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= 1.0 - Introduction =

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In early 2005, the best game for the GameCube was released. This game was Resident Evil 4. I bought it on its release date and became an enormous fan of the game. I then felt oddly compelled to analyze its weapon and currency system. The results of my analysis greatly improved my understanding of the game mechanics, and I became such a better player that I decided to use my findings to write my first FAQ ever. The Resident Evil 4 Weapon Analysis Guide was born.

Later that year, the PlayStation 2 version of the game was released. It had a few new additions as well as some updated weapon stats, but I never got around to updating my guide to reflect the changes. However, in June 2007, Resident Evil 4 Wii Edition was released, and it is awesome. It has all of the updates the PS2 version had, better graphics, and optional motion controls. I believe it's the best version to play. The real reason I'm mentioning it though is because it rekindled my interest in updating this guide.

The purpose of this guide is to help you acquire the best weapons while conserving pesetas (money). These two things go hand in hand. The more money you save the quicker you can get better weapons. The quicker you get better weapons the more money you'll end up saving. It's a continuous loop, just like the Ouroboros. Therefore, this guide details both while trying to keep them

balanced. After all, you can beat the game with just a knife and a handgun. It's tough, but it's a fun challenge. Plus, you'll save tons of cash. However, this guide assumes you'll want to operate at your maximum efficiency by keeping up with the available weapons and upgrades.

In this guide I attempt to determine which weapons are the best, and I've included a lot of calculated data to support my conclusions. However, "best" is a subjective term, so deciding which weapons to buy should also rely on your personal preferences. Feel free to choose different weapons and upgrades than I did. I just hope this guide provides enough data analysis for you to make better decisions than you would have without it.

Please note that the next section you should read is section 3.0 (the Statistics section). It explains the depth of this guide and includes explanations for some of the stats and results I've derived. With that said, I would like to thank you for reading this guide. I've tried to incorporate all versions of the game while pointing out how their differences could affect your gameplay and decisions. I also tried to take into account all types of players ranging from those who will only play through the game once to those who will beat professional mode and unlock all of the special weapons. Please send any comments, questions, or suggestions to re4zack@gmail.com, and thanks in advance. Enjoy this guide, and have a good day in general.

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= 2.0 - Update History =

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This section includes a short description of all of the updates that this guide has been through. I saw that a lot of other FAQs and guides include a section like this, so I decided to fall in line and provide the same.

- Version 0.5 - January 3, 2009 -

Wow, it's been over three years, but the upcoming Resident Evil 5 has inspired me to update this guide! I started updating it in mid 2007 right after the new Wii version came out, but I just got around to completing the update. I have now included all of the weapon changes made to versions after the GameCube edition, and I have tried to incorporate all versions of the game into this guide. As always, the introduction has been redone, and lots of new info has been added throughout this document. Hey, it's been three years, and a lot has happened. I've also removed some things I typed in 2005 that I no longer find funny, so I apologize if this guide is not as funny as it used to be.

- Version 0.4 - March 13, 2005 -

I added some new shotgun advice that I received from Fernando, a frequent e-mailer. Thanks a ton! Also, Iceman39 e-mailed me with information about where the Matilda probably got its name. Check out section 4.5 for that information. I also added some more text to the introduction to make this guide appear more

important than it actually is. Also, check out section 9.3 for information about the Rocket Launcher (Special) that is received at the end of the game.

- Version 0.3 - March 4, 2005 -

This version includes an updated conclusion for the Handgun Analysis section (I did a lot more research in that area). Also, I had to change some stats for the Punisher thanks to RingWraith775 pointing out that the first firepower upgrade of the Punisher can be free. If you check out the Magnum Analysis section's conclusion, you'll see an alternate idea pointed out by Alan C. Wells. I also added "---" in numerous tables to show that a weapon doesn't have an upgrade available for a particular level. I also was referring to the Infrared Scope as the "Thermal Scope," so I fixed that mistake. I also rewrote part of the introduction section to make it flow better.

- Version 0.2 - February 23, 2005 -

The Handcannon information is now available! The Magnum Analysis section has totally changed. In this version I also corrected a few spelling and grammatical errors. This marks the first version that was accepted by GameFAQs. For some reason, Version 0.1 wasn't accepted because there was already a FAQ titled "Weapons FAQ." I then submitted Version 0.2 and explained how this guide differed from "Weapons FAQ" and how this guide was unique. It then got accepted! Awesome!

- Version 0.1 - February 18, 2005 -

Version 0.1 is the first version of this guide. It includes the Introduction, Version History, Statistics, Handgun Analysis, Shotgun Analysis, Rifle Analysis, Magnum Analysis, TMP Analysis, Other Weapons, Miscellaneous Tips, Summary, Acknowledgements, Contact Information, and Legal Information sections.

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= 3.0 - Statistics (Please Read) =
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Two types of statistics are used throughout this guide: statistics found directly in the game and statistics that have been derived by me. Before reading any of the detailed analysis of the weapons, it is important to understand where they came from and what they mean.

I should note that the statistics used in this guide mainly deal with the weapons once they have been fully upgraded. It is a good idea to aim for fully upgraded weapons, especially if you decide to play the game multiple times. Fully upgraded weapons are very powerful and much more efficient than their lower-level counterparts. Occasionally, I will talk about the guns at lower

levels, but only to compare their upgrading process.

- 3.1 - Firepower (FP) -

To me, firepower is usually the most important aspect of a gun since ammo is sometimes a scarce commodity. This stat essentially translates to how much damage can be dealt to an enemy for each shot. If a gun has a higher firepower, then fewer bullets will be used to get the job done. You can then use the extra ammo to kill more enemies or make money by selling it. Each gun's firepower can be found in the game.

- 3.2 - Firing Speed (FS) -

How fast can a gun fire? The firing speed will tell you just that. This is an important stat for guns that do not have a high firepower. It is also an important stat to consider when enemies are rushing at you. Each gun's firing speed can be found in the game.

- 3.3 - Reloading Speed (RS) -

Reloading speed is the time it takes for you (Leon) to fill the gun back to its maximum ammo capacity. This is important during a heated battle, especially for guns with a low ammo capacity. Each gun's reloading speed can be found in the game.

- 3.4 - Capacity (Cap) -

Capacity is how many bullets a particular gun can hold. For rapid-firing weapons, this is an extremely important stat. For others guns, this stat is not as important. Guns with higher capacity are better for the overall inventory because they can lessen the amount of bullets that have to be carried separately in Leon's case. Each gun's capacity can be found in the game.

- 3.5 - Total Cost (TC) -

Having fully-upgraded weapons is a key to success towards the end of the game. The total cost stat is derived by adding up the cost of the gun's initial acquisition with the costs of every upgrade. I should note now that in this guide, if a gun can be acquired for free, then the cost to actually buy it is not included in this stat. That is because if you plan to use a particular type of gun, then you should never sell a free one only to buy it again later. The total cost of a weapon is important when determining if a particular gun is worth the money. This guide will help you do just that.

- 3.6 - Total Cost / Firepower (TC/FP) -

The total cost per firepower stat is calculated by simply taking the total cost to obtain a fully upgraded gun and dividing that cost by the gun's maximum firepower. This stat shows the value of that gun's firepower. For example, if you wanted to buy and upgrade a gun only for its firepower, then you'd obviously want it to have a high firepower rating. However, if you could buy a 10,000 peseta gun with a firepower of 11 or a 6,000 peseta gun with a firepower of 8, which one would be a better deal? Which one would you buy? This statistic could help you decide.

- 3.7 - Firepower Rate (FP/Sec, FPr) -

Sometimes you might find yourself in the middle of a swarm of creatures that needs to be eliminated as quickly as possible. The firepower rate stat helps you determine which guns are best for that type of situation. This stat basically tells you how much damage per second you could do. It is calculated by taking the firepower of a gun and dividing that by how long it takes to fire all of its bullets and then reload it. You might find this stat useful when deciding which shotgun to buy or whether or not you should buy a TMP. But don't forget that grenades work wonders against crowds as well.

Here's an analogy that might help you understand how to use this stat: let's say you have one car that has a top speed of 400 mph and another that can go up to 900 mph. Well, what if the first car can get to 400 mph in 2 seconds, but it takes the second car 2 minutes to get to 900? Some people might want the 900 mph car for its top speed, while others will want the 400 mph car for its awesome acceleration. Likewise, some people might want the Red9 for its high firepower, while some people might want the Blacktail for its high firepower rate.

- 3.8 - Total Cost / Firepower Rate (TC/FPr) -

The total cost per firepower rate statistic is the most complicated statistic used in this guide. I think I came up with the idea for it when I was drunk. It is calculated by taking the total cost and dividing it by the calculated firepower rate. So, what's the purpose of this stat? Well, like the total cost per firepower stat, this stat can help you determine if a gun is worth the money. This may not seem like an incredibly important statistic, but it is interesting to look at when comparing guns from an economic standpoint.

- 3.9 - Inventory Space (IS) -

Inventory space has always been an aspect of Resident Evil games. Fortunately, Resident Evil 4 gives you more space and better control of how to manage it. It's important to know how much space a weapon takes up because it's impossible to carry every gun. I never buy the TMP, Rocket Launcher, or Mine Thrower, so this stat is rarely an issue for me. However, if you don't feel like playing through this game multiple times, then you might want to experience the fun of

many big weapons during your first and only time playing. The inventory space that a gun consumes is then a concern.

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= 4.0 - Handgun Analysis =

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Other than the knife and Leon's foot, handguns are the most basic weapons of the game. Aside from enemy encounters, handguns are great for shooting stationary targets such as birds and treasure. Since handgun ammo is not as rare as other types of ammo, you might want to use your handgun whenever possible. If you'd rather use the bigger and better weapons most of the time, it is still a good idea to keep a decent handgun ready. Sometimes you'll run out of shotgun ammo. Sometimes you'll need to reload a bigger gun, but you just won't have time. Sometimes a villager will call out in Spanish and challenge you to a duel. That's when you'll need to switch to your handgun.

- 4.1 - Handgun -

Description: "A standard 9mm handgun."
Base Cost: Free upon starting the game (or 8,000 ptas)
Inventory Space: 3 x 2 (6 spaces)
Fully-upgraded Total Cost: 198,000 ptas
Fully-upgraded Resale Value: 103,750 ptas

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	1.0	0.47	1.73	10
2	1.2 (7,000)	0.40 (5,000)	1.47 (4,000)	13 (4,000)
3	1.4 (10,000)	0.33 (12,000)	0.87 (10,000)	16 (6,000)
4	1.6 (15,000)	---	---	19 (8,000)
5	1.8 (18,000)	---	---	22 (10,000)
6	2.0 (20,000)	---	---	25 (12,000)

Exclusive: Increases chance of critical headshot by five times (57,000)

Info: The only interesting thing about this gun is the fact that Leon starts the game with it, so it is free. To me, the critical headshot exclusive isn't worth the overall lack of firepower that this gun offers.

- 4.2 - Red9 -

Description: "A powerful 9mm handgun."
Base Cost: 14,000 ptas
Stock Cost: 4,000 ptas

Inventory Space: 4 x 2 (8 spaces)
 Stock's Inventory Space: 3 x 1 (3 spaces)
 Fully-upgraded Total Cost: 335,000 ptas*
 Fully-upgraded Resale Value: 168,200 ptas*

PS2/Wii Stats:

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| Lvl | FP (cost)      | FS (cost)      | RS (cost)      | Cap (cost)      |
|-----|-----|-----|-----|-----|
| 1   | 1.6            | 0.53           | 2.73           | 8               |
| 2   | 1.8 (15,000)  | 0.47 (10,000) | 2.20 (6,000)  | 10 (6,000)     |
| 3   | 2.1 (20,000)  | 0.40 (15,000) | 1.67 (10,000) | 12 (8,000)     |
| 4   | 2.5 (24,000)  | ---           | ---           | 15 (12,000)    |
| 5   | 3.0 (28,000)  | ---           | ---           | 18 (16,000)    |
| 6   | 3.7 (45,000)  | ---           | ---           | 22 (22,000)    |
| Exc | 6.5 (80,000)  | ---           | ---           | ---            |
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GC Stats:

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| Lvl | FP (cost)      | FS (cost)      | RS (cost)      | Cap (cost)      |
|-----|-----|-----|-----|-----|
| 1   | 1.4            | 0.53           | 2.73           | 8               |
| 2   | 1.7 (15,000)  | 0.47 (10,000) | 2.20 (6,000)  | 10 (6,000)     |
| 3   | 2.0 (20,000)  | 0.40 (15,000) | 1.67 (10,000) | 12 (8,000)     |
| 4   | 2.4 (24,000)  | ---           | ---           | 15 (12,000)    |
| 5   | 2.8 (28,000)  | ---           | ---           | 18 (16,000)    |
| 6   | 3.5 (45,000)  | ---           | ---           | 22 (22,000)    |
| Exc | 5.0 (80,000)  | ---           | ---           | ---            |
o-----o
  
```

Exclusive: Increases the Firepower to 6.5 (5.0 in the GC version) (80,000)

Info: When completely upgraded, this gun's firepower is the highest out of all of the handguns. Unfortunately, with its stock, this gun takes up the most inventory space (11 spaces) out of all of the handguns.

*Note: These costs include the cost of the stock. Before the Wii version came out, there was no way I'd use a Red9 without it. However, aiming is a lot easier on the Wii, so you may not need the stock. The difference in the total cost doesn't really impact the conclusion of the Handgun statistical comparison.

 - 4.3 - Punisher -

Description: "This 9mm handgun will blast a hole through two enemies!"
 Base Cost: Free from the Merchant after shooting ten medallions (or 20,000 ptas)
 Inventory Space: 3 x 2 (6 spaces)
 Fully-upgraded Total Cost: 266,000 ptas
 Fully-upgraded Resale Value: 148,900 ptas

GC/PS2/PC/Wii Stats:

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| Lvl | FP (cost)      | FS (cost)      | RS (cost)      | Cap (cost)      |
  
```

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	0.9	0.47	1.70	10
2	1.1 (10,000*)	0.40 (10,000)	1.47 (8,000)	13 (8,000)
3	1.3 (15,000)	0.33 (20,000)	0.83 (18,000)	16 (10,000)
4	1.5 (20,000)	---	---	20 (15,000)
5	1.7 (25,000)	---	---	24 (18,000)
6	1.9 (35,000)	---	---	28 (24,000)

Exclusive: Bullets penetrate up to five bodies at one time (40,000)

Info: Before purchasing the exclusive upgrade of this weapon, it normally penetrates two enemies at once. This is about enough since you'll rarely be able to line up five enemies. Also, almost any other gun is much better than a handgun for dealing with large groups.

*Note: The 1.1 firepower upgrade is free if you shoot all fifteen medallions instead of only ten. If you only shoot ten, then you'll have to cough up an extra 10,000 pesetas. Thanks goes out to RingWraith775 for letting me know!

- 4.4 - Blacktail -

Description: "A 9mm handgun with superior handling."
 Base Cost: 24,000 ptas
 Inventory Space: 3 x 2 (6 spaces)
 Fully-upgraded Total Cost: 362,000 ptas
 Fully-upgraded Resale Value: 182,000 ptas

PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	1.6	0.47	1.70	15
2	1.8 (10,000)	0.40 (10,000)	1.47 (8,000)	18 (8,000)
3	2.0 (15,000)	0.27 (20,000)	0.83 (15,000)	21 (10,000)
4	2.3 (20,000)	---	---	25 (15,000)
5	2.7 (25,000)	---	---	30 (20,000)
6	3.2 (35,000)	---	---	35 (25,000)
Exc	4.5 (80,000)	---	---	---

GC Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	1.6	0.47	1.70	15
2	1.8 (10,000)	0.40 (10,000)	1.47 (8,000)	18 (8,000)
3	2.0 (15,000)	0.27 (20,000)	0.83 (15,000)	21 (10,000)
4	2.3 (20,000)	---	---	25 (15,000)
5	2.7 (25,000)	---	---	30 (20,000)
6	3.0 (35,000)	---	---	35 (25,000)
Exc	3.4 (80,000)	---	---	---

Exclusive: Increases the Firepower to 4.5 (3.4 in the GC version) (80,000)

Info: The Blacktail is a fairly quick gun with a good aim and a decent firepower. It is the last handgun to become available to those who are playing their first time through.

- 4.5 - Matilda -

Description: "A 9mm handgun with Burst-Fire capability."
Base Cost: 70,000 ptas (available after beating the game)
Inventory Space: 5 x 2 (10 spaces)
Fully-upgraded Total Cost: 303,000 ptas
Fully-upgraded Resale Value: 155,750 ptas

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	1.5	0.47	1.73	15
2	1.7 (15,000)	---	1.47 (6,000)	18 (7,000)
3	1.9 (17,000)	---	0.87 (15,000)	21 (10,000)
4	2.1 (20,000)	---	---	24 (12,000)
5	2.3 (25,000)	---	---	27 (16,000)
6	2.5 (35,000)	---	---	30 (20,000)
Exc	---	---	---	100 (35,000)

Exclusive: Increases the Capacity to 100 (35,000)

Info: The Matilda (named after a Roald Dahl book*) only becomes available after beating the game once. Therefore, buying this gun may not be as rewarding as perhaps saving up for the Chicago Typewriter and buying that (beat Assignment Ada first). However, if money is not an issue, and you're bored, this is an excellent handgun to get because it can fire three bullets in a very rapid succession. But then again, there's the Chicago Typewriter for that kind of stuff.

*Note: Actually, the Matilda is probably named after Natalie Portman's character in Luc Besson's film "Leon: The Professional." Iceman39 pointed this observation out in an e-mail he sent me. He wrote "This is just a guess but I would say it was named after Natalie Portman's character in Luc Besson's Leon. In one scene in the film Leon gives Matilda a pistol, much like the Matilda in RE4. Plus the fact that the film's title and main character's name are identical to our protagonist's in RE4 doesn't hurt my hypothesis either." Thanks again Iceman39!

- 4.6 - Statistical Comparison -

PS2/PC/Wii Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Handgun	2.0	[198,000]	99,000	5.482	36,115

Red9	[6.5]	335,000	[51,539]	13.658	24,528
Punisher*	1.9	266,000	140,000	5.283	50,350
Blacktail	4.5	362,000	80,444	[15.321]	[23,628]
Matilda**	2.5	303,000	121,200	15.118	[20,042]

GC Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Handgun	2.0	[198,000]	99,000	5.482	36,115
Red9	[5.0]	335,000	[67,000]	10.506	31,886
Punisher*	1.9	266,000	140,000	5.283	50,350
Blacktail	3.4	362,000	106,471	[11.576]	[31,272]
Matilda**	2.0	303,000	151,500	[12.094]	[25,053]

Brackets indicate a weapon's statistical superiority in its own class.

*Note: Unlike other handguns, the Punisher is capable of shooting through multiple targets. This means that potentially more damage could be dealt than other guns of a greater firepower. However, you will not always be able to shoot multiple targets at once, so the Punisher's special ability has been ignored in the above analysis.

**Note: The Matilda's rapid-fire capability has been taken into consideration for the FP/Sec and TC/FPr stats.

- 4.7 - Conclusion (The Best Handgun) -

So, what's the best handgun to use in the game? I'd say the Red9 mainly because it has the most firepower out of all of the handguns, making it the most efficient. Also, the Red9 is the most economically sound for the amount of damage it does. Its total cost per firepower (TC/FP) is the least out of all of the handguns. The Red9 does have two downsides though: it takes up a lot of inventory space (11 spaces total with the stock), and it is German. Its consumption of space never affects my game though, mainly because I don't buy weapons like the TMP or the Mine Thrower.

The second best gun would be the Blacktail. Overall, it isn't that much more expensive than the Red9, and it does pack a decent amount of firepower when fully upgraded. It also consumes less inventory space. If you plan on buying many items or weapons, then this would be a great gun to have in Leon's case. Also, you'll notice that the firepower rate (FP/Sec) of the Blacktail is the highest out of all of the handguns available. The total cost per firepower rate (TC/FPr) is also the lowest for the Blacktail. Unfortunately, neither of these two stats really matter to me for handguns. Unless I'm just showing off, I rarely take on a large group of enemies with a handgun. Another downside is that you'll have to wait until Chapter 3 to acquire the Blacktail.

The Punisher is not a good handgun choice because it's exclusive is not really that useful. If you keep that gun, the only one you're punishing is yourself. Remember, attacking multiple targets is best suited for shotguns, rifles, and grenades. The Matilda, although a great gun (and a great children's book), isn't really needed once it becomes available. If you want a gun with rapid fire, you'd be better off beating Assignment Ada and saving up for the Chicago

Typewriter.

The standard Handgun does give you a lot better chance of blowing off the heads of enemies, but that doesn't outweigh the Red9's firepower. In fact, just to make sure, I did a test. I played through a portion of Chapter 2-2 three times. I used a fully-upgraded Handgun the first time, a fully-upgraded Red9 the second time, and a fully-upgraded Blacktail the third time. With the Handgun, I killed 16 villagers with 44 bullets total. With the Red9, I killed them with 32 bullets, and with the Blacktail, I killed them with 37 bullets. So, with the Handgun, it took me 2.75 bullets to kill each villager, but with the Red9, it only took me 2.00 bullets to kill each villager. The Blacktail had similar results (2.31 bullets per villager). This test directly shows the correlation between firepower and bullet conservation, and it shows why the Red9 is the best handgun choice.

For those of you playing through the game for your first time, you should use my personal strategy for acquiring handguns. First, you'll want to avoid upgrading your basic Handgun. Once you shoot all fifteen blue medallions, you'll get the Punisher. You can either sell it or sell the Handgun. I'll leave that to you, but do sell one of them. Once the Red9 becomes available, sell whatever handgun you have, and buy the Red9 (preferably with the stock), and never look back. Focus on upgrading the Red9's firepower as often as possible, and upgrade the capacity whenever you need bullets or have pesetas to spare. If you're doing well enough in the game, you might find that you don't even have to upgrade the Red9 all the way.

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= 5.0 - Shotgun Analysis =

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In previous Resident Evil games, using a shotgun was the equivalent of using a pellet gun in real life. Okay, not really. However, I'd be willing to say that the shotgun is the most important class of guns in Resident Evil 4. Not only do they have a pretty large firepower, but they can also damage numerous creatures at once. If you're like me, then you're going to use your shotgun as the gun to pull out when the going gets really tough...and the tough gets really going.

- 5.1 - Shotgun -

Description: "A 12-gauge pump-action shotgun. Don't leave home without it."
Base Cost: Free in the village (or 20,000 ptas)
Inventory Space: 8 x 2 (16 spaces)
Fully-upgraded Total Cost: 257,000 ptas (312,000 in the GC version)
Fully-upgraded Resale Value: 167,440 ptas

PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	4.0	1.53	3.03	6
2	4.5 (15,000)	---	2.43 (7,000)	8 (8,000)

3 5.0 (20,000) --- 1.67 (15,000) 10 (10,000)
4 6.0 (25,000) --- --- 12 (12,000)
5 7.0 (30,000) --- --- 15 (15,000)
6 8.0 (40,000) --- --- 18 (20,000)

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GC Stats:

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Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)	
1	4.0	1.53	3.03	6	
2	4.5 (15,000)	---	2.43 (7,000)	8 (8,000)	
3	5.0 (20,000)	---	1.50 (15,000)	10 (10,000)	
4	6.0 (25,000)	---	---	12 (12,000)	
5	7.0 (30,000)	---	---	15 (15,000)	
6	8.0 (45,000)	---	---	18 (20,000)	

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Exclusive: Makes the firepower the same for all distances (40,000 (90,000 in the GC version))

Info: This shotgun can be found for free towards the very beginning of the game (in the second story of one of the houses in the village). Since shotguns are normally only good for close encounters, this gun's exclusive upgrade is well worth the price.

- 5.2 - Riot Gun -

Description: "This pump-action shotgun is effective even at long distances!"
 Base Cost: 32,000 ptas
 Inventory Space: 8 x 2 (16 spaces)
 Fully-upgraded Total Cost: 415,000 ptas
 Fully-upgraded Resale Value: 208,700 ptas

PS2/PC/Wii Stats:

o-----o

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)	
1	5.0	1.53	3.03	7	
2	5.5 (20,000)	---	2.43 (7,000)	9 (10,000)	
3	6.0 (24,000)	---	1.67 (20,000)	11 (12,000)	
4	6.5 (28,000)	---	---	13 (15,000)	
5	7.0 (32,000)	---	---	15 (20,000)	
6	8.0 (50,000)	---	---	17 (25,000)	
Exc	10.0 (120,000)	---	---	---	

o-----o

GC Stats:

o-----o

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)	
1	5.0	1.53	3.03	7	
2	5.5 (20,000)	---	2.43 (7,000)	9 (10,000)	
3	6.0 (24,000)	---	1.50 (20,000)	11 (12,000)	
4	6.5 (28,000)	---	---	13 (15,000)	

5	7.0 (32,000)		---		---		15 (20,000)	
6	8.0 (50,000)		---		---		17 (25,000)	
Exc	10.0 (120,000)		---		---		---	

Exclusive: Increases the firepower to 10.0 (120,000)

Info: One good feature of the Riot Gun is that you can aim and turn faster with it than the regular Shotgun. It is, however, not extremely better than the regular Shotgun.

- 5.3 - Striker -

Description: "Equipped with the advantage of wide-shot, it enables faster firing than a standard shotgun"
 Base Cost: 43,000 ptas
 Inventory Space: 5 x 2 (10 spaces)
 Fully-upgraded Total Cost: 392,000 ptas
 Fully-upgraded Resale Value: 206,560 ptas

PS2/PC/Wii Stats:

Lvl	FP (cost)		FS (cost)		RS (cost)		Cap (cost)	
1	6.0		1.10		3.00		12	
2	7.0 (25,000)		---		2.40 (8,000)		14 (10,000)	
3	8.0 (28,000)		---		1.67 (15,000)		16 (12,000)	
4	9.0 (32,000)		---		---		20 (16,000)	
5	10.0 (40,000)		---		---		24 (18,000)	
6	12.0 (60,000)		---		---		28 (25,000)	
Exc	---		---		---		100 (60,000)	

GC Stats:

Lvl	FP (cost)		FS (cost)		RS (cost)		Cap (cost)	
1	6.0		0.73		3.00		12	
2	7.0 (25,000)		---		2.40 (8,000)		14 (10,000)	
3	8.0 (28,000)		---		1.50 (15,000)		16 (12,000)	
4	9.0 (32,000)		---		---		20 (16,000)	
5	10.0 (40,000)		---		---		24 (18,000)	
6	12.0 (60,000)		---		---		28 (25,000)	
Exc	---		---		---		100 (60,000)	

Exclusive: Increases the capacity to 100 (60,000)

Info: This shotgun has the greatest firing speed, maximum firepower, and maximum capacity out of all three shotguns. Unfortunately, you have to wait a while until you can buy this gun.

- 5.4 - Statistical Comparison -

PS2/PC/Wii Stats:

```
o-----o
| Gun          | Max FP | Total Cost | TC/FP   | FP/Sec  | TC/FPr  |
|-----|-----|-----|-----|-----|-----|
| Shotgun      | 8.0    | [257,000] | [32,125]| 4.930   | 52,132  |
| Riot Gun     | 10.0   | 415,000   | 41,500  | 6.142   | 67,572  |
| Striker      | [12.0] | 392,000   | 32,667  | [10.746]| [36,479]|
o-----o
```

GC Stats:

```
o-----o
| Gun          | Max FP | Total Cost | TC/FP   | FP/Sec  | TC/FPr  |
|-----|-----|-----|-----|-----|-----|
| Shotgun      | 8.0    | [312,000] | 39,000  | 4.959   | 62,920  |
| Riot Gun     | 10.0   | 415,000   | 41,500  | 6.180   | 67,157  |
| Striker      | [12.0] | 392,000   | [32,667]| [16.107]| [24,337]|
o-----o
```

Brackets indicate a weapon's statistical superiority in its own class.

```
-----
- 5.5 - Conclusion (The Best Shotgun) -
-----
```

The best shotgun to use is without a doubt the Striker. It has the greatest maximum firepower, the greatest firepower per second, the greatest maximum capacity, and it takes up the least amount of inventory spaces. There are a few downsides to this gun though. First, it is truly a wide-shot gun that isn't as suited for long distance shooting as the regular Shotgun can be. Also, you get it pretty late in the game. That's why you should use my strategy of acquiring shotguns.

First, get the regular Shotgun in the village. Now just hang on to it until the Striker becomes available. Ignore the Riot Gun and just upgrade the Shotgun's firepower and capacity if you feel like you need to. When the Striker becomes available, sell the Shotgun and focus on maxing out the Striker. It is well worth it!

So why do I say to never buy the Riot Gun? Well, the number one reason is because you're going to want to save up for the Striker, so the Riot Gun is just a waste of money. Just look at the upgrades and the upgrade costs of the Riot Gun. They are almost the exact same as the Shotgun. So if you need a decent shotgun before the Striker becomes available (you probably will), then just upgrade the regular Shotgun a bit.

Let's say that you want to avoid the Striker completely though. Let's say that you want to keep either the Shotgun or the Riot Gun. Now I have no idea why anyone would want to do that. Nobody knows why except for you. Regardless, I would still recommend not getting the Riot Gun. The extra turning speed and the two extra points of firepower are not really worth the extra 100,000 pesetas. The regular Shotgun has the most value per firepower (just look at the TC/FP stat). You could use that money for other things. Plus, wouldn't it be cool to use a shotgun for long distance shooting? I think so. Of course, this guide leaves the final call up to you. The Riot Gun does look cooler...

Actually, there is one instance that I would recommend getting the Riot Gun. If you want to limit yourself and only get your shotgun's firepower up to 5.0 then please buy the Riot Gun. It costs 32,000 pesetas, and it starts off with a firepower of 5.0. It costs 35,000 pesetas just to upgrade the standard Shotgun

to that same level. So, you'll save 3,000 pesetas, and you'll get up to 10,000 by selling your non-upgraded Shotgun. Now's that's a deal! I would like to thank Fernando very much for e-mailing me this information. You might do fine with a firepower of 5.0 until the Striker becomes available. However, if you're not sure, then just do as I have already advised.

```
=====
= 6.0 - Rifle Analysis                                     =
=====
```

I wouldn't say that the rifles are 100% necessary to own, but you'd be kicking yourself if you didn't get one. Rifles are excellent for shooting long range, especially if you can take out tons of enemies before they even reach you. Also, rifles have pretty good firepower, and their bullets can go through multiple targets. Because of this feature, attacking even close-range enemies with a rifle is sometimes a good choice.

If you don't own a rifle in the game, you're going to miss out on a lot of the fun. Sniping is usually my favorite part of any game that contains rifles. In order to do proper sniping, you are going to want to get the better scopes. Therefore, the cost of the additional scopes has been included in the stats for both of the rifles. Besides, the included cost doesn't really make a huge difference when comparing the two rifles anyway.

```
-----
- 6.1 - Rifle -
-----
```

```
Description:                "A .223 caliber bolt action rifle."
Base Cost:                  12,000 ptas
Scope Cost:                7,000 ptas
Inventory Space:           9 x 1 (9 spaces)
Scope's Inventory Space:   3 x 1 (3 spaces)
Fully-upgraded Total Cost: 296,000 ptas*
Fully-upgraded Resale Value: 149,950 ptas*
```

PS2/PC/Wii Stats:

```
o-----o
| Lvl | FP (cost)      | FS (cost)      | RS (cost)      | Cap (cost)      |
|-----|-----|-----|-----|-----|
| 1   | 4.0            | 2.73           | 4.00           | 5               |
| 2   | 5.0 (10,000)  | ---           | 3.23 (8,000)  | 7 (6,000)       |
| 3   | 6.0 (12,000)  | ---           | 2.33 (18,000) | 9 (8,000)       |
| 4   | 8.0 (20,000)  | ---           | ---           | 12 (12,000)     |
| 5   | 10.0 (25,000) | ---           | ---           | 15 (18,000)     |
| 6   | 12.0 (35,000) | ---           | ---           | 18 (25,000)     |
| Exc | 30.0 (80,000) | ---           | ---           | ---             |
o-----o
```

GC Stats:

```
o-----o
| Lvl | FP (cost)      | FS (cost)      | RS (cost)      | Cap (cost)      |
|-----|-----|-----|-----|-----|
| 1   | 4.0            | 0.67          | 4.00           | 5               |
o-----o
```

2 5.0 (10,000) --- 3.23 (8,000) 7 (6,000)
3 6.0 (12,000) --- 2.33 (18,000) 9 (8,000)
4 8.0 (20,000) --- 12 (12,000)
5 10.0 (25,000) --- 15 (18,000)
6 12.0 (35,000) --- 18 (25,000)
Exc 18.0 (80,000) --- ---

Exclusive: Increases the firepower to 30.0 (18.0 in the GC version)
(80,000)

Info: The standard Rifle is a pretty powerful gun, but it is a bit slow. Also, after firing, the scope view is exited so that the next bullet can be readied. This can be a bit distracting.

*Note: These costs include the cost of the additional scope. The rifles do come equipped with scopes, but the individual scopes are much better for sniping.

- 6.2 - Rifle (Semi-auto) -

Description: "A .223 caliber rifle capable of firing faster than the standard rifle."
Base Cost: 35,000 ptas
Scope Cost: 10,000 ptas
Inventory Space: 7 x 2 (14 spaces)
Scope's Inventory Space: 3 x 1 (3 spaces)
Fully-upgraded Total Cost: 361,000 ptas*
Fully-upgraded Resale Value: 182,600 ptas*

PS2/PC/Wii Stats:

Lvl FP (cost) FS (cost) RS (cost) Cap (cost)
1 7.0 1.43 2.33 10
2 8.0 (15,000) --- 1.90 (9,000) 12 (10,000)
3 9.0 (18,000) --- 1.33 (18,000) 14 (12,000)
4 11.0 (24,000) --- --- 17 (15,000)
5 13.0 (30,000) --- --- 20 (20,000)
6 15.0 (40,000) --- --- 24 (25,000)
Exc --- 0.80 (80,000) --- ---

GC Stats:

Lvl FP (cost) FS (cost) RS (cost) Cap (cost)
1 7.0 1.43 2.33 10
2 8.0 (15,000) --- 1.90 (9,000) 12 (10,000)
3 9.0 (18,000) --- 1.33 (18,000) 14 (12,000)
4 11.0 (24,000) --- --- 17 (15,000)
5 13.0 (30,000) --- --- 20 (20,000)
6 15.0 (40,000) --- --- 24 (25,000)
Exc --- 0.40 (80,000) --- ---

Exclusive: Decreases the firing speed to 0.80 (0.40 in the GC version)

(80,000)

Info: This semi-automatic rifle is extremely quick when it has been upgraded to its full potential. Also, after firing, the scope view remains on the screen, so your concentration is never broken.

*Note: These costs include the cost of the additional scope. The rifles do come equipped with scopes, but the individual scopes are much better for sniping.

- 6.3 - Statistical Comparison -

PS2/PC/Wii Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Rifle	[30.0]	[296,000]	[9,867]	10.492	28,213
Rifle (Semi-auto)	15.0	361,000	24,067	[17.535]	[20,587]

GC Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Rifle	[18.0]	[296,000]	[16,444]	22.516	13,146
Rifle (Semi-auto)	15.0	361,000	24,067	[32.937]	[10,960]

Brackets indicate a weapon's statistical superiority in its own class.

- 6.4 - Conclusion (The Best Rifle) -

Deciding between these two guns is a tough issue because having the better rifle isn't as important as having the best handgun or shotgun. Also, the decision is tough due to the changes made to the post-GameCube versions of the game. The changes made the regular rifle more powerful and the semi-automatic rifle slower.

You probably won't even be using the rifle as often. Economically speaking, you'd want to go with the standard Rifle. It'll have the best firepower, and it'd be the cheapest route to go. However, with rifles, speed can become an issue. Having a slow rifle in this game is not that fun, especially when trying to save Ashley when the bad guys are carrying her away. That's why I always (but hesitantly) choose the Semi-automatic Rifle.

The Semi-automatic Rifle is quick and its firepower rate is greater than the standard Rifle. Plus, its scope view is uninterrupted when firing. That means when the bad guys are messing with Ashley, you don't have to try to locate them again after firing. Also, I was very glad that I had it during many fact-paced portions of the game. And during any boss fight where I felt I could pull off a rifle shot or two.

When I play, I'm actually a bit wasteful when it comes to the rifles. I have no

intention of keeping the standard Rifle, but I buy it anyway. I don't upgrade it; I just buy it, use it maybe twice, and then sell it when the Semi-automatic one is available. I don't recommend doing this because it is wasteful. I guess the best expression would be "Do as I say, not as I do." Of course, this guide leaves the final call up to you.

If you're playing the Wii version or if you're a confident player, you'll probably be able to stick with the standard Rifle. If you do, you'll enjoy the benefit of being efficient and being able to focus on just one rifle throughout the game.

=====
= 7.0 - Magnum Analysis =
=====

In terms of firepower, magnums are the most awesome guns in the game. In other words, you're going to need one, and it's going to cost you a pretty peseta. There are only two magnums available during your first round of the game, and the choice is clear on which one you should get. However, instead of only saying "Use the Broken Butterfly," I'll go ahead and give you the usual data analysis, and then say "Use the Broken Butterfly." Of course, this will all go out the window once you unlock the Handcannon. In order to do this, you'll have to get a five-star rating on all four stages with all five characters in the Mercenaries mini-game. Then I'll say "Use the Handcannon," but not until then.

I should note now that the Handcannon uses .50 caliber bullets and the Broken Butterfly and the Killer7 use .45 caliber bullets. This annoyance is due to Capcom's striving for realism. I say it is an annoyance because in my experience, Handcannon ammo is rarer than the other magnum ammo. Don't worry though, because once you get the Handcannon upgraded all the way, you'll be enjoying the benefits of infinite ammo. It will feel like cheating.

- 7.1 - Broken Butterfly -

Description: "A very powerful .45 magnum revolver. This will make anyone's day."
Base Cost: Free in the Castle area (or 38,000 ptas)
Inventory Space: 4 x 2 (8 spaces)
Fully-upgraded Total Cost: 455,000 ptas
Fully-upgraded Resale Value: 249,500 ptas

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	13.0	0.70	3.67	6
2	15.0 (25,000)	---	3.00 (15,000)	8 (15,000)
3	17.0 (30,000)	---	2.33 (20,000)	10 (20,000)
4	20.0 (35,000)	---	---	12 (25,000)
5	24.0 (50,000)	---	---	---
6	28.0 (70,000)	---	---	---
Exc	50.0 (150,000)	---	---	---

Exclusive: Increases the firepower to 50.0 (150,000)

Info: Now this is a nice .45 caliber magnum! Not only can it be found for free, but once fully-upgraded, you'll have a firepower of 50.0! Amazing!

- 7.2 - Killer7 -

Description: "A very stable yet powerful .45 magnum."
Base Cost: 77,700 ptas
Inventory Space: 4 x 2 (8 spaces)
Fully-upgraded Total Cost: 337,700 ptas
Fully-upgraded Resale Value: 172,350 ptas

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	25.0	0.70	1.83	7
2	30.0 (62,000)	---	1.53 (20,000)	10 (30,000)
3	35.0 (78,000)	---	0.93 (30,000)	14 (40,000)

Exclusive: This gun doesn't have an exclusive. How lame!

Info: I've never used this .45 caliber magnum except to test it. It only has three levels, and it doesn't even have an exclusive. Basically, Capcom made a sub-par gun and named it after a sub-par game.

- 7.3 - Handcannon -

Description: "This is a .50 magnum. Need we say more?"
Base Cost: Free after getting five stars on all four stages with all five characters of the Mercenaries mini-game.
Inventory Space: 4 x 2 (8 spaces)
Fully-upgraded Total Cost: 790,000 ptas
Fully-upgraded Resale Value: 0 ptas (but who would want to sell it?)

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	30.0	1.17	3.67	3
2	35.0 (40,000)	---	2.87 (25,000)	4 (15,000)
3	40.0 (50,000)	---	1.83 (50,000)	5 (20,000)
4	45.0 (70,000)	---	---	6 (25,000)
5	50.0 (90,000)	---	---	8 (35,000)
6	60.0 (120,000)	---	---	10 (50,000)
Exc	99.9 (200,000)	---	---	Infinite*

Exclusive: Increases the firepower to 99.9 and gives the gun infinite ammo (200,000)

Info: This gun is the Holy Grail. When fully upgraded, this is the best weapon in the game (and the hardest to get). It also uses a different type of ammo than the other two magnums.

*Note: The lack of a listed price is due to the fact that I listed the 200,000 price next to the 99.9 firepower upgrade. You get both 99.9 firepower and infinite ammo for the 200,000 exclusive upgrade price.

- 7.4 - Statistical Comparison -

GC/PS2/PC/Wii Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Broken Butterfly	[50.0]	455,000	[9,100]	[55.918]	8,137
Killer7	35.0	[337,700]	9,649	45.666	[7,395]
Handcannon	[99.9]	790,000	[7,908]	[85.385]	9,252

Brackets indicate a weapon's statistical superiority in its own class.

- 7.5 - Conclusion (The Best Magnum) -

Use the Broken Butterfly.

Okay, let me elaborate just a bit. For the magnums, all you should really be concerned about is the firepower. The firepower rate (FP/Sec) and the total cost per firepower rate (TC/FPr) stats that I made up don't even matter for these guns. That's because you don't want to fire so quickly that you lose bullets. Magnum bullets are very rare, especially the Handcannon's. In fact, you should be finding yourself getting capacity upgrades just to get more bullets.

Now the real question is would you rather have the 50.0 firepower or the 35.0 firepower during your first game? I'm guessing fifty. With that much firepower, the Broken Butterfly will be able to deal massive damage to bosses so that the boss fights are a joke. Well, not a joke that you'll laugh at, because chances are you'll die during some boss fights no matter what weapons you use. However, if the cost is an issue with you then just use the Broken Butterfly and don't even bother with the exclusive upgrade. You'll save 150,000 pesetas, but your gun firepower will be down to 28.0.

A nice e-mail was sent to me by Alan C. Wells, and he pointed out that the Killer7 shouldn't be completely overlooked. He pointed out that the Killer7 gets its upgrades quicker than the Broken Butterfly does. In addition, he reiterated that it has a larger capacity, which means that you get more of those awesome magnum bullets. Finally, he said that the firing speed of the Killer7 was important to him because he was able to put magnum bullets into bosses faster than the Broken Butterfly. Now, I still stand by what I said when

it comes to owning an individual gun. I really don't see the need to spend money on the Killer7 when the Broken Butterfly is clearly better in the end. However, Alan suggests owning both guns! Now that's something I never thought of or did, so I'll leave that decision up to you. In fact, if you do own both, I'd suggest only upgrading the Killer7's firepower. If you're out of bullets, then upgrade the capacity as well.

The only gun with more firepower than a fully-upgraded Broken Butterfly is the Handcannon. If you do plan on beating the game in its entirety and playing again, then skipping some of the Broken Butterfly's upgrades might be a wise idea. You'll want to use the saved pesetas to upgrade the Handcannon as soon as possible. After all, its exclusive upgrade is infinite ammo. Then, once you get the Handcannon, you should just sell the Broken Butterfly and use that money to finance the Handcannon's upgrades. Once it is fully-upgraded, then you could even sell your handgun. I mean, why ever use your handgun again when you have a magnum with infinite ammo?

So, in conclusion, just use the Broken Butterfly on your first playthrough and then get the Handcannon on your second. Chances are the average player won't want to pour the required amount of time into the game to unlock it. If you do get it though, then give yourself a pat on the back. But believe me, once you have a fully upgraded Handcannon, the game will become the easiest game ever.

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= 8.0 - TMP Analysis =
=====

The TMP is essentially a rapid-fire gun that there is only one type of. It uses its own bullets. Frankly, I never buy the TMP because there are so many better options when facing a horde of enemies. So, I've analyzed the gun so that I can tell you why you might not want to buy it either.

- 8.1 - TMP -

Description: "A fully-automatic machine pistol. Fires custom 9mm's."
Base Cost: 10,000 ptas (15,000 in the GC version)
Stock Cost: 4,000 ptas
Inventory Space: 3 x 2 (6 spaces)
Stock's Inventory Space: 2 x 2 (4 spaces)
Fully-upgraded Total Cost: 334,000 ptas* (339,000 in the GC version)
Fully-upgraded Resale Value: 173,900 ptas*

GC/PS2/PC/Wii Stats:

Lvl	FP (cost)	FS (cost)	RS (cost)	Cap (cost)
1	0.4	0.10	2.37	30
2	0.5 (7,000)	---	1.93 (5,000)	50 (7,000)
3	0.6 (14,000)	---	1.17 (15,000)	100 (15,000)
4	0.8 (18,000)	---	---	150 (20,000)
5	1.0 (24,000)	---	---	200 (25,000)

6	1.2 (35,000)	---	---	250 (35,000)	
Exc	1.8 (100,000)	---	---	---	

o-----o

Exclusive: Increases the firepower to 1.8 (100,000)

Info: Like I said before, this is a rapid-fire weapon. It has a low firepower, but it can pump out bullets quite quickly. Also, it has a fairly large capacity.

*Note: These costs include the cost of the stock. You should never use this gun without the stock, because the stock helps out your aiming a great deal. Without it, you'd start firing and then you'd lose even more bullets than you normally would.

- 8.2 - Statistical Analysis -

PS2/PC/Wii Stats:

o-----o

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr	
TMP	1.8	334,000	185,556	17.195	19,424	

o-----o

GC Stats:

o-----o

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr	
TMP	1.8	339,000	188,333	17.195	19,715	

o-----o

Brackets have not been included on any of these stats because the point of this section is to convince you to never buy the TMP. Also, there aren't any other guns listed for comparison.

- 8.3 - Conclusion (Don't Use the TMP) -

Okay, I think I can convince you that you don't need the TMP, so let me try. Let's focus on the important aspects. The maximum firepower isn't so hot. However, it does have a high firing speed, so the firepower per second (FP/Sec) looks pretty good at 17.195. In fact, that's higher than any handgun or shotgun. Well, let me explain that stat a bit better. The FP/Sec only means how much firepower that gun can pump out per second. Though it is related to the amount of damage it can do per second, it isn't the same thing. TMP bullets can only go through one body at a time, but the shotgun shells are quite a different story. They can damage several foes at once. So the Striker's 10.746 FP/Sec translates into more damage per second than the TMP's 17.195 FP/Sec when facing a horde of enemies. Basically, there are better options for dealing with groups than using the TMP.

Are there any other reasons you might want the TMP? Maybe. The game does give you TMP bullets whether you own a TMP or not. But for me, that's not a problem because I sell them! You can make lots of money like that. Besides, if you use the TMP, you'll end up going through those bullets faster than you can fire

them. I'm not sure how that works, but it's a figure of speech (I think I made it up). So you can save up to 334,000 pesetas (but probably less) by not getting the TMP, plus whatever you make for selling the unneeded ammo. Plus, you won't be using the ten inventory spaces that the TMP and its stock require. Oh, and I forgot to mention the noise. The TMP makes quite a racket. Not owning one will be friendlier to your ears.

Now remember, this is just a suggestion. I never use the TMP, and I get through the game just fine. However, I still get e-mails from people telling me about how awesome the gun is. It might be awesome, it might be fun, and it is nearly essential when playing Mercenaries. But to me, it just isn't worth the cost and the inventory space when playing through the regular game. It is just not a very economical choice. If you want to use it though, please go ahead.

```
=====
= 9.0 - Other Weapons                                     =
=====
```

This section is dedicated to the other weapons that I don't really feel fit well into the other categories. With the exception of the Mine Thrower, these weapons are not upgradeable. I really don't recommend buying them unless you just have tons of money or are playing the game a second time through. In fact, you aren't able to buy the Infinite Launcher or the Chicago Typewriter until the second time through. Actually, now that I think of it, the Chicago Typewriter is worth buying, but not until you have a fully-upgraded Handcannon. Other than that gun, I don't really see them as being necessary or worth the pesetas.

```
-----
- 9.1 - Mine Thrower -
-----
```

Description: "This weapon fires custom 'mines' that attach to objects and detonate after a period of time."
 Base Cost: 28,000 ptas
 Scope Cost: 8,000 ptas
 Inventory Space: 5 x 2 (10 spaces)
 Scopes's Inventory Space: 2 x 2 (4 spaces)
 Fully-upgraded Total Cost: 219,000 ptas*
 Fully-upgraded Resale Value: 112,000 ptas*

GC/PS2/PC/Wii Stats:

```
o-----o
| Lvl | FP** (cost) | FS (cost) | RS (cost) | Cap (cost) |
|-----|-----|-----|-----|-----|
| 1 | 2.0 | 1.33 | 3.43 | 5 |
| 2 | 4.0 (25,000) | --- | 2.57 (18,000) | 7 (25,000) |
| 3 | 6.0 (45,000) | --- | | 10 (40,000) |
o-----o
```

Exclusive: Gives the mines homing capabilities and apparently increases the blast radius of the mines, although the game does not specify what the new blast radius is (30,000)

Info: You know this gun is actually pretty fun, and that's the only reason I can think of to buy it. Yes, it does a great deal of damage, and yes, I have used it before. Unfortunately, I really don't see why you'd need to spend the extra pesetas just for this. It seems to me that a magnum can do more damage to a single target, and a standard hand grenade can do equal damage to groups. Plus, mine darts seem rarer than magnum bullets, so that makes this gun of limited use.

*Note: These costs include the cost of scope, although the mine thrower works wonders without it. If you decide to get this gun, you might as well get the scope.

**Note: The firepower of this gun has nothing to do with how much damage it can do. This firepower just describes the blast radius of the mines in meters. Now, I have no clue what the firepower of a mine actually is, but it is fairly decent.

- 9.2 - Rocket Launcher -

Description:	"Do major damage to any target. (Single fire)"
Base Cost:	30,000 ptas
Inventory Space:	8 x 2 (16 spaces)
Total Cost:	30,000 ptas
Resale Value:	15,000 ptas

Info: The in-game description of this weapon says it deals "major damage," and it probably does. However, the Rocket Launcher only comes with one rocket! That's 30,000 to kill a group of enemies or deal "major damage" (100% damage in some cases) to a boss. You could just save that money for other guns and just spend a few more seconds and bullets dealing with enemies. This is just a waste of money. In fact, you end up finding one of these in the middle of the game for free. If you're a baby (no offense to babies), you could use it, but I would just sell it for the 15,000 pesetas.

- 9.3 - Rocket Launcher (Special) -

Description:	"A rocket launcher that fires a special rocket. A perfect weapon to exterminate the boss."
Base Cost:	Free from Ada during the final boss battle
Inventory Space:	8 x 2 (16 spaces)
Resale Value:	30,000 ptas

Info: This is essentially the same as the regular Rocket Launcher except that it can be used to kill the final boss. You do have the option of not defeating the boss with this weapon, and instead selling it during your next game. If you're never going to play again, or if you're unwilling to keep fighting the boss with your other weapons, then go ahead and use it.

- 9.4 - Infinite Launcher -

Description: "The ultimate rocket launcher! Fire away!"
Base Cost: 1,000,000 ptas
Inventory Space: 8 x 2 (16 spaces)
Total Cost: 1,000,000 ptas
Resale Value: 500,000 ptas

Info: This weapon becomes available after you beat the game once. It is basically the rocket launcher that you can use infinity times. I played around with it for a bit, and it was neat to be able to shoot rockets at everything. That is, until Ashley joined my team and kept getting in the way. Anyway, I'm more satisfied popping enemies with the Handcannon or the Chicago Typewriter. Go ahead and acquire those first before buying this weapon.

- 9.5 - Chicago Typewriter -

Description: "This machinegun is outfitted with a powerful .45 caliber magazine."
Base Cost: 1,000,000 ptas
Inventory Space: 7 x 3 (21 spaces)
Total Cost: 1,000,000 ptas
Resale Value: 500,000 ptas

GC/PS2/PC/Wii Stats:

Lvl	FP	FS	RS	Cap
N/A	10.0	0.10	1.63*	Infinite

Info: This gun takes up a lot of space, but once you're able to afford this gun, then you should probably get rid of your weaker weapons anyway. I've probably echoed this throughout the guide, but this gun only becomes available after beating the game once and then beating Assignment Ada. Assignment Ada is pretty fun, so go ahead and do it. Plus, you get to see Wesker. I've included a statistical analysis of this gun below. It is pretty interesting to look at, so feel free to.

*Note: A reloading speed was assigned to this gun, but you never have to reload it. If you did though, it would take you 1.63 seconds, no less, no more.

GC/PS2/PC/Wii Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPPr
Chicago Typewriter	10.0	1,000,000	100,000	100.000	10,000

Description: "Use the charge attack to decimate all surrounding enemies with this supremely powerful laser weapon!"

Base Cost: Free from Merchant after beating the game of Professional mode.

Inventory Space: 7 x 3 (21 spaces)

Total Cost: 0 ptas

Resale Value: 0 ptas

Info: This gun was introduced in the PS2 version as a weapon you get for free from the Merchant after beating the Professional mode. The only version of the game it is not in is the GameCube version. This is another weapon that makes the game too easy because it can kill pretty much every creature on screen just one pulse. Also, it can stun enemies in the same way flash grenades can. If you have the inventory space and you want it, then get it.

- 9.7 - Conclusion (You Decide) -

I can't really say anything additional about these weapons that I haven't already said. Therefore, I will just quote a portion of this section's intro paragraph.

"I really don't recommend buying them unless you just have tons of money or are playing the game a second time through. In fact, you aren't able to buy the Infinite Launcher or the Chicago Typewriter until the second time through. Actually, now that I think of it, the Chicago Typewriter is worth buying, but not until you have a fully-upgraded Handcannon. Other than that gun, I don't really see them as being necessary or worth the pesetas."

In all seriousness though, these are items to consider during your second time playing the game. However, don't get them until you have acquired the Handcannon first (and the P.R.L. 412 if you are playing a post-GameCube version). Then get the Chicago Typewriter. That's my opinion. This guide leaves the final call up to you. My gaming experience was never ruined by buying something that this guide tells you not to. In fact, it can be fun to buy a Mine Thrower. So try it if you want to.

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= 10.0 - Complete Statistics =

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I've decided to go ahead and compile the statistic analyses of all of the weapons into one chart so that you can look at the overall picture. I noticed that if you stare at it long enough, you start getting really thirsty. It is a bizarre side effect that I have no intention of causing.

PS2/PC/Wii Stats:

o-----o

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Handgun	2.0	[198,000]	99,000	5.482	36,115
Red9	[6.5]	335,000	[51,539]	13.658	24,528
Punisher*	1.9	266,000	140,000	5.283	50,350
Blacktail	4.5	362,000	80,444	[15.321]	[23,628]
Matilda**	2.5	303,000	121,200	15.118	[20,042]
Shotgun	8.0	[257,000]	[32,125]	4.930	52,132
Riot Gun	10.0	415,000	41,500	6.142	67,572
Striker	[12.0]	392,000	32,667	[10.746]	[36,479]
Rifle	[30.0]	[296,000]	[9,867]	10.492	28,213
Rifle (Semi-auto)	15.0	361,000	24,067	[17.535]	[20,587]
Broken Butterfly	[50.0]	455,000	[9,100]	[55.918]	8,137
Killer7	35.0	[337,700]	9,649	45.666	[7,395]
Handcannon	[99.9]	790,000	[7,908]	[85.385]	9,252
TMP	1.8	334,000	185,556	17.195	19,424
Chicago Typewriter	10.0	1,000,000	100,000	[100.000]	[10,000]

GC Stats:

Gun	Max FP	Total Cost	TC/FP	FP/Sec	TC/FPr
Handgun	2.0	[198,000]	99,000	5.482	36,115
Red9	[5.0]	335,000	[67,000]	10.506	31,886
Punisher*	1.9	266,000	140,000	5.283	50,350
Blacktail	3.4	362,000	106,471	[11.576]	[31,272]
Matilda**	2.0	303,000	151,500	[12.094]	[25,053]
Shotgun	8.0	[312,000]	39,000	4.959	62,920
Riot Gun	10.0	415,000	41,500	6.180	67,157
Striker	[12.0]	392,000	[32,667]	[16.107]	[24,337]
Rifle	[18.0]	[296,000]	[16,444]	22.516	13,146
Rifle (Semi-auto)	15.0	361,000	24,067	[32.937]	[10,960]
Broken Butterfly	[50.0]	455,000	[9,100]	[55.918]	8,137
Killer7	35.0	[337,700]	9,649	45.666	[7,395]
Handcannon	[99.9]	790,000	[7,908]	[85.385]	9,252
TMP	1.8	339,000	188,333	17.195	19,715
Chicago Typewriter	10.0	1,000,000	100,000	[100.000]	[10,000]

Brackets indicate a weapon's statistical superiority in its own class.

Note: The Matilda only becomes available after beating the game once. The Chicago Typewriter only becomes available after beating Assignment Ada. The Handcannon only becomes available after getting a five-star rating on all four levels with all five characters in the Mercenaries mini-game.

*Note: Unlike other handguns, the Punisher is capable of shooting through multiple targets. This means that potentially more

damage could be dealt than other guns of a greater firepower. However, you will not always be able to shoot multiple targets at once, so the Punisher's special ability has been ignored in the above analysis.

**Note: The Matilda's rapid-fire capability has been taken into consideration for the FP/Sec and TC/FPr stats.

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= 11.0 - Miscellaneous Tips =

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Here are a few tips that I came up with that'll help you save pesetas, thus allowing you to focus more on weapon upgrades.

* Never shoot barrels and crates to get items unless you are in an emergency or are using a weapon with infinite ammo. Just use your knife in order to conserve ammo.

* This might seem like a no-brainer, but be sure to sell treasure in its completed form.

* You should never buy First Aid Spray. You can find plenty of them (as well as herbs) throughout the game. If for some reason you aren't a good player, just keep dying and reloading the game until you get better, even if it takes months.

* You should only upgrade the capacity of your weapons when your weapons are empty because the Merchant fills refills your gun's ammo when you do. This is especially important when upgrading magnums and the Mine Thrower. Ammo for those weapons is very rare.

* Be sure to shoot all fifteen of the blue medallions. When you shoot ten, you'll get the Punisher for free. When you shoot the other five (all fifteen total), you'll get a free firepower upgrade for it. Thank you RingWraith775 for letting me know about the free upgrade!

* Sell any and every rocket launcher you find, even if it requires that you hold onto it for a while.

* During Chapter 5 of the game, you'll get an Infrared Scope. Sell it before the final boss fight or upon starting a new game. You'll free up space and get 10,000 pesetas. If you never want to play the game again, then go against my first tip and buy a First Aid Spray. If you do decide to play the game again, then you'll just end up finding another Infrared Scope in Chapter 5 when you need it.

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= 12.0 - Summary =

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I guess this section of the guide is supposed to be like Cliff's Notes for it. Well, here we go then. Find the Shotgun, but only upgrade the firepower occasionally. Buy the Red9 and sell whatever handgun you have at the time. Find the Broken Butterfly and try to fully upgrade it. Once the Striker becomes available, sell the Shotgun and focus on fully upgrading the Striker. Oh (almost forgot), buy the Semi-automatic Rifle when it becomes available and try to fully upgrade it as well. Don't buy any of the other guns, not even the TMP.

Now why do this? Because you'll save pesetas, and therefore have the most efficient and powerful weapons.

If you beat the game once, beat Assignment Ada, and play the Mercenaries two thousand times (that's how many times is required to beat each stage five times), then you can buy the Handcannon. Be sure to fully-upgrade it, and then buy the Chicago Typewriter. Then do whatever you want. After that point, I stop caring, and you probably will too. Once you have these weapons, it'll feel like you're using some sort of cheat code while playing. So maybe you can go the opposite way. Just sell everything and try the whole game with just the Handgun and the Knife. Good luck!

Although this guide is a wonderful and excellent guide, it is just a guide. I'll remind you that it merely tells you what the best choices are, but it allows you to make the final call yourself (unlike other FAQs and guides). So, take all of these statistics and suggestions and use them to make your own decisions. In fact, I sometimes go against what this guide suggests, and I'm the one who wrote it! So do what your brain, heart, and pancreas tell you to do. Or do what this guide tells you to do. Ultimately, it's your call!

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= 13.0 - Acknowledgments =

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I would like to thank Capcom for making such a great game. Playing the entire Resident Evil series has been one of the best gaming experiences that I have ever had. Resident Evil 4 really puts the icing on the survival horror cake.

I would also like to thank GameFAQs and all of its contributors for providing such great information on a ton of different video games. I primarily wrote this guide to be put onto that site. If for some reason it doesn't get accepted, then I will remove this paragraph.

Thanks should definitely go out to <http://www.network-science.de/ascii> for giving me a way to make the title of this guide look cool.

I would also like to thank computers. Without mine, I wouldn't have been able to type this guide or perform phishing scams to fund my video game purchases. Okay, not really.

I would like to thank my wife Ashley (my girlfriend at the time I first wrote this guide) for liking scary games so much that she made me play through all of the Resident Evil games. I love her, and I'm glad to have enjoyed these games with her.

I'd also like to thank my friends Mike Eades and Michael Wilkes. Michael Wilkes

played through the game first while Mike, Ashley, and I watched. His game taught me that the TMP was totally unnecessary. Also, Mike Eades read through numerous early versions of this guide since its first incarnation when it was called "Using a Level 2 Striker in Chapter 5." You're right Mike, doing a full weapons guide was a good idea.

I would really like to thank the people who have e-mailed me (except whoever e-mailed me the virus). Getting e-mail from readers is perhaps the most fulfilling reward for writing this guide. So a special thanks goes out to all of you! I used to list everyone who e-mailed me, but there are now too many to list.

Finally, I'd like to thank all of you who are reading this right now. A lot of work went into this so that numerous gamers could use it. Thank you for taking your time to read through this information, thus making my work worthwhile. Be sure to contact me and tell me what you think!

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= 14.0 - Contact Information =
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Please send me any comments, corrections, or questions that you have to re4zack@gmail.com. I would really appreciate hearing from you, and you'll receive credit for anything that I use. Thank you in advance for contacting me, and don't send me any file attachments! Someone sent me a virus already, and that was just stupid.

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