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## INTRODUCTION

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Thanks for clicking on the FAQ. This FAQ will explain in vivid detail the power of the fully upgraded HandCannon. I did an entire playthrough using only the upgraded HC (its half suicide to do it this way) and am here to tell the tale.

Let me be the first to tell you that this weapon is the ultimate killer (as if you didn't know that). Boss battles in the game become a mere joke than a horrifying experience. Just how powerful is the HandCannon? I won't spoil it yet but I'll say this, you can defeat specific bosses using only 2 BULLETS! This weapon is quite possibly the closest thing to cheating that I shouldn't even be telling you this.

What is the HandCannon?

It is a .50 Magnum. Once the weapon is fully upgraded to the max, Infinite Ammo is unlocked and the firepower reaches near 100%. It's completely super-powerful to the point of utter ridiculousness. And for some pointless trivia, "HandCannon" was the term John Travolta's character Vincent Vega used to describe the Magnum in the movie "Pulp Fiction".

WARNING: IF YOU HAVE NOT UNLOCKED THE HANDCANNON, DO NOT READ THE FAQ FROM THIS POINT! TONS OF SPOILERS ARE REVEALED! YOU HAVE BEEN WARNED!

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## MAGNUM FORCE

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First of all, to obtain the HandCannon, the player MUST obtain a 5-Star rating with all 5 characters in all 4 maps in the MERCENARIES mini-game. For more info on this mini-game please refer to the MERCENARIES FAQ at GameFAQS.

Once all 5 characters in the MERCENARIES mini-game have obtained a 5-Star rating, a screen will confirm that the item is available from the Merchant for purchase from a cleared gamesave.

When loading a cleared gamesave, the weapon will be available from the Merchant's screen FOR FREE!

"STRANGE-AH! What do you need that for? Goin' hunting an elephant?"

At first, the HandCannon acts like a regular .45 Magnum with limited stopping power and even less ammo to be found anywhere. Enemies killed rarely drop HandCannon ammo (if they do, it's usually in quantities of 2 or 10). The HandCannon must be upgraded to the max to fully utilize the power it harnesses. It will take at least 2-3 full consecutive playthroughs to fully upgrade the HC so start collecting the pesetas!

These are the prices of the HandCannon upgrades:

FIREPOWER:

- LEVEL 1 - DEFAULT
- LEVEL 2 - 40000
- LEVEL 3 - 50000
- LEVEL 4 - 70000
- LEVEL 5 - 90000
- LEVEL 6 - 120000

RELOADING TIME:

- LEVEL 1 - DEFAULT
- LEVEL 2 - 25000
- LEVEL 3 - 50000

AMMO CAPACITY:

- LEVEL 1 - DEFAULT
- LEVEL 2 - 15000
- LEVEL 3 - 20000
- LEVEL 4 - 25000
- LEVEL 5 - 35000
- LEVEL 6 - 50000

--EXCLUSIVE LEVEL - 200000 = INFINITE AMMO

It will take 790,000 pesetas to fully upgrade this baby. (Hey, it's cheaper than the Chicago Typewriter and Infinite Rocket Launcher!) Once Infinite Ammo is unlocked, take everything in the attache case and sell it to the Merchant. Yes, I said sell everything (except the HandCannon!).

All you will need is the HandCannon, a Rifle, and/or the Chicago Typewriter. The rest of the attache case should be filled with First Aid Sprays and other Recovery Items only.

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ELEPHANT HUNTING - PROFESSIONALS ONLY

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In this section I will explain how the fully upgraded HandCannon affects each and every single enemy, sub-bosses, and the bosses themselves. From here it's up to you to decide whether or not this weapon is worth the value.

== ENEMIES ==

--LOS GANADOS (the villagers)

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

All the villagers are helpless against the HC's firepower. No matter which part of the body is shot, the enemy will instantly be decimated in one shot. Headshots are instant when aimed properly.

--LAS PLAGAS

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

When the Las Plagas explodes out of the enemies' heads, one direct shot will (and should) eliminate them completely. If not, keep shooting at it fool!

--CHAINSAW MANIACS

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

Chainsaw maniacs are nothing to this baby! Aim anywhere and blast away! Just make sure Leon is at a good distance before engaging a HandCannon battle against this freak!

--CASTLE ZEALOTS (ALL VERSIONS)

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE TO TWO

These guys show more endurance than the average villager. Sometimes a shot to the knee stops them temporarily, resulting in one more shot to kill them. But most of the time, one shot will instantly take them down.

--SHIELDED ENEMIES (ALL VERSIONS) - VARIES

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE TO THREE

Sometimes one shot will destroy the entire shield and sometimes one shot will kill them entirely (and sometimes a shot does nothing). But the situation varies so be ready to keep blasting.

--INVISIBLE & REGULAR NOVISTADORS

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

If you can blast a bullet into these things before it approaches you, you've got your work cut out for you. These are one-hit kill enemies but be evasive or you will be kicked and puked on.

NOTE: Sometimes when Leon aims the HC, the KICK command appears and he will end up doing a Roundhouse Kick instead of shooting the HC. Just so you know.

--DOGS

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

A quick aim and a quick shot will kill these mongrels easily. No questions asked.

--ARMORED KNIGHTS

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

A blast anywhere to the body will crumble these guys to the floor.

--SOLDIERS (ALL VERSIONS)

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ONE

Treat these guys like the villagers. Or like elephants. Whichever you prefer.

--MACHINE-GUNNER

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: TWO

It takes one blast to stop him cold and then one more direct blast to eliminate this Metal Gear Solid rip-off.

--FOOTBALL-PADDED FREAKS (RAIDER NATION)

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: TWO

These guys are like the machine gunners - one bullet to stop them and another one to kill them.

--REGENERATOR & IRON MAIDEN

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: TWO

Simply aim in the middle of the body and shoot. Blast it one more time to make it self-destruct.

See? And you didn't have to go thru any of that Infrared Scope crap.

== SUB-BOSSSES ==

--WOLVERINE-FIEND

WEAK SPOT: BACK

# OF BULLETS TO KILL: TWO

These guys fall victim to the HC. Blast them in the head to make them kneel back in pain. Aim directly at the Las Plagas and blast it to kill them off instantly.

See? And none of that "shooting-the-bell-to-distract-it" crap.

--SALAZAR'S BODYGUARD

WEAK SPOT: NONE

# OF BULLETS TO KILL: TWO

Unfortunately, you need to use the Nitrogen tanks to kill this thing. DODGE each attack and use the KNOCK OVER command with the Nitrogen tank to freeze it and then BLAST it with the HC! Freeze it one more time and then blast it to shatter it to a million pieces. Easy.

--"IT" PART 1

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ZERO

"It" cannot be killed during the puzzle sequence involving the dropping cages. But it will take anywhere from 1-2 blasts to stop "It" in its tracks.

--KRAUSER PART 1

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: ZERO

Krauser cannot handle the power of the HC. It will take ONE direct blast to stop him. After that he'll toss a Flash Grenade.

== BOSSES ==

Almost every boss battle can be finished in less than a minute with the upgraded HC. You just have to know when and where to shoot it.

--DEL LAGO

WEAK SPOT: NONE

# OF BULLETS TO KILL: ZERO

Unfortunately, you can't use any weapons in this fight other than the Spears. Stupid-ass fish in the stupid-ass lake!

--EL GIGANTE PART 1

WEAK SPOT: LAS PLAGAS

# OF BULLETS TO KILL: TWO

After the cutscene, simply blast it and the boss will go down. Immediately aim and blast the Las Plagas sticking out of it's back to end the battle. See? None of that "jumping-and-cutting" crap.

--EL GIGANTE PART 2

WEAK SPOT: LAS PLAGAS

# OF BULLETS TO KILL: ZERO OR TWO

You don't even have to fight this boss (when you take the path to the right). Do a quick 180-turn and blast the chained door. One shot to the door blows it down completely! Grab the Old Key and then blast the other chained door. Use the Old Key to get out of there. See? And you didn't even have to fight the boss (unless you wanted to).

--BITORES MENDEZ

WEAK SPOT: TORSO AND BODY

# OF BULLETS TO KILL: TWO

With quick aiming skills, you can kill Mendez with 2-3 well-aimed HC

blasts. After the cutscene, aim and blast at the torso to dismember him. After that, aim at the second body part and blast it. If done correctly, you can finish him off with only one shot!

--SALAZAR

WEAK SPOT: EYE AND SALAZAR'S HEAD

# OF BULLETS TO KILL: TWO TO THREE

This battle will depend on how well your aiming skills are. Aim for the yellow eye and blast it to cripple the monster (it may take a couple of blasts because the monster's head keeps moving but you only need one direct hit). Once Salazar's body is exposed, blast two more direct headshots to finish him.

--EL GIGANTE PART 3

WEAK SPOT: ANYWHERE

# OF BULLETS TO KILL: FOUR

Use the same strategy from Chapter 2-1 to defeat the dual Gigantes in less than a minute. See? None of that "dropping-into-the-lava" crap.

NOTE: Don't you find it funny that when you fight one of the Gigantes, the other just stands there waiting for you to finish?

--"IT" PART 2

WEAK SPOT: LAS PLAGAS

# OF BULLETS TO KILL: THREE

Once the battle begins, blast it anywhere to stop it. Once it goes down, blast two more direct shots at the Las Plagas to end the battle. You see? None of that "exploding-barrels-and-closing-of-gates" crap.

--KRAUSER PART 2

WEAK SPOT: CHEST

# OF BULLETS TO KILL: FOUR TO FIVE

Since Krauser tends to block your shots, you'll have to time your shots properly. DODGE Krauser's attacks and then blast him. Repeat until he goes down. This battle should NOT take less than 1 full minute! If you cannot defeat Krauser before the timer reaches the 1-minute mark, stop and retry the battle.

--SADDLER

WEAK SPOT: LEGS AND EYE

# OF BULLETS TO KILL: THREE

Aim directly at one of the eyes on Saddler's legs to stop him. Once he's down, blast the main eye on his head. Doing this triggers the cutscene with Ada and the Rocket Launcher. Ignore the Rocket Launcher and aim for the eye on his leg again. Blast it and the fight is over. See? None of that jumping-and-cutting or special Rocket Launcher crap.

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NON-RECOMMENDED HANDCANNON SITUATIONS:

Like I mentioned above, I did an entire playthrough using ONLY the HC. First of all, although the HC is ultra-powerful, it isn't handy at

times. It only has a single line of sight and one-shot blast spectrum. These are the situations where I recommend that you DO NOT use the HC and equip something else:

--CHAPTER 2-2 THE CABIN

DO NOT use the HC during the sequence in the cabin (with Luis) when the villagers try to raid the house.

--CHAPTER 2-3 THE LEFT PATH

DO NOT use the HC in the circular mini-arena with the two chainsaw maniacs!

--CHAPTER 2-3 THE LIFT

DO NOT use the HC when riding the lift down! The aiming in this sequence is terrible and the villagers will definitely kill you and/or Ashley.

--CHAPTER 3-1 THE CASTLE ENTRANCE

DO NOT use the HC when the freaks are hurling fireballs at you! Use a long-range weapon instead!

--CHAPTER 3-1 THE CASTLE GATE KEY

DO NOT use the HC when obtaining the Castle Gate Key! Enemies here swarm you like crazy in this sequence so equip something else!

--CHAPTER 3-1 THE CRANKS - 3 TIMES

DO NOT use the HC when Ashley is operating the Cranks! Equip a long-range weapon instead!

--CHAPTER 3-2 THE GALLERY KEY

DO NOT use the HC when obtaining the Gallery Key! In this sequence, you deal with Rocket Launcher enemies, so equip something else!

--CHAPTER 3-3 THE STEEL CAGE

DO NOT use the HC in the steel cage!

--CHAPTER 3-4 SAVING ASHLEY

DO NOT use the HC when releasing Ashley from the straps! One shot will kill her! Equip a Rifle for this sequence!

--CHAPTER 4-1 THE DRAGON ROOM

DO NOT use the HC in this sequence! Equip something else!

--CHAPTER 5-2 THE TRUCK-DOZER

DO NOT use the HC in this sequence! Equip a rapid-fire weapon instead!

--CHAPTER 5-4 MIKE THE PILOT

DO NOT use the HC for this sequence! Equip a rapid-fire weapon and take out whoever gets in your way. Remember to let Mike do the major damage.

Try not to use the HC in these sequences. It's suicide.

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This section will explain the power of the Chicago Typewriter. It is most likely that players will unlock this weapon first before the HandCannon.

How do I obtain the CT?

To obtain this weapon, simply beat the ASSIGNMENT ADA mini-game. When reloading a cleared gamesave, the Merchant will have the item available for purchase.

The CT has no upgrades and already has Infinite Ammo unlocked. The main problem with the CT is its limited line of sight. Leon can only target enemies that are close by but not ones that are far off.

The stopping power of the CT is basically alike to the HandCannon. With its burst-fire capability it can take down enemies faster than the HC. All strategies from the HandCannon mentioned above work the same way with the CT.

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Wow, you actually unlocked and upgraded the HandCannon? I'm seriously impressed. Anyway, if there is any questions or inquiries regarding this FAQ, please e-mail me at the address below.

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