

Resident Evil 4 Gun FAQ

by DinobotMaximized

Updated to v1.1 on Feb 2, 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.

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Resident Evil 4
Gun FAQ Version 1.1
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*****
1. Introduction *****
*****
This FAQ will cover every gun featured in Resident Evil 4 for the Nintendo
GameCube. This is my second Gun FAQ.
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If you notice a mistake or something I forgot to include, please email me, credit will be given, so make sure to include your username.

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*****
2. Version History *****
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1.0 - January 25, 2004

1.1 - February 1, 2005
Added when and where the Broken Butterfly can be found.
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*****
3. The Stats *****
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Firepower: The higher the number, the more powerful the gun's shots are. 1.0
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the initial firepower of the handgun is the base stat used to determine every other guns power. If a gun's firing power is 2.0, it is twice as powerful as the handguns initial firepower. If a gun's firepower is 0.50, it's half as powerful as the handguns initial firing power.

Firing Speed: A guns firing speed is the shortest possible amount of time which can elapse between shots. The lower the number, the quicker the shots are. If a gun's firing speed it 1.5, the shortest possible amount of time between shots is 1.5 seconds.

Reload Speed: A guns reload speed is the amount of time it takes to reload a gun. The lower the number, the faster the reload speed. If a gun's reload speed is 2.3, it takes 2.3 seconds to reload the gun.

Capacity: A guns capacity is the maximum number of rounds it can hold. If a gun's capacity is 12, it can hold 12 rounds.

4. Blacktail *****

In-game Description: "A 9mm handgun with superior handling."

Initial chapter this gun can be purchased: 3-1
Price: \$24,000
Spaces this gun occupies: 6

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.6	N/A		N/A
- 2	1.8	\$15,000		3-1
- 3	2.0	\$18,000		3-3
- 4	2.3	\$24,000		4-1
- 5	2.7	\$30,000		4-3
- 6	3.0	\$40,000		4-4

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.47	N/A		N/A
- 2	0.40	\$10,000		3-1
- 3	0.27	\$20,000		4-1

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.70	N/A		N/A
- 2	1.47	\$8,000		3-1
- 3	0.83	\$15,000		4-1

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	15	N/A		N/A
- 2	18	\$8,000		3-1
- 3	21	\$10,000		3-3
- 4	25	\$15,000		4-1
- 5	30	\$20,000		4-3
- 6	35	\$25,000		4-4

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 3.4
Price: \$80,000
Initial chapter this becomes available: 4-4 (providing you raise all of the

blacktail's stats to their maximum levels)

This handgun tends to be useful at every distance. Great for killing humanoid enemies, even after parasites emerge (just shoot the parasite). If being swarmed by multiple humanoid enemies, there are always leg shots to knock them to the floor and fire away. This gun is lacking however when it comes to a lot of powerful enemies, unless you always go for head shots, which can be difficult depending on the distance. A good strategy for aiming with the laser site is to keep the gun moving so Leon's hands don't have time to involuntarily shake.

5. Broken Butterfly *****

In-game Description: "A very powerful .45 magnum revolver. This will make anyone's day."

Where/When this gun can be found: Chapter 4-1, backtrack to the door on the outside wall you couldn't enter by yourself. Piggy back Ashly and enter to find the gun.

Initial chapter this gun can be purchased: 3-1

Price: \$38,000

Spaces this gun occupies: 8

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	13.0	N/A		N/A
- 2	15.0	\$25,000		3-1
- 3	17.0	\$30,000		3-3
- 4	20.0	\$35,000		4-1
- 5	24.0	\$50,000		4-3
- 6	28.0	\$70,000		5-3

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.70	N/A		N/A

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	3.67	N/A		N/A
- 2	3.00	\$15,000		3-3
- 3	2.33	\$20,000		4-3

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	06	N/A		N/A
- 2	08	\$15,000		3-1
- 3	10	\$20,000		4-1
- 4	12	\$25,000		5-1

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 50.0.

Price: \$150,000

Initial chapter this becomes available: 5-3 (providing you raise all of the Broken butterfly's stats to their maximum levels)

A Magnum with a very high firepower but a very low reload speed. This gun should be reserved for boss fights because it is immensely powerful and ammo is found so rarely. It will kill most (non-boss) enemies with one shot regardless

of your distance, and can hit groups of enemies with one shot if they're close together.

6. Chicago Typewriter *****

In-game Description: "A powerful .45 caliber machinegun that fires infinite bullets! Fire away Chicago style."

Initial chapter this gun can be purchased: 1-1 (after completing Assignment ADA)

Price: \$1,000,000

Spaces this gun occupies: 21

Firepower: 10.0

Firing Speed: 0.10

Reload Speed: 1.63

Capacity: Infinite

Look at the stats, they say it all. The weapon comes fully upgraded. If you can afford this gun then go for it, but be warned it makes the game too easy. You can reload this gun if you like, but there is no reason to since it has infinite bullets.

7. Handcannon *****

In-game Description: "This is a .50 magnum. Need we say more?"

Initial chapter this gun can be purchased: 1-1 (after getting a five star ranking in all four stages of The Mercenaries with all five characters)

Price: \$0

Spaces this gun occupies: 8

Firepower:

Level - Firepower - Tune Up Price - Initial Chapter You Can Tune Up

- 1	----- 30.0	----- N/A	----- N/A
- 2	----- 35.0	----- \$40,000	----- 1-1
- 3	----- 40.0	----- \$50,000	----- 1-1
- 4	----- 45.0	----- \$70,000	----- 1-1
- 5	----- 50.0	----- \$90,000	----- 1-1
- 6	----- 60.0	----- \$120,000	----- 1-1

Firing Speed:

Level - Firing Speed - Tune Up Price - Initial Chapter You Can Tune Up

- 1	----- 1.17	----- N/A	----- N/A
-----	------------	-----------	-----------

Reload Speed:

Level - Reload Speed - Tune Up Price - Initial Chapter You Can Tune Up

- 1	----- 3.67	----- N/A	----- N/A
- 2	----- 2.87	----- \$25,000	----- 1-1
- 3	----- 1.83	----- \$50,000	----- 1-1

Capacity:

Level - Ammo Capacity - Tune Up Price - Initial Chapter You Can Tune Up

- 1	----- 03	----- N/A	----- N/A
-----	----------	-----------	-----------

- 2	-----	04	-----	\$15,000	-----	1-1
- 3	-----	05	-----	\$20,000	-----	1-1
- 4	-----	06	-----	\$25,000	-----	1-1
- 5	-----	08	-----	\$35,000	-----	1-1
- 6	-----	10	-----	\$50,000	-----	1-1

Exclusive: "Fire infinite bullets! It also increases the firepower beyond the weapons threshold." Firepower is raised to 99.9.

Price: \$200,000

Initial chapter this becomes available: 1-1 after getting a five star ranking in all four stages of The Mercenaries with all five characters. (providing you raise all of the handcannon's stats to their maximum levels)

Simply put, the best weapon in the game once you get all of its upgrades, including the exclusive. Which is also the best exclusive upgrade in the game. This will take a long time to unlock, and it makes the game way too easy, so only go for it if you think it's worth it.

 8. Handgun *****

In-game Description: "A standard 9mm handgun."

Initial chapter this gun can be purchased: 1-2

Price: \$8,000

Spaces this gun occupies: 6

Firepower:

Level	-	Firepower	-	Tune Up Price	-	Initial Chapter You Can Tune Up
- 1	-----	1.0	-----	N/A	-----	N/A
- 2	-----	1.2	-----	\$7,000	-----	1-2
- 3	-----	1.4	-----	\$10,000	-----	2-1
- 4	-----	1.6	-----	\$15,000	-----	3-1
- 5	-----	1.8	-----	\$18,000	-----	3-1
- 6	-----	2.0	-----	\$20,000	-----	4-1

Firing Speed:

Level	-	Firing Speed	-	Tune Up Price	-	Initial Chapter You Can Tune Up
- 1	-----	0.47	-----	N/A	-----	N/A
- 2	-----	0.40	-----	\$5,000	-----	1-2
- 3	-----	0.33	-----	\$12,000	-----	3-1

Reload Speed:

Level	-	Reload Speed	-	Tune Up Price	-	Initial Chapter You Can Tune Up
- 1	-----	1.73	-----	N/A	-----	N/A
- 2	-----	1.47	-----	\$4,000	-----	1-2
- 3	-----	0.87	-----	\$10,000	-----	3-1

Capacity:

Level	-	Ammo Capacity	-	Tune Up Price	-	Initial Chapter You Can Tune Up
- 1	-----	10	-----	N/A	-----	N/A
- 2	-----	13	-----	\$4,000	-----	1-2
- 3	-----	16	-----	\$6,000	-----	2-1
- 4	-----	19	-----	\$8,000	-----	3-1
- 5	-----	22	-----	\$10,000	-----	3-1
- 6	-----	25	-----	\$12,000	-----	4-1

Exclusive: "Increases chance of critical headshots by 5 times."

Price: \$57,000

Initial chapter this becomes available: 4-3 (providing you raise all of the handgun's stats to their maximum levels)

Leon's primary weapon. This handgun tends to be useful at every distance. Great for killing humanoid enemies, even after parasites emerge (just shoot the parasite). If being swarmed by multiple humanoid enemies, there are always leg shots to knock them to the floor and fire away. This gun is lacking however when it comes to a lot of powerful enemies, unless you always go for head shots, which can be difficult depending on the distance. A good strategy for aiming with the laser site is to keep the gun moving so Leon's hands don't have time to involuntarily shake.

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9. Killer7 *****
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In-game Description: "A very stable yet powerful .45 magnum."
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Initial chapter this gun can be purchased: 5-1
Price: \$77,700
Spaces this gun occupies: 8

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	25	N/A		N/A
- 2	30	\$62,000		5-1
- 3	35	\$78,000		5-3

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.70	N/A		N/A

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.83	N/A		N/A
- 2	1.53	\$20,000		5-1
- 3	0.93	\$30,000		5-3

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	07	N/A		N/A
- 2	10	\$30,000		5-1
- 3	14	\$40,000		5-3

No exclusive for this gun.

A Magnum with a very high firepower and a fairly fast reload speed. This gun should be reserved for boss fights because it is immensely powerful and ammo is found so rarely. It will kill most (non-boss) enemies with one shot regardless of your distance, and can hit groups of enemies with one shot if they're close together.

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10. Matilda *****
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In-game Description: "A 9mm handgun with Burst-Fire capability."
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Initial chapter this gun can be purchased: 1-1 (after completing the game once)
Price: \$70,000

Spaces this gun occupies: 10

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.0	N/A		N/A
- 2	1.2	\$15,000		1-1
- 3	1.4	\$17,000		1-1
- 4	1.6	\$20,000		1-1
- 5	1.8	\$25,000		1-1
- 6	2.0	\$35,000		1-1

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.47	N/A		N/A

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.73	N/A		N/A
- 2	1.47	\$6,000		1-1
- 3	0.87	\$15,000		1-1

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	15	N/A		N/A
- 2	18	\$7,000		1-1
- 3	21	\$10,000		1-1
- 4	24	\$12,000		1-1
- 5	27	\$16,000		1-1
- 6	30	\$20,000		1-1

Exclusive: "Increases the ammo capacity beyond the weapon's limitation."

Capacity is raised to 100.

Price: \$35,000

Initial chapter this becomes available: 1-1 after completing the game once. (providing you raise all of the matilda's stats to their maximum levels)

This is pretty much your standard handgun except it fires a couple of bullets at a time. This gun is fun to use once unlocked and it doesn't make the game too easy.

 11. Punisher *****

 In-game Description: "This 9mm handgun will blast a hole through two enemies."

Initial chapter this gun can be purchased: 1-3, after shooting at least 10 blue medallions.

Price: \$0 for first purchase. \$20,000 for subsequent buys.

Spaces this gun occupies: 6

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.9	N/A		N/A
- 2	1.1	\$10,000		1-3
- 3	1.3	\$15,000		2-2
- 4	1.5	\$20,000		3-1
- 5	1.7	\$25,000		4-1
- 6	1.9	\$35,000		4-3

Firing Speed:

Level - Firing Speed - Tune Up Price - Initial Chapter You Can Tune Up

- 1	0.47	N/A	N/A
- 2	0.40	\$10,000	1-3
- 3	0.33	\$20,000	3-1

Reload Speed:

Level - Reload Speed - Tune Up Price - Initial Chapter You Can Tune Up

- 1	1.70	N/A	N/A
- 2	1.47	\$8,000	1-3
- 3	0.83	\$18,000	3-1

Capacity:

Level - Ammo Capacity - Tune Up Price - Initial Chapter You Can Tune Up

- 1	10	N/A	N/A
- 2	13	\$8,000	1-3
- 3	16	\$10,000	2-2
- 4	20	\$15,000	3-1
- 5	24	\$18,000	4-1
- 6	28	\$24,000	4-3

Exclusive: "This ammo will penetrate up to 5 bodies."

Price: \$40,000

Initial chapter this becomes available: 4-4 (providing you raise all of the Punisher's stats to their maximum levels)

This handgun tends to be useful at every distance. Great for killing humanoid enemies, even after parasites emerge (just shoot the parasite). If being swarmed by multiple humanoid enemies, there are always leg shots to knock them to the floor and fire away. Or if they're in front of one another, you're in luck since this guns bullets travel through enemies. This gun is lacking however when it comes to a lot of powerful enemies, unless you always go for head shots, which can be difficult depending on the distance. A good strategy for aiming with the laser site is to keep the gun moving so Leon's hands don't have time to involuntarily shake.

12. Red9 *****

In-game Description: "A powerful 9mm handgun."

Initial chapter this gun can be purchased: 2-2

Price: \$14,000

Spaces this gun occupies: 8

Stock: "A stock for the 9mm Red9 handgun. Absorbs and spreads out 80% of the recoil forces for increased shooting stability and comfort."

Initial Chapter Scope Can Be Purchased: 2-2

Price: \$4,000

Spaces the stock occupies: 3

Firepower:

Level - Firepower - Tune Up Price - Initial Chapter You Can Tune Up

- 1	1.4	N/A	N/A
- 2	1.7	\$15,000	2-2
- 3	2.0	\$20,000	3-1
- 4	2.4	\$24,000	3-1
- 5	2.8	\$28,000	4-1
- 6	3.5	\$45,000	4-3

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	0.53	N/A		N/A
- 2	0.47	\$10,000		2-2
- 3	0.40	\$15,000		3-1

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	2.37	N/A		N/A
- 2	2.20	\$6,000		2-2
- 3	1.67	\$10,000		3-1

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	08	N/A		N/A
- 2	10	\$6,000		2-2
- 3	12	\$8,000		3-1
- 4	15	\$12,000		3-1
- 5	18	\$16,000		4-1
- 6	22	\$22,000		4-4

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 5.0.

Price: \$80,000

Initial chapter this becomes available: 4-4 (providing you raise all of the red9's stats to their maximum levels)

This handgun tends to be more useful used at medium range and further distances. Not that it shouldn't be used at close range, it's just that the long reload times can leave you open for attack. It's great for killing humanoid enemies, even after parasites emerge (just shoot the parasite). If being swarmed by multiple humanoid enemies, there are always leg shots to knock them to the floor and fire away. This gun is not lacking when it comes to a lot of powerful enemies even if you don't go for head shots. Just keep the reload speed in mind when using this gun and it can be very useful. A good strategy for aiming with the laser site is to keep the gun moving so Leon's hands don't have time to involuntarily shake.

13. Rifle *****

In-game Description: "A .223 caliber bolt action rifle."

Initial chapter this gun can be purchased: 1-2

Price: \$12,000

Spaces this gun occupies: 9

Scope: "A custom scope for the bolt action .223 caliber rifle. Mount it to see your enemies closer. A must for long range shooting."

Initial chapter scope can be purchased: 1-2

Price: \$7,000

Spaces the scope occupies: 3

Infrared Scope: "Mounts on to any .223 caliber rifle. Enables you to see the hidden parasites in he enemy's body."

Location: Inside of a freezer during chapter 5-1.

Spaces the scope occupies: 3

Firepower:

Level	-	Firepower	-	Tune Up Price	-	Initial Chapter	You Can Tune Up
- 1	-----	4.0	-----	N/A	-----	N/A	
- 2	-----	5.0	-----	\$10,000	-----	1-2	
- 3	-----	6.0	-----	\$12,000	-----	2-1	
- 4	-----	8.0	-----	\$20,000	-----	3-1	
- 5	-----	10.0	-----	\$25,000	-----	3-1	
- 6	-----	12.0	-----	\$35,000	-----	4-1	

Firing Speed:

Level	-	Firing Speed	-	Tune Up Price	-	Initial Chapter	You Can Tune Up
- 1	-----	0.67	-----	N/A	-----	N/A	

Reload Speed:

Level	-	Reload Speed	-	Tune Up Price	-	Initial Chapter	You Can Tune Up
- 1	-----	4.00	-----	N/A	-----	N/A	
- 2	-----	3.23	-----	\$8,000	-----	1-2	
- 3	-----	2.33	-----	\$18,000	-----	3-1	

Capacity:

Level	-	Ammo Capacity	-	Tune Up Price	-	Initial Chapter	You Can Tune Up
- 1	-----	05	-----	N/A	-----	N/A	
- 2	-----	07	-----	\$6,000	-----	1-2	
- 3	-----	09	-----	\$8,000	-----	2-1	
- 4	-----	12	-----	\$12,000	-----	3-1	
- 5	-----	15	-----	\$18,000	-----	3-1	
- 6	-----	18	-----	\$25,000	-----	4-1	

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 18.0.

Price: \$80,000

Initial chapter this becomes available: 4-3 (providing you raise all of the rifle's stats to their maximum levels)

A very slow to reload, yet powerful Sniper Rifle. All you can do with this rifle is snipe and yet it's not referred to as a Sniper Rifle. This is one of two guns that don't use a laser sight for aiming; instead we use the much more accurate scope. One head shot from this gun will kill most (non-boss) enemies. The bullets can hit multiple enemies if they're standing in front of one another. This power comes with a price, this gun is relatively useless at close range and barely useful at medium range, you should never fire more than one shot at either of those ranges because of the very slow firing speed which leaves you open for attack. But hey it's a Sniper Rifle, so use it for what it's meant to be used for, sniping at great distances.

 14. Rifle (semi-auto) *****

 In-game Description: "A .223 caliber rifle capable of firing faster than the standard rifle."

Initial chapter this gun can be purchased: 3-1

Price: \$35,000

Spaces this gun occupies: 14

Scope: "A custom scope for the semi-auto .223 caliber rifle. Mount it to see your enemies closer. A must for long range shooting."

Initial chapter scope can be purchased: 3-1

Price: \$10,000

Spaces the scope occupies: 3

Infrared Scope: "Mounts on to any .223 caliber rifle. Enables you to see the hidden parasites in he enemy's body."

Location: Inside of a freezer during chapter 5-1.

Spaces the scope occupies: 3

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	7.0	N/A		N/A
- 2	8.0	\$15,000		3-1
- 3	9.0	\$17,000		3-2
- 4	11.0	\$20,000		4-1
- 5	13.0	\$25,000		4-3
- 6	15.0	\$35,000		5-1

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.43	N/A		N/A

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	2.33	N/A		N/A
- 2	1.90	\$9,000		3-1
- 3	1.33	\$18,000		4-1

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	10	N/A		N/A
- 2	12	\$10,000		3-1
- 3	14	\$12,000		3-2
- 4	17	\$15,000		4-1
- 5	20	\$20,000		4-3
- 6	24	\$25,000		5-1

Exclusive: "Increases the firing speed beyond the weapon's threshold." Firing speed is raised to 0.40.

Price: \$80,000

Initial chapter this becomes available: 5-1 (providing you raise all of the rifle's stats to their maximum levels)

A powerful Sniper Rifle that's fairly quick as well. All you can do with this rifle is snipe and yet it's not referred to as a Sniper Rifle. This is one of two guns that don't use a laser sight for aiming; instead we use the much more accurate scope. One head shot from this gun will kill most (non-boss) enemies. The bullets can hit multiple enemies if they're standing in front of one another. This gun may be fast for a sniper rifle but still not fast enough to be used at close range. If you must, never fire off more than one shot at close range. The gun is useful up to a point at medium range; you can pick off a few enemies with this gun and then quickly switch to another when they close in. Being a sniper rifle, this gun is perfect for long range shots.

15. Riot Gun *****

In-game Description: "A light weight pump action shotgun. Its superior handling enables quicker aiming."

Initial chapter this gun can be purchased: 3-1

Price: \$32,000

Spaces this gun occupies: 16

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	5.0	N/A		N/A
- 2	5.5	\$20,000		3-1
- 3	6.0	\$24,000		3-1
- 4	6.5	\$28,000		3-3
- 5	7.0	\$32,000		4-1
- 6	8.0	\$50,000		4-4

Firing Speed:

Level	Firing Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	1.53	N/A		N/A

Reload Speed:

Level	Reload Speed	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	3.03	N/A		N/A
- 2	2.43	\$7,000		3-1
- 3	1.50	\$20,000		4-4

Capacity:

Level	Ammo Capacity	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	07	N/A		N/A
- 2	09	\$10,000		3-1
- 3	11	\$12,000		3-3
- 4	13	\$15,000		4-1
- 5	15	\$20,000		4-2
- 6	17	\$25,000		4-4

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 10.0.

Price: \$120,000

Initial chapter this becomes available: 4-4 (providing you raise all of the riot gun's stats to their maximum levels)

This gun should never be used at long distances; it does a fraction of its normal damage. This gun is ideal for close range combat, it knocks every (non-boss) enemy to the ground or will send them flying with one shot, giving you ample time to reload and you'll need it. The scatter shot makes this weapon great for shooting groups of enemies; it can send groups of enemies flying who can knock down other enemies not hit by the shot. A lot of the time this gun will kill groups of enemies with one shot.

 16. Shotgun *****

 In-game Description: "A 12-gauge pump-action shotgun. Don't leave home without it."

Where/When this gun can be found: Chapter 1-1, in the second area you enter, there's a two-story house, the gun is on the top floor mounted on a wall.

Initial chapter this gun can be purchased: 1-2

Price: \$20,000

Spaces this gun occupies: 16

Firepower:

Level	Firepower	Tune Up Price	Initial Chapter	You Can Tune Up
- 1	4.0	N/A		N/A

- 2	-----	4.5	-----	\$15,000	-----	1-2
- 3	-----	5.0	-----	\$20,000	-----	2-1
- 4	-----	6.0	-----	\$25,000	-----	3-1
- 5	-----	7.0	-----	\$30,000	-----	4-1
- 6	-----	8.0	-----	\$45,000	-----	4-3

Firing Speed:

Level - Firing Speed - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 1.53 ----- N/A ----- N/A

Reload Speed:

Level - Reload Speed - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 3.03 ----- N/A ----- N/A
- 2 ----- 2.43 ----- \$7,000 ----- 1-2
- 3 ----- 1.50 ----- \$15,000 ----- 3-1

Capacity:

Level - Ammo Capacity - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 06 ----- N/A ----- N/A
- 2 ----- 08 ----- \$8,000 ----- 1-2
- 3 ----- 10 ----- \$10,000 ----- 2-1
- 4 ----- 12 ----- \$12,000 ----- 3-1
- 5 ----- 15 ----- \$15,000 ----- 4-1
- 6 ----- 18 ----- \$20,000 ----- 4-3

Exclusive: "Significantly increases the destructive force of the weapon for long distance targets!"

Price: \$90,000

Initial chapter this becomes available: 4-4 (providing you raise all of the shotgun's stats to their maximum levels)

This gun should never be used at long distances; it does a fraction of its normal damage (unless you have the exclusive upgrade). This gun is ideal for close range combat, it knocks every (non-boss) enemy to the ground or will send them flying with one shot, giving you ample time to reload and you'll need it. Make sure you don't miss with your shots, because the between shot time leaves much to be desired. The scatter shot makes this weapon great for shooting groups of enemies; it can send groups of enemies flying who can knock down other enemies not hit by the shot. A lot of the time this gun can kill groups of enemies with one shot.

 17. Striker *****

 In-game Description: "Equipped with the advantages of wide-shot, it enables faster firing than the standard shotgun."

Initial chapter this gun can be purchased: 4-1

Price: \$43,000 Spaces this gun occupies: 10

Firepower:

Level - Firepower - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 6.0 ----- N/A ----- N/A
- 2 ----- 7.0 ----- \$25,000 ----- 4-3
- 3 ----- 8.0 ----- \$28,000 ----- 4-3
- 4 ----- 9.0 ----- \$32,000 ----- 4-4
- 5 ----- 10.0 ----- \$40,000 ----- 5-1
- 6 ----- 12.0 ----- \$60,000 ----- 5-1

Firing Speed:

Level - Firing Speed - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 0.73 ----- N/A ----- N/A

Reload Speed:

Level - Reload Speed - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 3.00 ----- N/A ----- N/A
- 2 ----- 2.40 ----- \$8,000 ----- 4-3
- 3 ----- 1.50 ----- \$15,000 ----- 4-4

Capacity:

Level - Ammo Capacity - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 12 ----- N/A ----- N/A
- 2 ----- 14 ----- \$10,000 ----- 4-3
- 3 ----- 16 ----- \$12,000 ----- 4-3
- 4 ----- 20 ----- \$16,000 ----- 4-4
- 5 ----- 24 ----- \$18,000 ----- 5-1
- 6 ----- 28 ----- \$25,000 ----- 5-1

Exclusive: "Increases the ammo capacity beyond the weapon's limitation."

Capacity is raised to 100.

Price: \$60,000

Initial chapter this becomes available: 5-1 (providing you raise all of the striker's stats to their maximum levels)

This gun should never be used at long distances; it does a fraction of its normal damage. This gun is ideal for close range combat, it knocks every (non-boss) enemy to the ground or will send them flying with one shot, giving you ample time to reload and you'll need it. The scatter shot makes this weapon great for shooting groups of enemies; it can send groups of enemies flying who can knock down other enemies not hit by the shot. A lot of the time this gun will kill groups of enemies with one shot.

 18. TMP *****

 In-game Description: "A fully-automatic machine pistol. Fires custom 9 mm's."

Initial chapter this gun can be purchased: 1-2

Price: \$15,000

Spaces this gun occupies: 6

Stock: "A stock for the 9mm fully-auto TMP. Absorbs and spreads out 80% of the recoil forces for increased shooting stability and comfort."

Initial chapter stock can be purchased: 1-3

Price: \$4,000

Spaces the stock occupies: 4

Firepower:

Level - Firepower - Tune Up Price - Initial Chapter You Can Tune Up
- 1 ----- 0.4 ----- N/A ----- N/A
- 2 ----- 0.5 ----- \$7,000 ----- 1-3
- 3 ----- 0.6 ----- \$14,000 ----- 2-2
- 4 ----- 0.8 ----- \$18,000 ----- 3-1
- 5 ----- 1.0 ----- \$24,000 ----- 3-1
- 6 ----- 1.2 ----- \$35,000 ----- 4-1

Firing Speed:

Level - Firing Speed - Tune Up Price - Initial Chapter You Can Tune Up
--

- 1 ----- 0.10 ----- N/A ----- N/A

Reload Speed:

Level - Reload Speed - Tune Up Price - Initial Chapter You Can Tune Up

- 1	-----	2.37	-----	N/A	-----	N/A
- 2	-----	1.93	-----	\$5,000	-----	1-3
- 3	-----	1.17	-----	\$15,000	-----	3-1

Capacity:

Level - Ammo Capacity - Tune Up Price - Initial Chapter You Can Tune Up

- 1	-----	30	-----	N/A	-----	N/A
- 2	-----	50	-----	\$7,000	-----	1-3
- 3	-----	100	-----	\$15,000	-----	2-2
- 4	-----	150	-----	\$20,000	-----	4-1
- 5	-----	200	-----	\$25,000	-----	4-3
- 6	-----	250	-----	\$35,000	-----	4-4

Exclusive: "Increases the firepower beyond the weapon's threshold." Firepower is raised to 1.8

Price: \$100,000

Initial chapter this becomes available: 4-4 (providing you raise all of the TMP's stats to their maximum levels)

The only fully automatic weapon available your first play through. I do not find this gun all that useful; it may have been if its ammo was more plentiful. You tend to go through ammo fast with this weapon since it's fully automatic and has the lowest firepower in the game, it's reload speed is also nothing to brag about. It can be useful for shooting large groups of enemies, just be prepared for them to get up a few times unless you finish them while they're on the ground.

19. Credits and Thanks *****

Thank you to IGN for hosting my FAQ.

Thank you to Neoseeker for hosting my FAQ.

Thank you to whoever wrote the in-game descriptions, which is where I obviously got the in-game descriptions.

Thank you to Code Junkies, whose infinite money code afforded me enough money to buy every gun and upgrade them numerous times.

20. Legal *****

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