HUNK. Fool them into trapping their claws and use your TMP to rip their plagas on their back. Blind Psychos should be killed for all those lovely points you get for them.

*Crossbow monks are bad. Dispose of them as quickly as possible.

*Most importantly make sure you keep your combo's rolling. Large combos are much, much better than lots of small ones.. Paticularly with the Kill Bonus activated.

Island/Waterworld:

*On Waterworld start at the usual starting point. Outside on the ground floor with the barrel at around 10 o clock to Leon.

*Preserve Ammo! Only pepper the Ganado's with your TMP.

*Utilise Barrels for large groups.

*Use the TMP/Grenade tactic for large groups. This will be more applicable to Island than it will be to Waterworld

*Grenade throwing Ganado's are lovely. wait till they light up, or better still throw, and shoot the dynamite. Nice for effectively clearing out groups.

*Keep the combos rolling for as long as possible.

*Sub-bosses:

JJ: For JJ, its quite simple. Shoot him in the face with the tMP till he dies. If he doesnt die after a single clip then what I like to do is switch to a

grenade, preferably flash, to stun him momentarily and then change back to my TMP and reload while he is recoiling. Followed by unloading more TMP bullets to his face.

Dr. Salvador: Old Sal is quite difficult, but as long as you follow the right tactics you should be fine. You should hear Dr. Salvador with his chainsaw up above on the walkway. When he jumps down shoot him in the head with your TMP. If you need to reload then do that instead of shooting him as you'll need a full clip once he starts running. Run towards the area where you picked up your first time extension. In the first time extension area lies a barrel. Both barrels outside should be intact. If not then restart. Stand where the time extension was (sometimes when you enter this area two Ganado's will come through the door. If they do then knock them to the ground with your TMP. This should buy you enough time not to get hit, and leave them alive for later. Reload. Turn to face the barrel and aim at it with your TMP. When Dr. Salvador is practically on top of the barrel then shoot it. Sometimes he won't stumble when this happens. If he keeps coming towards you feel free to swear at him. Shoot him in the face with your TMP and this should make him stumble. When he stumbles, hopefully after the barrel then run to the next barrel which should be near where you started, but slightly to the right. Wait on the other side of this explosive barrel and wait once more for Doc Salvador to come close. Regardless of him stumbling or not (although if he doesn't then your reflexes and aiming will need to be faster) then shoot him in the face with your TMP. If the barrel didn't kill him, or you didn't manage to kill him before with your TMP then this final rally of TMP ammo will certainly finish him off. Another tactic is to shoot him in the face when he arrives until he stumbles, when he stumbles reload and carry on once he gets back up. When he stumbles again, reload and repeat the process. This can be risky though if you mistime your reloading or you end up not having enough ammo. I prefer the barrel one as the barrels help you conserve loads of ammo with their blasts.

V...Wesker

For Wesker, since he has almost the same set-up, he has almost the same strategy as Ada. I'd advise that after getting the five star rating with either of these two, it would be advisable to do the other straight after so the feel of the character is still fresh.

Village: Restart until you are just outside the tower time extension. Keep your Handgun out for the start of this level. Pick up the time extension and then run around the level and get the other time extension that's outside. Run towards the barn, get the extension and climb the ladder. Knock down the ladder and wait for the villagers to come through the door. Pick up the 30 sec kill bonus and then shoot the barrel. Jump down, pick up the goods and shoot people who come through the door to keep your combo's rolling. Run towards the single story building avoiding all the villagers and pick up the time extension and the 30 sec kill bonus from the back room. Jump out the window and into the barn with the other extension. Keep your back to the wall and equip your semi-auto rifle. Now start shooting the villagers that come out of the window and around the corner. Make sure you pick up all the items they drop for precious ammo. For large groups the best tactic is to use the amazing Killer7, or to use grenades. I'd advise using grenades primarily as you need the Killer7 for the Bella's. If you start getting overwhelmed you'll have no chance with the Rifle on its own so use this TMP method when you need to. Use your handgun for smaller groups if you start running low on Rifle ammunition. When the Bella sisters arrive shoot them in the head with your Killer7. After a few shots to the head they will be dead.

Keep killing villagers and the sisters until your time is up. By the time the helicopter comes you should have reached, and most likely exceeded, the 60 000 needed.

Castle: Turn around and use your handgun to shoot open the barrels. collect the items and turn around towards the stairs and run up them and to the right. Shoot open the crates and pick up the items and the time extension. Run past ALL the enemies and run up the balcony stairs. Collect these items and the extension and jump off the balcony to the lower levels. run back and forth once through the barrel to lure the enemies close to the barrel and shoot it open to kill them all. That should clear out around seven enemies or so. Use your Rifle on all of these foes that approach, until the 2 monks with the blades arrive. once they are dead go through the metal door and up the stairs onto the circular bit with the archers, making sure to kill monks as you go to keep the combos rolling. Pick up the extension and the 30 second kill bonus then whip out your Rifle. Hopefully there will be loads of Monks that will follow you up so snipe them from this vantage point. Since they are coming through a small doorway you should be able to line up headshots for several kills with one Rifle round. Return through the door once youve killed that wave, making sure you have your Killer7 equipped, and up the stairs to your left shooting monks as you go. Pick up the time extension and the next kill bonus in that room. Switch to the Rifle again. Stay in here a while until your kill bonus ends. At that point, the amount of monks that come into that room will be pretty low. You should have a mighty combo by the time it ends. Run through the next two sets of doors and get the next time extension. Run towards the left in the direction of the big doors. A cutscreen will occur and a bunch of monks will come through that big door. Flash grenade them if you can and shoot the barrel out from behind them with the pistol. Finish off the leader zealot. Now stay around this area killing the purple robed monks, archers and other monk types that head through that area. If you want a nice little kill, go through the big doors with the time extension and the kill bonus and kill the monks in that room. The blind psycho will burst through a wall. Lure him into running towards you and getting his claw stuck in the wall. Shoot him in the back with your Killer7. Repeat this, he will be dead before you know it!. You should easily be able to get the 60 000+ by the time your time is up.

Island: There isnt really too much of a tactic to this level with Wesker, more a series of tips, but this level is quite straight forward with Wesker and shouldnt pose too much of a threat.

*Any starting point is decent. I can start at any point and get my 60 000 with ease. I prefer the one where you start with your back to a wall with some boxes to the right of you (with an ammo crate on one of them) looking at the big building. Many enemies come here and you get a JJ close to you quite early on.

*Your Rifle should really be the only weapon you use on this level. Lining up headshots will not only save ammunition but will make those combos rack up a lot faster.

*My tactic on this level is to wait at the starting area and clearing all the Ganados until it starts to thin down a bit, then I just run around the level killing Ganados as I go to keep the combos rolling.

*The three most important things on this levels are time extensions, 30 second kill bonus' and combos. Use the extensions when needed and utilise the 30 second kill bonus to maximum effect with large groups of enemies and make sure that your main goal is to keep combos rolling as long as possible.

*With JJ just headshot him with your Killer7. Shouldnt take too long to floor the big girl.

It shouldn't be too difficult to get your 60 000 points on this level as long as you keep those pointers mentioned above in mind.

Waterworld: Like above, there isn't really much of a guide to this level, although I have found that Leons approach to the level works reasonably well, so I'll do an adaptation of his guide for this level. Restart until you start outside on the ground. Starting in other places can work just as well. If you keep the combos rolling, but for this specific guide I'm just going to concentrate on this one starting point. Anyway from the start run to the left towards the time extension. Just before you reach it quickly shoot the barrel just ahead with your handgun. Collect the extension and the item from the barrel. Turn around (B+down to do it quickly) and run towards the barrel ahead behind a post. Avoid the Ganado's that try to attack you. Shoot the barrel and collect the goods inside. Run to the left, avoiding the Ganado with the shield. Now this bit is important. Shoot the guy with the grenade who should be lurking near the time extension. Do not under any circumstance let him throw it. If it doesn't hurt you then it will kill other Ganado's making your combo trickier to achieve. It should kill him and no-one else. Collect the time extension near where he was lurking and the first aid spray on the crate behind. Run forward and collect the goods opposite the 30 second kill bonus. Collect the kill bonus afterwards. Now here's the frantic bit. Run around the outside area killing as many Ganado's as possible. Try to use your Rifle to line up the headshots. If you stay near to where you killed the grenade guy earlier than you should be in a good position since enemies will come behind you from down the stairs, through the door to the left of the stairs (make sure that you collect that time extension and the herb from the barrel during that kill frenzy. Also there is another herb on top of a crate and a time extension at the opposite side of the outdoor bit you should collect on your combo spree) Make sure that your priority is to make sure the combo keeps going. You should have got at least ten kills in your 30 second kill bonus period. If not then I'd advise a restart. Once you reach the 30 kill combo mark you should hear Dr. Salvador with his chainsaw up above on the walkway. Keep killing though, you should be able to get to about 33/34 kills before he jumps down. When he does try to get a shot in at him with your Killer7. Run towards the starting point behind the barrel and keep sniping his face from a distance. If you can't kill him before he gets close then blow up the barrel and use his recovery time to finish him off. He shouldn't be too difficult. Now just keep combos running while picking up extensions and 30 second kill bonus' to reach your points score. There's another Dr. Salvador you can lure out inside the big building. My advice is to open the door behind him and pummel him in the back of the head with your Killer7. Keep shooting at him in the head and you should floor him by the time he turns around. It shouldn't be too difficult to get your 60 000 points.

e.....The Handcannon

After you manage to get the five star rating with each character you will unlock the mighty Handcannon. It's a special kind of magnum that is super powerful. The sheer size of the beast should speak for itself really. Needless to say it is more or less a one hit kill weapon. There is very few enemies that can take more than one shot of this. Even these harder enemies die after only a few shots from this beast. What's more you don't have to spend a harsh million on it like with the infinite launcher and the Chicago typewriter. It's free, but there is a catch. Even though it's free there are still upgrades to get to make it even better. It costs around 750 000 to fully upgrade this beast (including the exclusive upgrade which gives you infinite ammunition and ridiculously high

firepower) It cannot be purchased on the first round of the game, like with the other weapons you need to buy it on a new round. Personally the Handcannon is my favourite secret weapon. The Matilda eats bullets, the infinite launch gets boring after the initial 'cool factor', the Chicago Typewriter completely removes any element of skill from the game, but the Handcannon - while being ridiculously powerful and having infinite ammunition - aims like a magnum. In other words you need to aim with complete precision, thus leaving some element of skill. Whatever your preference, the Handcannon is a weapon that is certainly a joy to unlock. Enjoy!

Legal Mumbo Jumbo

Ah, the boring bit. Fantastic. Anyway this guide is copyright to me, Adam Miller, 2005. If anyone uses this guide without my express permission, I will set the big boys on you. And you wont like that. If you do wish to use this guide for your site then email me at cthulhu.calls@gmail.com, or on MSN messenger at the same address. I will accept your request, so please people, just let me know!

Credits

Id like to thank firstly and foremostly, me. Without me I can honestly say this guide would not be here. Id also like to thank Capcom for a brilliant Resident Evil game that completely revolutionised the RE series. Well done guys. Thanks to Nintendo for the console as well, although no thanks to NOE and their poorass advertising skills that stopped this game from becoming as big as it should have been. Id also like to thank Greg 'The Baker' Baker for all that time he spent cheering me on Resident Evil 4 which helped me push myself further on the game and thus helped me to actually even attempt getting the Handcannon. Also id like to thank Gamer Girl (22gamer girl22). It was her that gave me the motivation to actually get this guide done. If she hadnt have encouraged me with praise of the Leon section and kept on requesting the finished guide, then this guide would never have been finished. And also id like to thank God. Well, why not?

Contact

If you have any questions, comments or contribution then feel free to contact me through email: cthulhu.calls@gmail.com ,or through MSN messenger using the same address. I wont appreciate spam, and I dont really like flaming either. If you flame, expect to get some right back. If you spam, ill spam twice as much right back. Childish? Rash? Unnecessary? Maybe, but I couldnt really care less. Any questions will be answered as soon as I possibly can, comments will get feedback from myself as soon as possible and I will get back to you on any contributions and will probably include them in the guide.

Thanks for reading the guide!

~Adam Miller

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