

Resident Evil 4 Walkthrough

by InsanityS

Updated to vFinal on Mar 8, 2010

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

Resident Evil 4
Main Game Walkthrough

Intro

This guide is designed to help players tackle the difficult Gamecube game Resident Evil 4. The guide was created with the normal difficulty setting in mind. Note that enemy strength and numbers change with the difficulty. Contact and Legal information can be found at the end.

If you want to contact me then you can just send a Private Message to me on Neo. Alternatively email me at fataledgezero [at] gmail.co.uk. Do bear in mind though that I check my Neo PM box far more than my email.

Please ask permission if you wish to host this elsewhere.

Version History

0.3 (19/05/2005)

Guide Created. About Guide and Reading Guide sections completed. Basics and Village walkthrough also completed. Contact and Legal information at the end.

0.6 (10/06/2005)

Castle section of main walkthrough completed.

0.7 (12/08/2005)

Island section up to lava wrecking ball pit done.

1.0 (17/08/2005)

Island section of main walkthrough completed.

1.5 (19/08/2005)

Mercenaries section completed.

Final (a)(21/01/2006)

Assignment Ada section completed.

Final (08/03/2010)

Changed into formatted guide.

Reading This Guide

Section Headers

This guide is separated into numerous sections. Some sections have special header tags that indicate certain aspects, as detailed below.

BOSS - Indicates a boss fight.

BONUS - Indicates a section that does not need to be completed.

N/P ONLY - This section does not appear on the easy setting.

Merchant Suggestions

Throughout this guide I give suggestions on what to buy/sell/upgrade with the merchant. The guide is written assuming that you follow these suggestions, but it is entirely your own choice.

Walkthrough Basics

Table of Contents

1. Intro
2. Version History
3. Reading This Guide
 1. Section Headers
 2. Merchant Suggestions
4. Walkthrough Basics
5. The Village
 1. To The Village
 2. The Farm
 3. The Ravine
 4. BONUS Village Chief Cutscene
 5. Back to the Village
 6. To The Church
 7. To The Lake
 8. BOSS Del Lago
 9. BONUS Lake Merchant
 10. Church Key
 11. BOSS El Gigante
 12. Rescue Ashley
 13. Return to the Farm
 14. Cabin Invasion
 15. BOSS El Gigante: Right Route
 16. BOSS Bella Sisters: Left Route
 17. To The Warehouse
 18. BOSS Village Chief Mendez
 19. To The Castle
6. The Castle
 1. Entrance
 2. N/P ONLY Castle Key
 3. Salazaar
 4. BOSS The Prisoner
 5. The Wall Trap
 6. BONUS Shooting Range
 7. Sewer Detour
 8. N/P ONLY Garden Maze
 9. BOSS The Prisoner (Again)
 10. Rescue Ashley
 11. BONUS Broken Butterfly
 12. Queen's Grail
 13. N/P ONLY King's Grail
 14. Insect Nest
 15. N/P ONLY Clock Tower
 16. BOSS The Prisoner Returns
 17. BOSS Right Hand
 18. Mines
 19. BOSS El Gigante x 2
 20. Insect Chamber
 21. More Mines
 22. Salazaar Statue
 23. Salazaar Tower
 24. BOSS Salazaar Hybrid
 25. To The Island
7. The Island
 1. Infiltration
 2. Through the Shutter
 3. BONUS Extra Danger
 4. Meet the Regenerators
 5. Rescue Ashley (Again)
 6. Truck Run
 7. An Old "Friend"
 8. BOSS IT
 9. The Mountain Path
 10. BOSS Jack Krauser

Enemy Kill - Knowing how to kill effectively is vital to survival. Most normal enemies can be knocked to the floor in a number of ways. You can shoot out their legs. You can kick them (see later). You can hit them with a powerful blast, for example a shotgun blast.

Melee Attacks - Stunning an enemy in a certain way will allow you to perform a melee attack if you are close enough. Shoot an enemy in the head and you'll be able to kick them. Force them onto one knee and Leon can either kick or perform a suplex move. These moves are very useful for conserving ammunition.

Supplies - Bear in mind that supplies are not in huge supply, which means taking care of what supplies you already have. Try to use the handgun as often as possible, but don't be afraid to whip out the heavy firepower if you need it.

Button Reaction - There will be occasions where you will be required to press either 2 buttons or press 1 button repeatedly as prompted. This guide will explain more about these as each event occurs.

Game Over - If Leon dies, then it's game over. Also, if Ashley dies or is carried through a door that loads a new area then it's game over. Be aware that Ashley's stamina is a lot lower than Leon's, so be careful with her.

The Village

- **To The Village**
- **The Farm**
- **The Ravine**
- **BONUS Village Chief Cutscene**
- **Back to the Village**
- **To The Church**
- **To The Lake**
- **BOSS Del Lago**
- **BONUS Lake Merchant**
- **Church Key**
- **BOSS El Gigante**
- **Rescue Ashley**
- **Return to the Farm**
- **Cabin Invasion**
- **BOSS El Gigante: Right Route**
- **BOSS Bella Sisters: Left Route**
- **To The Warehouse**
- **BOSS Village Chief Mendez**
- **To The Castle**

To The Village

Ignore the two losers in the car and simply follow the path. Shoot the crows ahead for pesetas (Ptas) and a spinel from the right one. Carry onward towards the cabin. Go around the left hand side and use your knife to smash open the crate. Now go into the cabin.

After the cut-scene kill the villager. After the next cut-scene run upstairs and grab the ammo. Now run back downstairs and leap through the window. Turn to your left and pick off the three villagers that come at you. With them gone you can carry on.

Take the right route (when facing the cabin) and go into the little hut. Here you'll find some goodies and a typewriter. These can be used to save your game, so use them often. With that done go back out and continue following the path. Just past the hut are two crows, one of which drops a hand grenade when killed. Just past them is a dog caught in a bear trap. Release the dog and then carry on. Further along you should be able to see two tripwires set up between four trees. There's also a bear trap set up between them. Go around the left side and attract the attention of the nearby villager. Now go back and get him to walk into one of the trip wires. Great way of saving ammo.

With him gone continue along the trail. Across the bridge you'll see three villagers on some high ground. You can't kill them so don't bother trying. There's one more hut before you reach the gate to the village. It contains a villager and some supplies. Now just go through the gate.

It may be the start of the game but things are about to get very dangerous. There are a few ways to tackle the next part, so listen up. There are loads of villagers in the area, and as soon as one spots you they'll all be after you. If you want to play it safe you can either run around dodging past them or take cover in the hut along the southern route, using your handgun to keep them at bay. Eventually the church bell will toll and they'll all go away.

If your going for riches though then you'll want to follow this method. Follow the left hand route (the northern side), and then make a run for the north-eastern exit. You can't actually leave just yet, but there are two regular villagers and Dr Salvador (better know as Baghead) here. Use the handgun to floor the villager that runs at you, then lob the hand grenade you got earlier so that the blast kills the two villagers and injures Baghead. Now pump handgun rounds into his head. When he starts to get up run past him, turn around and reload. Be careful, as Baghead won't stagger unless he's very near you. Also, he can kill you instantly. He drops a ruby, worth 10000 Ptas, once killed.

If you want another 10k then run into the only house with an upstairs (the door should already be open). Run upstairs and grab the shotgun off the wall and smash the glass in the cabinet for the grenade. Grab the shells from the bed, then push the ladder down and then leap out of the window. Now find a safe spot and pick off the villagers, using the grenade and the shotgun on Baghead when he comes.

Once the villagers have left ransack the area. You should be able to stock up on ammo and herbs easily. Of particular note is the yellow herb in the crate behind the open ended shed, by the southern exit route. When combined with a green herb, it increases your maximum health gauge. Once you've grabbed everything leave via the north-eastern exit route (where the first Baghead was).

11. Island Assault
12. BOSS Lord Saddler
13. Escape
8. The Mercenaries
 1. About Mercenaries
 2. Kill Combos
 3. Pickups
 4. Rankings
 5. The Handcannon
 6. Playable Characters
 7. Levels
9. Assignment Ada
 1. Entry
 2. Infiltration
 3. Samples
 4. Nearing the End
 5. BOSS Jack Krauser
10. Outro

The Farm

The first thing you'll see is a bright blue notice hanging from the tree. Ignore it for now and focus on dealing with the villagers in this area. There aren't many so don't worry. With them gone you can go back and grab the notice. It mentions the blue medallions. There are 15 in all (7 in the farm and 8 in the graveyard). Shooting 10 or more results in a prize. Start by shooting the one in the tree. the second is hanging high in the open-ended cow shed. There is another hanging high at the rear of the large barn and one high up in the barn. One more is hanging from a tree through the open-ended cow shed. Two more can be found by going up the ladder in the barn, jumping out the window and following the ledge. You can't open the large door here.

Now go back back onto the ledge and jump off by the window. Smash the crate here for the Beerstein. Push the bookcase out of the way and head back to where you started. Near there you should spot a small hut, containing a typewriter and supplies. Next to the hut is a dirty well. Shoot the stick holding the cover open and then shoot the Pearl Pendant down. If it fell into the dirty well it would only be worth 1000, instead of 10000 Ptas.

One thing of note is that the chickens running around will sometimes lay eggs. These restore health, and only take up one box so they are very useful. Once you've finished head through the exit door, past the barn. It shows up as green on your map.

Now you'll find yourself on a sloping path. Part way along those three villagers you saw before will push a boulder off the cliff. Here you'll have to bash the A button as fast as possible, then press either A+B or L+R as prompted to dodge the rock.

At the end go through the tunnel ,shooting the spinels off the ceiling. Ignore the bats, they don't hurt you and they don't drop anything when killed anyway. In the next area you'll find a bunch of villagers who will hurl dynamite at you.

Go to the broken hut on the left, take a step in and then quickly back out. Once the dynamite has blown up go back into the hut, turn right and take out the villager before he can lob more dynamite at you. Watch out for the bear trap. Now walk forward and shoot the villager through the hole in the door of the central cabin. Go around the left side and kill the villagers through the window, before jumping in and grabbing the goodies.

Now jump back out and head to the only other building in this area. On the right side is a bird's nest in a tree which, when shot, leaves a Red Catseye. This should be combined with your Beerstein. Now slash the padlock off the door to the cabin and go in. Save your game here and make your way through the rooms, shooting out the two tripwires and grabbing the supplies. At one point you'll have to push a bookcase out of the way, and then check the wardrobe to see what is making all that noise.

The Ravine

During this cut-scene you'll have another A+B/L+R reaction event to deal with, so be ready. Once you're done grab the goodies and leave. Go left and around to the rear of the cabin to find the merchant. These guys pop up all over the place and will sell you things. Here you can buy new items, upgrade current weapons and sell unwanted items.

Ok, sell any Spinel you might have, the ruby you got from the first Baghead and the Pearl Pendant. Don't sell the Beerstein yet as there are two more Cateyes to add to it. Now buy the Attache Case M, the Rifle and the Scope (Rifle). Also upgrade your Shotgun firepower to level 2.

With that done ransack the area and combine the scope with the rifle. Now it's time to tackle the ravine itself. Go through the double doors and quickly deal with the villager on your right. A handgun headshot followed by a close range kick is good for flooring him. If he's still alive (which is likely) then pump handgun rounds into him. Now stand your ground and fight off the hoards that come to attack you. Fortunately, there are some dynamite villagers that should end up wiping out some of the enemies for you. Just make sure you back up when a dynamite stick is thrown. It is possible to deal with the hoards using just your handgun, but don't be afraid to hit them with a shotgun blast or two if needed.

Once you've dealt with the initial wave use your rifle to snipe three enemies across the ravine. One is high up and to the right. The other two are on the left, on the house and the lookout platform. Now use the pathways to get up to where the first sniped enemy was. Grab the supplies and the emblem half from the chest. At this point there are a load of enemies coming for you. You can either pick them off from where you are or you can drop off the ledge and climb up onto the lookout tower. Position yourself away from the ladder and use your handgun to pick off the enemies as they climb.

With this wave killed off it's time to finish things. Aim back towards the entrance to this area and snipe the villager that is standing on the roof of the other hut. This should cause the enemies in the hut to come for you. If not, go to them and kill them. Now use one of the two ladders to get up onto the roof and grab the other half of the emblem.

Before you leave ransack the area for supplies. There's a yellow herb in the second hut. Once you're done go to the door next to the second hut. Combine the two halves of the emblem and use it to unlock the door.

There are no dangers in the immediate area so just grab all the supplies before dashing through the next door. From here you can see an Elegant Mask, but you won't be able to get it just yet. Ignore it and go through the next door. Here you'll find a bunch of villagers. The cramped corridor makes fighting difficult but don't worry too much. Once you've killed them follow the passage around to two windows. Jump through either of them to find a bunch of villagers, of which two are busy lobbing dynamite at you. Here you can crouch behind the metal container. Do this and let the dyna-men kill off the other villagers that come. Once they stop coming kill either dyna-man to kill them both. Now grab the goodies and head for the door, but be careful of the bear traps that are scattered all over the floor.

The next area might have a villager or two. Dispose of them if you find any. You should notice a boarded up window nearby. Use your knife to slash the boards away, then jump through to claim that Elegant Mask you saw earlier. Now jump back out and follow the passage. You'll soon find yourself in an underground tunnel. Kill the last villager. If you want, you can jump down and claim the goodies in the shallow water. You can also kill the fish here (using either a gun or your knife) to replenish health. They take up more room in your attache case though than other healing items. Climb back up and use the other ladder to get out of here.

First things first. Shoot the nearest crow, and then the tripwire ahead to kill the others. Watch out for the bear traps too. By the ladder is another well. Like last time, shoot the support stick and then shoot the treasure (Brass Pocket Watch) down. Don't forget to check inside the hut as well.

With that done simply run up to the large house. You'll be faced with a puzzle but it's not that tough. Simply rotate the ball up and then left. Inside the room grab all the goodies (including the Insignia Key, as you'll need that) and then head out through the only other door.

BONUS Village Chief Cutscene

This bonus section isn't much, and doesn't help you, but it's nice all the same. All you have to do is go back into the room where you got the insignia key (you'll be right next to the door) and this cutscene will start.

Back to the Village

Open the cupboard and grab the goods, then head downstairs. Down the short hallway by the stairs is a door that opens into a toilet and a villager. Kill him if you want. Now grab all the goods from the downstairs before leaving through the only other door. Just outside equip your rifle and zoom in on Baghead just ahead. If you line yourself up properly you can actually hurt him and kill the normal villager that is standing just behind him. There is another villager down there that will be attracted by the gunshot. Kill him while Baghead is recovering, then focus on Baghead. Use the Shotgun to floor him, then lob a grenade (Incendiary works well here) and then pile more shotgun rounds into him until he keels over and gives up a ruby. Yipee!

Go further down the path. By the hut are two more villagers (one outside, one inside) and four more by the large gate at the end. Kill all the enemies and clear out the area of goodies. Bear in mind that there are a couple of birds nests in the trees above that yield supplies when shot. Once finished go through the large gate at the end.

You'll now find yourself back in the main part in the village, where you'll have to deal with another swarm of villagers. Don't worry too much, as there aren't as many of them this time around. The best tactic is to run into the small hut nearby and take out the enemies as they come through the door. Don't be afraid to let rip with the odd shotgun blast if need be. Once you've killed all the ones that come after you there will still be a couple standing on rooftops that will throw axes at you if you wander too close. One is standing on the right side of the roof of the building that should be ahead as you come off this trail. The other is on the lower part of the roof of the two floor building. Kill them or avoid them, it doesn't really matter.

The building you're aiming for is the one next to the tower. It has a strange insignia on it that matches the one on the key you got earlier. Unlock the door and go in.

In this building clear out the room, then open the next door. Shoot the light down for a Spinel, then open the trapdoor and drop down. Follow the tunnel along to an open cave area. Shoot down the light here to reveal two Spinels and an Elegant Headdress on the walls. Shhot these down and collect them, and collect the supplies from the box, before moving on. You'll soon run into the merchant again. I recommend selling any all the Spinels you have, along with the Ruby, Brass Pocket Watch and Elegant Headdress. I wouldn't buy or upgrade anything here though. Once your finished go through the metal door and up the ladder to reach the graveyard.

To The Church

Follow the path along, then stop just before the main entrance to the graveyard itself. From here you should be able to see some crows sitting on some gravestones ahead. Use your handgun to take them out. Once you've shot the first crow you may attract some unwanted attention from two nearby villagers. Kill the crows and kill the villagers and grab the goods. Ignore everything else for the moment and head up the path to the church. Kill the three villagers here (one lobs dynamite at you so be careful). Now go back into the graveyard. There's a nest in the tree just by the entrance, which can be shot down and there are supplies in the hut.

You should have noticed the odd blue medallion hanging around. There are three in the graveyard itself. One on a tree near the hut and two more on trees amongst the gravestones. They show up on your map as blue marks anyway. Shooting these three will take your total to 10, which entitles you to the special free weapon. Yes, free. You can either go back to the last merchant, or claim it at the next one. The weapon is the Punisher, a handgun that is slightly less powerful than the handgun but each shot pierces the first enemy. Which weapon you keep is really up to you, as there's little difference between them. Make sure you sell one of them though, as there's no point in hanging onto both of them.

Now go back to the church. Facing the main door, there's a blue medallion hanging to the left. You can shoot it if you want, but there's little point. There's no prize for shooting all 15. The door is locked so go around the right side of the church. Kill the two villagers that are waiting for you, then examine the pedestal. Turn the dial as follows: 3, 3, 3, 4, 4, 4, 3. Your prize is the Green Cats-Eye, which should be added to your Beerstein. If you want, there's another blue medallion hanging up high to the left.

Now backtrack and take the only other path out of here (as you exit this path, do a 180 and take the right path). This brings you onto a wooden walkway overlooking a lake. There will be four villagers along this path so kill them as you go. Jump across each gap as you come to them and don't forget to ransack the hut. Careful, as the crate has a snake inside. When using your knife, slash the crate and then quickly slash the snake before it jumps at you. All snakes leave an egg, but the type of egg is random.

For completions sake there are three final blue medallions along this walkway. Two are below the walkway. Just use your map to go to them, then aim through the gaps at the side. One is hard to miss, as it's hanging in plain view. Once finished go through the door at the end.

To The Lake

You'll find yourself in a large arena with some worrying noises. Actually, there's nothing harmful here this time so walk slowly out of this small alcove. You'll come across a large flock of crows on the ground. The best way to deal with them is to lob a hand grenade to kill the lot of them. Try to use a standard weapon, and most of them will fly off. Collect all the goodies from this area before heading to the door at the bottom of the steps. In this area are some goodies and the merchant. There's nothing much to do with this merchant, unless you haven't claimed your free Punisher yet.

Go back out and take the door on the right. This valley path is home to another boulder chase. Once again bash A to run, and be ready to press L+R/A+B when prompted. At the bottom look around for a Spinel stuck to a wall. You may have to move around a bit to see it. Now walk forwards. You should be able to see a villager ahead but the clever gamer will aim for the tripwire that is just behind him to kill him in one shot. This next part is tricky. Run along the boardwalk, killing villagers as they come to you. At some point two groups of villagers will come along the path you took to get here. They come separately. The best tactic is to drop into the water on the left side facing the path and run that way. Once back up on dry land turn and attack them. This way none of them can get behind you. Use the shotgun if necessary. Once those two groups are gone you just need to worry about the odd villager. Sometimes you might be able to get a villager to kill themselves with the tripwires. Make sure you don't run into one!

At the second set of walkways there's a tall tree with a bird's nest that yields an Antique Pipe. To claim the treasure you need to go into the water and go around. Grab the few supplies from this area before moving on. Once finished, head to the other side of this area (opposite from where you came in). Kill any villagers that may still be here and ransack the hut. There's a few snake in this area. Those on the floor won't hurt you, so feel free to kill them for eggs. Now just go through the large gate.

Here just follow the path. If you want you can take the left-hand path to watch a cut-scene, but it's not necessary to do so. In either case, you must take the right-hand path. There's a bird's nest in one of the trees along here that yields a Gold Bangle w/Pearls. Raid the two huts and definitely save. Now hop in the boat and head for the other side. Your first boss battle is about to start.

BOSS Del Lago

In this fight you can only use harpoons, which will be automatically equipped, but you do have an infinite supply of them. Also the boss will be dragging you all over the lake, so you'll only have limited left and right steering.

OK, make sure to steer hard left or right to avoid any floating debris and when Del Lago lunges at you. If you get knocked out of your boat you'll take damage and you'll need to hammer A like mad to make it back to your boat when it eats you. Be aware that Leon's swimming speed drops when he takes damage so make sure he's healthy at all time. Don't waste high level healing items though.

Whenever you have the chance throw a harpoon (like you would use any weapon) into it. Whenever things get quiet Leon will automatically assume firing position. In this instance Del Lago will try to charge you. You have to hit it as least twice to stop it from hurting you. Red arrows help you to find the boss at this point.

Even once you've hurt him enough, it's not over yet. Now you'll have to hammer A like mad to avoid being killed. That's not really hard though. Unlike most bosses, Del Lago offers no reward. At the end Leon will head for land.

BONUS Lake Merchant

Head back into the boat and go straight on, towards the blue torches. The tunnel that was previously blocked off is now open so go inside. Here you'll meet another merchant. Sell your Spinel, Gold Bangle w/Pearls and the Antique Pipe. Don't buy anything but upgrade the Shotgun Firepower to Level 3. Now smash open all the barrels here and push the large crate. Go around and use the ladder to get on top of the hut. Follow this path around, pushing another two crates out of the way and smashing open all the barrels. One barrel has a Green Gem that should be added to the Elegant Mask. You can also drop down through the hole to claim some Rifle rounds. Now go back to the boat and head back to the cabin.

Church Key

Make sure to ransack the cabin for supplies before using the gate to leave this area. Now you'll meet a new type of enemy - the Parasite heads. These are ordinary villagers where the parasite erupts from the body once they have taken enough damage. This one already has the parasite on show. Shooting the body is pointless so aiming for the head only. There's also a normal villager here so kill them both. Now follow this path along, jumping across the gaps where needed. Now descend the cliff face using the rope.

At the bottom use the handgun to kill the lone villager on the short tower and shoot down the Spinel nearby. Grab the goods from up there then look around and shoot the nearest crate down. Now you can make it across the first gap. Do so, then go right and shoot down the other two crates. Also, there is an Amber Ring on the beam by the waterfall. Now go back and cross the second gap. Follow this path and activate the lever on top on the tower. Now go back across the gap and turn left. A mob of villagers will appear. The best way to deal with this lot is to jump back across the gap and use your handgun to pick off the villagers as they come to you. Your likely to lose anything they may have dropped but this is the safest method.

Once they're all gone go through the passage that was previously blocked by the waterfall. At the end of the passage claim the Round Insignia. This will cause the wall to move aside. Go on ahead to find a boat, which will take you back to the third merchant. Sell Spinel and the Amber Ring but don't bother buying or upgrading anything. Now exit via the only door and go left, into the large arena. Your second boss battle is about to begin.

BOSS El Gigante

This sucker is huge! Be aware that this giant may be slow, but his strides are so huge that he can cover the arena in just a few steps. The best thing is to run around, keeping distance between you and him. Using the shotgun at a distance is pointless, since it's power would be severely reduced. El Gigante has several attacks. If he picks up a tree you may want to fire a few shots (Handgun or Rifle), but then get ready to press L+R when prompted to duck the attack. Same goes if he picks up a boulder, although here you need to dodge it manually. He may also crouch down before charging you. This is your best bet. Press L+R when prompted, then plant a few shotgun rounds at close range into him before running away. Be careful, if you're too close he will either kick you or grab you. If he grabs you wiggle the analogue stick quickly to free yourself (although you will still take damage).

Once you've damaged him enough he will bend down and the parasite will appear. Now's your chance. Run up to him and press A to climb onto him back. Now repeatedly bash A or B (whichever is shown) to hurt the parasite. You will have to do all this 2 or 3 times.

Note: remember that dog caught in the bear trap? He will come and help you by distracting the giant. When he's distracted it's safe enough to run up and pump some shotgun shells into him. Also be aware that Flash Grenades stun this boss, but it's not recommended that you waste any of them here. Your prize is 15000 PTAs.

Rescue Ashley

With El Gigante dead it's time to move on. Clear out this area before heading back towards the church. Just as you leave the wooden walkway equip your rifle and zoom along the path. There you'll see a new enemy: possessed wolves. These enemies are nasty but there aren't too many of them in the game. Snipe the one you can see, then ready the shotgun. Either one or two will come after you. Gun them down with the shotgun. Don't even think about using the handgun. Move further up the path until you're nearly at the top of the path. From here you'll be able to see the remaining dog or dogs (there are 3 total). Snipe one, then shotgun those the charge you. With them dead you can stroll into the church. Just place the round insignia in the recess in the door and go in.

Ok, time to give that trigger finger a little break, as there are no hostiles in here. Grab the money from the altar and smash the barrel in the right passage. Now use the ladder in the left passage to get up to the next floor. Jump onto the chandelier and leap off to the other side. Smash open the barrels, then activate the console. This puzzle requires you to rotate the red, green and blue patterns so that, when combined, they form the complete pattern in the middle. To solve it rotate the red circle twice, the green circle three times and the blue circle once. This opens the two gates. Go through the new door to find Ashley.

Time to leave. Smash open all the barrels here before heading back to the ladder and going to leave. A cutscene will kick in here, where Leon and Ashley will leap out of a window.

Return to the Farm

Back in control ransack this small room before leaving, which will take you back to the front of the church. There's a lot of villagers waiting for you but don't worry. Shoot the barrels on the cart to take out most of the villagers, before using your handgun to kill any survivors. Grab the goods from the hut (new stuff in there) before heading back to the main part of the village, using the underground passage. Sell any Spinel to the merchant along the way but I wouldn't recommend buying or upgrading anything.

Back in the village proper you'll be immediately spotted by a lone villager, to the left. Take him out then go to the nearby tower. If you hear one of them shout kill them from the safety of the tower's alcove. Once you're sure nobody is coming after you go up the ladder and grab the item. Ashley will follow you. Tell her to wait here before dropping back down. Your goal is to clear out the area, both of hostiles and supplies. Most of the enemies are along the exit path, the one that runs past the tower, but there is one in the open-ended cow shed too. Also keep watch for all the bear traps along the exit path. Shoot them with the handgun to make them safe.

Once you've cleared out the area get Ashley and leave via the exit path. Now you'll find yourself back in the farm. Immediately go to the open metal container and press X to get Ashley to hide in it. This will keep her safe. Once again, you've got to completely clear out this area. Don't forget the bear traps. Once done call Ashley (just press X) and go to the large barn. Go up the ladder and out the window. Follow the path along and drop off at the end (don't forget to catch Ashley). Now, with Ashley with you, go to open the gate here. Ashley will unlock it for you.

Cabin Invasion

A difficult test is approaching. Follow the path to find a merchant. As usual sell any Spinel but don't bother buying or upgrading. Once finished head along the bridge. You'll be forced to take cover in the cabin, where you'll meet up with Luis again. Unfortunately, this is not the time to catch up, as you now have to fend off a full scale invasion.

During this battle Luis will offer support. He does this by firing his Red9 handgun and giving you supplies. Note that Ashley will be hiding during this section, so you don't need to be concerned about her.

Anyway, once you have control the best thing to do is to push bookcases in front of the back two windows, then start firing through the sole remaining downstairs window. The door is barred so don't worry about that. The reason for this tactic is that this part ends after so many villagers have been killed, so it's ideal to get in some early kills without getting overwhelmed early on. Make sure to keep checking the other two windows though. Once they've broken through your makeshift barricades it's best to take up a position on the stairs to avoid getting surrounded. Don't worry about Luis, he'll be fine. Be careful, as a number of the villagers are Parasite Heads.

When Luis gives the word head upstairs. Here you'll need to fend off enemies not only from the stairs but also from these four upstairs windows. It's a good idea to run around pushing down the ladders to give yourself a good chance. Eventually you'll kill enough to force the enemy to retreat.

After the cutscene make sure to ransack the cabin before heading outside. There are a few items scattered about out here too. At the rear of the cabin is a hut containing a typewriter and a letter, and also a merchant. There isn't much to do with the merchant right now so just grab the letter and save.

Time to leave. Near the merchant are two closed gates and a lever. The lever opens one gate at a time. When one is open the other is closed. You can use either route, but it is more profitable, and more dangerous, to tackle both routes. The choice is yours.

BOSS El Gigante: Right Route

Let's start with the right hand route. Select the right option when operating the lever, then leave through the door. At first all looks quiet, but that will soon change. Make sure your weapons are fully loaded and that you are at full health before proceeding. So far down the path El Gigante will make his appearance at the door you had just used.

Note that there are two other methods for dealing with this section more easily. First of all is to purchase a rocket launcher from the merchant (make sure you have room for it) and use that for an instant kill. It costs 30000 PTAs though.

Second option forces you to miss out on all the items. First use the rifle to shoot all three chains off the door. Then run. When El Gigante appears shoot down the boulder immediately before running to the huts. Quickly grab the Old Key, then run out and toss a Flash Grenade to stun the giant. Using this time run in the opposite direction, knifing the chains off the second door before unlocking and going through the last door.

This fight is a lot harder than last time so listen up. Back up a few steps and use the handgun to shoot down the boulder, preferable getting it to land on the giant. Now run to the chained door, tell Ashley to wait and go back to face the giant, equipping the shotgun.

There is a clever tactic that should allow you to escape any damage. Go to run past the giant's right (your left). If he swings round immediately stop and back up a few steps before planting a shotgun round into its back. Make sure you aren't too close or else he'll grab you anyway. If he doesn't swing round then carry on through, turn round and try again. If he falls over this is the perfect opportunity to lay into him at close range without fear of damage. Eventually, the parasite will appear, so once again climb onto his back (get close and press A), then hammer either A or B as prompted. You'll need to do this 2 or 3 times to kill it, receiving a prize of 15000 PTAs again.

Now clear out the entire area. There's an Old Key in the second hut and a Purple Gem stuck to a bucket that's hanging up high near the huts, which should be added to the Elegant Mask.

Once finished go to the door at the far end and unlock it with the Old Key. If you're only taking this route then go through, otherwise retrace your steps back to the large cabin and save.

Note, if you empty out the shotgun fighting El Gigante don't reload it with any ammo you find. Instead get the merchant to increase the shotgun's capacity once, which will also refill the shotgun as well. This is especially useful if you're clearing out both routes.

BOSS Bella Sisters: Left Route

Select the left option when operating the lever, then go through the door. You'll be spotted straight away so quickly tell Ashley to hide in the container before taking up a position by the door. It's quite easy to use just the handgun here due to the style of the area, but avoid shooting the barrels on the cart; you'll need them later.

Once finished follow the path around and climb up the ladder. There will be a few enemies still up here. Don't use the rifle if you're low on ammo for it, you'll need that much later. Once they're all dead take note of the large pit in the middle. Don't drop into there just yet, but instead drop into another pit off to the side for supplies. Now climb back up, equip a flash grenade and drop into the central pit, ensuring that the entrance is more or less opposite you (use the map to help). As soon as you land the two Bella Sisters appear with a load of villagers. The sisters are like Baghead: they use chainsaws, can kill you instantly and are generally tougher than your average villager.

Immediately throw the flash grenade, then scramble up the ladder opposite. Quickly work your way back to the entrance, turn around and wait. Use your handgun to slow down the villagers. Once one of the Bella Sisters has made an appearance at floor level shoot the barrel cart to blow any enemy sky high. If you can get both Sisters in the blast then all the better. The explosion should have killed any normal villager that was coming for you, but not even that explosion can kill the Sisters. Now switch to the shotgun and finish the job. One Sister drops a Ruby, and the other drops the Camp Key. Now head back to the central area (killing any stragglers along the way) and open the door. Take the next door you come to (on the right) and grab the supplies from this room and downstairs through the trapdoor. Back upstairs knife the boards off the window and jump through. Smash the barrels at the end for the Red Gem, which fits into the Elegant Mask. You'll need the Gem from the Right Route if you want to complete this mask.

Go all the way back and fetch Ashley. If you've already cleared out the right route or if you intend to then it would be wiser to go back now. If you only intend to clear this route then go back to the door that led to the Red Gem, with Ashley in tow.

Carry on past until you see a metal container. Hurry to it and tell Ashley to hide. Now deal with the mob of villagers that come from the left. Once they're gone call Ashley and leave through the door that those villagers were guarding.

To The Warehouse

If you're coming out of the left route then walk forward, then turn right and go down the slope. This takes you to where you would exit the right route (the gate in the wall). With your back to the gate there is a merchant up the steps to your left and a cabin on your right. Sell any Spinel, plus the Ruby (if you have it) and the Elegant Mask. Sell the mask even if it isn't complete, since there are no spare gems, excluding the set that also fit into another mask much later on. Don't buy or upgrade anything.

Now grab the ammo outside the cabin before grabbing the items from inside. There's also a typewriter in there.

Time to move on. Head up the slope. This will take you past a gate with a lion's head on it. This gate is important so remember it. At the top of the slope you'll find some cable cars. Before you jump on go right and forward. From here use your rifle to snipe the two villagers that are waiting on ledges along the cable car route - they'll only cause havoc shortly if left alone.

Now reload the rifle and jump on a car. You'll now have to kill villagers that are in the approaching cars. If they get too close they'll hurl axes at you so snipe them with the rifle before they get the chance.

At the bottom grab the goods from the room here before heading down the stairs. Walk onto the short wooden walkway, then tell Ashley to wait. Round the corner are two villagers, one of whom has dynamite sticks. Knock both down (two handgun shots to the legs), making sure to wait until the one with the dynamite has lit it before knocking him down, before running up (not too close) and shooting the stick itself to kill both of them. Hop over the barrier and go up the ladder. Kill the villager up here, then open the chest at the far end for the Yellow Catseye, which completes your Beerstein (assuming you picked up the other two Catseyes).

Return to Ashley. You should be able to see a second set of stairs going down. Go down and follow the path round to find a merchant. Sell the complete Beerstein but don't bother buying or upgrading anything. There's also some free supplies on the crates here that you should help yourself to.

Further along you'll find a gate. Go through it. Carry along this path to find a large warehouse. A cutscene will kick in as you approach. Ashley will hide for this next section (meaning you don't need to worry about her) and Leon will enter the warehouse alone.

BOSS Village Chief Mendez

First of all, be ready for a L+R/A+B moment. Fail this, and you'll be dead before the fight has even begun. Succeed, and Leon will blow up Mendez. This only causes him to mutate to his next form.

Your target here is the spine. Generally the rifle is the best weapon. Although slow, it is not recommended that you get too close, so the shotgun is useless at this point. Alternatively, lobbing hand and incendiary grenades works a treat. Use hand grenades primarily, since incendiary work well in the last part of this fight. There's also another red barrel you can make use of here.

Be careful here, as he has some nasty slashing attacks that hurt and are difficult to avoid, hence why using grenades is much better. I recommend it. Some attacks can be dodged with a button prompt.

Hurt him enough and he'll lose the bottom part of his body. Now though, he'll use those claws sprouting from his back to swing along the beams. He's much faster now. If you're on the upper floor then drop down and run to either end of the warehouse.

Once again you can hit him with grenades. Since he's so fast now it's pretty difficult to catch him with hand grenades so stick with incendiary. The blast will knock him to the floor, at which point you should get in a quick shotgun blast before he recovers. A flash grenade also knocks him to the floor.

If you don't want to use grenades, or don't have any left, then use the shotgun and wait for him to get close. A good blast should knock him to the floor, where you can once again blast him.

His second form is easier, so keep at it. When he dies he'll leave the False Eye and 30000 PTAs. Picking up the Eye causes a hole to appear in the wall, allowing you to leave. Before you do, grab all the supplies from in here (downstairs and upstairs). Now rejoin Ashley outside and go all the way back to the gate with the lion's head, ignoring the merchant on the way.

To The Castle

Use the False Eye to unlock the gate and go through. Tell Ashley to wait, equip the rifle and walk forward. At some point a truck will be triggered. Back up several steps and aim up the slope. Wait until the truck has killed the villagers at the top of the slope before shooting the driver, causing the truck to crash.

Now grab the handgun ammo by the gate. Once you get by the truck a mob of villagers will appear behind you, but there's a way to delay their appearance. Simply walk up the slope backwards, keeping the gate in view. Do this, making sure to pick up the money dropped by the truck, as well as anything dropped by the other villagers. Right at the top tell Ashley to wait again, walk a few steps back down the slope and perform two quick spins. Now gun down the villagers as they run up the slope. Grab the supplies, then rejoin Ashley.

To the left is a small ledge with two barrels, one of which contains a new common treasure: the Velvet Blue. Grab the goods, then run along the path to trigger the final village cutscene, which shows Leon and Ashley running into the castle and raising the bridge. Congratulations, the first part of this massive quest is over.

The Castle

- **Entrance**
- **N/P ONLY Castle Key**
- **Salazaar**
- **BOSS The Prisoner**
- **The Wall Trap**
- **BONUS Shooting Range**
- **Sewer Detour**
- **N/P ONLY Garden Maze**
- **BOSS The Prisoner (Again)**
- **Rescue Ashley**
- **BONUS Broken Butterfly**
- **Queen's Grail**
- **N/P ONLY King's Grail**
- **Insect Nest**
- **N/P ONLY Clock Tower**
- **BOSS The Prisoner Returns**
- **BOSS Right Hand**
- **Mines**
- **BOSS El Gigante x 2**
- **Insect Chamber**
- **More Mines**
- **Salazaar Statue**
- **Salazaar Tower**
- **BOSS Salazaar Hybrid**
- **To The Island**

Entrance

You're finally in the castle, but things are only going to get harder from here on out. Well, not yet. Walk forward and tell Ashley to wait. Now clear out this area, including the gold bars behind the hut. Now go into the hut, where you'll find a green herb, a typewriter and a merchant. Now it's time for some serious shopping. Sell your Punisher (or Handgun, if you still have that), Rifle, Scope (Rifle) plus any Spinels and Velvet Blues. Now buy the Attache Case L, Blacktail, Rifle (Semi-Auto), Scope (SA Rifle), TMP and Stock (TMP). Finally upgrade Blacktail Firepower to level 2, Shotgun Firepower to level 4, TMP Firepower to level 4, TMP Capacity to level 3 and SA Rifle Firepower to level 2.

With all your new toys it's time to leave. Rejoin Ashley and run up the stairs, exiting through the door at the top. This takes you into a new large area. Follow the path along to a crate. Grab the ammo, then snipe the two monks. Carry on along, telling Ashley to wait near the top of the stairs. Carry on alone, only to be attacked by monks who launch flaming explosive boulders at you! There are two launchers here, but you can only deal with one at the moment. Turn left, and snipe the red barrel to kill both monks. Without a visual guide the other monks will cease firing.

Call Ashley, grab the Spinel from the broken structure, then move on. There will be some stairs on your left, which lead down to a cannon. You can't do anything with the cannon yet, but you can grab the goodies here.

Back up, continue to follow the path. Once again, tell Ashley to wait by the top of the stairs, then run alone to the red gate. Turn around and snipe the monk by the catapult across the thin bridge. Call Ashley and tell her to wait again by the gate. Go back to the top of the stairs and turn left, sniping the monk in the hut. He's wearing a metal mask though, so you can't blast his head off. If the shot doesn't kill him then use the Blacktail to finish the job when he comes for you.

At this point there will be two monks coming along the path you've just taken. Wait at the top of the stairs and greet them with bullets. Once they're dead run as fast as possible across the thin bridge, spinning round at the far end and sniping the monk by the high up catapult. Call Ashley and go into the hut. Grab all the supplies here, then tell Ashley to wait. Grab the Gold Bangle from behind the hut.

Now go across the second thin bridge. There's one more catapult to take care of, to the right of the last one. It is possible to snipe the monk by the small set of stairs, but if you're having trouble then run and take cover in the tiny shelter. From here you should be able to take out the monk through the slit of a window.

With all the dangers gone use the crank to raise the cannon into position, then examine it to blast down the red gate. Call Ashley and go through the new passageway. There's another merchant here, so sell the Gold Bangle plus any Spinels and Velvet Blues. Don't buy or upgrade anything. Now just go in the door.

First things first, equip either the TMP or the Shotgun. Your other weapons will be of little use here. Grab the Platinum Sword from the mount and the other goods before running upstairs. Here you'll find a couple of monks, and soon a few waves of monks will appear downstairs. The best thing is to deal with the threats from the top of the stairs. Quickly put down the two enemies upstairs, before killing those coming up the stairs. Be aware that some of the monks will be holding wooden shields, which you'll have to blast through. Note that the rifle usually blasts clean through the shield and hits the monk, usually killing him. When the waves stop there will still be one more enemy to take care of. You can use your handgun for this, if you want. Go downstairs to find a red robed monk. Hurt him enough and a new type of parasite will burst from his head. This one sprays acid from afar and actually bites your head clean off when close. This obviously causes an instant kill. Aim for the exposed parasite only.

Once dead go back upstairs. Grab all the goods here, including the Golden Sword. Now place the Platinum Sword on the platinum mount upstairs, and the Golden Sword on the gold mount downstairs. This will cause the platinum mount to shift aside, revealing a door. Go through it.

N/P ONLY Castle Key

After the cutscene you need to get through the large door. On easy mode you can just walk right in. On normal and professional you need a key from a new area. Tell Ashley to wait by the large door, before walking to the small door. Open it. A monk should be ahead of you, although if you were too close when you spoke to Ashley then he will have run into the room at the far end on the right to tell his mates. You need to kill them all. There's a red barrel down the right passage that you can make use of. There's also a sniper up on the left, above the archway. Once they're all dead go down the left passage. If you can see a monk at the end then use the rifle to kill him straight away, otherwise wait until you have a clear shot.

Through the next door grab everything except the item in the chest. Now position yourself by the chest so you can quickly turn back to the door. Grab the key from the chest, then quickly shoot the red barrel by the door to kill the monks that rush in.

Backtrack to that room you went past earlier and empty it of supplies. Now rejoin Ashley and go through the large door.

Salazaar

Walk forward to witness a cutscene showing Salazaar, an important character in the castle. When he leaves smash open the pots and shoot down the Green Gem that's high up on a wall. To see it, go to the typewriter, then turn 180 and look up. At some point the main path will be blocked, so simply go through the right-hand door.

Grab all the goodies from this area, including the gold bars behind the picture of Saddler. You can also look through the windows and shoot down an item, which you can pick up later. Carry on along, picking up the note on the wall, to be facing with two flame thrower horse heads. Obviously, you can't get past them but you can grab the Prison Key from the painting in this room. Backtrack, and just before you get to the door that leads back to where you met Salazaar turn right to see another door. Use the Prison Key to open it.

Go down the stairs, but tell Ashley to wait on the stairs. You don't want her on the bottom floor. Grab the few supplies, then approach the cage. Kick down the door, the slowly approach the Prisoner. Pretty soon, he'll break free so run away and get ready for your first castle boss fight.

BOSS The Prisoner

The cutscene just before he broke free gave you a massive clue about tactics. This boss is completely blind, and can therefore only track you by sound. This means running, shooting and giving an order to Ashley will likely attract unwanted attention.

This boss has two main attacks. Either he will swing madly with those claws, or will charge at you and try to plant those claws in your neck.

To begin with he will mostly like run at you, so you need to run away. When he uses either attack stop running, and turn to face him. Now, if you just walk and don't get too close then he can't find you. Wait for him to turn his back before blasting the exposed parasite on his back, preferably with the shotgun or rifle. Repeat a few times to kill him.

Additionally, the bells in this room can be used to distract him, but he'll smash the bells if you use them. Really though, this fight is easy.

The Wall Trap

With the fight over go into the cage and activate the lever to stop the flames in the other passage. Go back up the stairs, calling for Ashley when you pass her.

Out of the room, turn left. A couple of monks will come after you. For an easy couple of kills aim above them, at the oil lamp. The flames act similiar to an incendiary grenade, which is handy. Go towards the passage that was previously blocked by flames, but tell Ashley to wait before you go round the corner. There are a couple of sniper monks and regular monks in the two rooms. Kill them all, then call Ashley. Make sure all your weapons are fully loaded and that both of you are at full health before going through the door. Trust me.

This next room is one of the toughest parts of the game, so don't be surprised to see the game over screen on your first time through. There are LOADS of monks, with more itching to join the party.

Effectively, you have two options. From your start point you can choose to snipe the two dart monks up ahead (left and right on the higher ledge), then take up a position in either corner. A grenade (hand or incendiary) will help to deal with some of the shield monks intially. Then alternate between the rifle (shield monks) and the shotgun (all other monks). Once the waves stop there might still be a couple of monks hiding around.

The other method is to run along the right path. As you approach the intersection (with the shield monks closing in) spin round and run in the opposite direction, veering right when you reach the door, left when you reach the red monk and then right at the next turning. Follow this path, using your shotgun to knock down any monks blocking your route, and dash into the small room when you see the door (on your left). The idea is to fight the monks off from here. When things quieten down go out (with Ashley, never leave her alone) to find any monks that haven't come after you. Once they're all dead there will still be the matter of the two dart monks. Be aware also that a couple of monks drop down into the small room, which is why you should never leave Ashley alone in there.

Once everyone's dead (except you and Ashley) ransack the entire room for supplies. You'll need them. If you took the first option then you should come across the door to the small room when grabbing supplies. Once you're finished go into that small room. As well as a few more supplies there are also two pressure pads in two of the corners. Get Ashley to wait on one, then go stand on the other. This will cause a crank to rise up in the main room, and some more monks will appear. Not many though. Either wait for them and then go to the crank, or go after them and then go to the crank.

Before you operate the crank get Ashley to wait at either side of the room. Now operate the crank to lower a set of stairs. When this happens a trio of scythe monks come running at you, with a red robed scythe monk behind them. Be careful, as they have a tendacny to throw the scythes at you. Kill them all, call Ashley and go up the stairs. To the left and right are doors that lead to a few supplies.

Walk forward, then after Ashley states the obvious go to the pots beyond the fountain for good ammo for your rifle and shotgun. Reload both now, as the nightmare isn't over yet. The idea here is to protect Ashley from the monks on the raised walkway while she activates the two cranks, while protecting yourself from the monks on the ground. Not easy.

Anyway, go to either painting on either side of the walkway and give her a piggyback lift. Now take up a good position (where you just got the ammo supplies is good) and get ready. Use the rifle to shoot any monks on the walkway, but keep checking for any monks at your level. If any are near blast them with the shotgun. If you have to choose between ground level and the walkway then always shoot those near you. The monks don't actually harm Ashley, but make sure you shoot out their legs before they reach a door with her.

Once both platforms have been raised go to where Ashley is and catch her. Now run and leap across both platforms (Ashley doesn't need help with this) and go through the large door. Whew! What an exhausting room. Mercifully, this room doesn't have any dangers so you can relax a little. Grab all the supplies you can, and make sure to shoot down the Spinel from one of the hanging statues (if you can't see it, walk around to the other side).

Now go talk to the merchant. Sell any Spinel and Velvet Blues you might have. Don't buy anything. Upgrade the TMP Firepower to level 5 and the SA Rifle Firepower to level 3.

Now, you might have noticed the odd door next to the merchant. This leads to the shooting range, your sub mission for the Castle and the Island. I've detailed more about this in the next section.

Once you're finished go down the passage by the typewriter. There's little point saving as an end of chapter bit is coming up, which allows you to save anyway.

BONUS Shooting Range

In this door you'll find another merchant and a note. The high score is also posted up on the wall. This merchant doesn't sell anything but lets you play on the shooting range. The idea is simple: to use one of two weapon sets (you choose) to score points by shooting down wooden targets. Points are as follow:

- Male Villager: Body = 50 pts, Head = 100 pts
- Female Villager: Body = 50 pts, Head = 200 pts
- Ashley: Any = -1000pts
- Salazaar Target: Any = 500pts

The Salazaar Target appears in the distance when you shoot a number of targets (except Ashley) in a row without missing. It moves from right to left before disappearing. Note that occasionally a villager might be holding a dynamite stick, which can be shot out to take out all present targets.

Bottlecaps are awarded for doing well. Perform very well (either scoring over 3500 pts or shooting all targets except Ashley) awards a rare Bottlecap. There are four rows of Bottlecaps, and each row awards money for completion. Be aware that only one shooting range is available at first, with the others slowly becoming available as you progress through the game. Prize money is as follow:

- First Row = 10000 PTAs
- Second Row = 25000 PTAs
- Third Row = 35000 PTAs
- Fourth Row = 50000 PTAs

As for tips, I can't offer many. I suggest taking the time to learn the patterns of the target movements and positions. Be aware that sessions become harder as you collect the bottlecaps. Never shoot an Ashley target. As for weapons: use the handgun with the sniping set (the rifle's too slow) and the TMP with the rapid fire set (the shotgun is again too slow).

Sewer Detour

Dang girls. Well, at least you don't have to worry about her for a while. Go through the door nearby. This will lead into a small room. Smash open the barrels, then drop down through the open trapdoor. Follow this passage to the end. Around the corner turn right again to see a big hole in the wall. Go in and smash the box at the end before going back out and turning right. Equip the rifle and zoom ahead. You should just about make out the predator-style outline of an enemy. Look for the glowing parts and shoot just above that to kill it. If the shot doesn't kill it then run at it, shotgun in hand, and finish the job.

Further along you'll come across a pit. In the shallow water in the pit are two more insects, so blast them with the rifle two. Drop down, grab the goods and ascend the ladder at the other side before heading through the door. There will be two insects that rush you here, so using the rifle is pointless. Blast them with either the shotgun or spray them with TMP firepower. Ransack all the cages you can get into (one will be sealed tight).

Now leave via the only other available passage. Stick to the left wall so that when you round the corner the insect waiting by the rubble shouldn't notice you. Kill it, then continue along. You will be forced to go around the rubble via the cages to the left. Go through the door you come across. In here turn the valve wheel, then grab everything in here. One item is the Butterfly Lamp. Notice the "Eyes" the insects have been dropping? Three different eyes fit into this treasure.

Leave the room, but don't stray away from the door. There are two insects hanging from the hole in the ceiling. The second will only appear when the first is killed. Use the rifle to blast them (the the shotgun to finish things if need be). Follow the path back to the area with the four cages. You'll be attacked by two insects at close range so kill them. Now you can drop into the newly drained pit, so do that and kick down the door. Another insect will drop in from behind so quickly run for the stairs, spin round and wait for your victim to come to you. Note, if none of the insects have dropped a Blue Eye at this point you may want to consider restarting from a continue point. Basically, Blue Eyes are extremely rare, with only one guaranteed Blue Eye for two Butterfly Lamps. There are other sections with insects, but you may not get a Blue Eye from those sections.

Now smash the barrels before following the passage. This dangerous looking section is actually very easy. You just have to time your run past the swinging blades. You'll have to jump past the second one.

Past all this you'll find yourself back in the room that you were in before heading into the sewers, although now you're on an upper ledge, a ladder has been put in place and there's a bunch of monks chanting below.

Obviously you'll want to kill the monks. The problem is that, once you're noticed (which kinda happens when you start blowing heads off) the surviving monks make a break for it. The best thing is to lob a hand grenade into the group. This kills all the regular monks and causes the parasite to appear on the red monk. Jump down and finish it off. Now pick up all the spoils. All the black robed monks drop Spinel, meanwhile the red robed one drops an Illuminados Pendant. Grab them all then scurry

up the ladder. Now you'll have to use the two chandeliers to reach the lever that you should pull. You will also be able to reach the chest that's up here, which contain another Elegant Mask. Remember the Green Gem you got earlier? Better put it in place now, before you forget.

Drop down and run up the stairs (after an optional save). There's a merchant here. Sell any Spinel (of which you should have many) and Velvet Blues you may have. Also sell the complete Butterfly Lamp, the Illuminados Pendant and any spare Red and Green Eyes. Make sure to keep one of each, and never sell Blue Eyes on their own. Far too rare. Don't buy or upgrade anything.

Go through the door into a very uninteresting room. There's a memo and some ammo but little else. Go through the next door to enter a large chamber. Your goal is to take out the red monk, but it's useless to target him just yet because he'll just go and hide. Run to the left and take cover; either behind a pillar or the wall. Take out the two monks down with you and the two dart monks up on the ledge.

There's another door down here so go through it. Kill the monk at the top of the stairs before going through the upstairs door. This leads onto a walkway leading around the room. From here you might want to kill the two monks on that ledge (where the dart monks were before). They might run for cover, so if they do then don't worry.

Follow the walkway around and drop off at the end. This will cause the door above to open, allowing the red monk onto the walkway. If you failed to kill either of the two monks then kill them now. Now equip your rifle, face away from the closed door and snipe the red monk, who should be on the walkway opposite you. He'll run once you start aiming so be quick. If you fail to kill him then drop down to the main floor (you might have to go back up on the walkway to do that) and go back to the walkway this way. You'll run into the red monk on the way so shotgun blast him. There's also another monk nearby.

Once old Red's dead grab the Gallery Key that he drops. Ransack the area before going to the platform the red monk started on. Unlock the door with the key and go in.

In this room grab the few items before turning your attention to the puzzle. The control panel rotates the four paintings. Solve the puzzle by rotating as follows: 2, 4, 3, 1. This will cause the wall to slide sideways, revealing a door. Go through it (duh).

Damn he's annoying. After he's finished rambling you'll have a room full of angry monks. The best tactic is to run for either set of stairs on the left, shooting a clear path through if need be. Upstairs, on the left side of the room, is a corridor-like room. Take shelter here and take out the monks at leisure and with ease. At two points dart gun monks appear. For most of these you'll have to go out and shoot them. Be careful, as the alcove left of your current position has a painting that slides up when you near it, revealing two monks with rocket launchers. Obviously getting hit is a very bad idea, so take cover round either corner when they appear.

With all monks dead (so far) it's time to get to work. You may want to ransack the room first. Take note that there's a yellow herb in a room near the entrance to this main room.

Now go to that alcove with the painting. If you haven't been near it yet then get ready for the two rocket launcher monks. Press the red button by the door. This will cause a chest to rise up in the middle of the room, and the painting will slide upwards again, revealing a fresh pair of rocket launchers. Quickly take cover before you're blasted.

Return to the corridor room. Smash the pot at the end and press the red button that was under it to extend a bridge to that chest. Go to the door and kick it open, then quickly back up so that the door closes and blocks the incoming rockets. Once the blast has occurred go back out and kill all the monks. There will be several scythe monks coming from downstairs. Now open the chest to claim the Goat Ornament. This will also open up both doors in this area.

Go back to the painting alcove (don't worry, no more rockets) and leave through the door. Follow the passage and go through the left door. The right door is locked at the moment. Shoot down the Spinel before going through the next door.

Follow the path along to a fountain. Shoot the crows (3), then collect everything from the fountain. Now you may notice a door nearby. Don't bother, because you can't get in there yet. Instead follow the path to the left of that, smashing the barrels along the way. Leave via the next door.

This takes you to a walkway overlooking a garden maze. Follow the path along to a doorway. On easy mode you can walk right in. On normal and professional the doorway is blocked, and you need to find two halves of an emblem to unblock it. Joy.

N/P ONLY Garden Maze

Skip this if you're playing easy. Equip the shotgun (anything else is pretty useless) and continue along the path to head into the maze. Throughout this maze you'll be attacked by parasite dogs, like from the village, hence the shotgun. As soon as you see them, blast them. No hesitating. Unfortunately, it's very difficult to know where you'll be attacked, so just keep those eyes and ears alert.

Kick through the gate. This marks the true beginning of the maze. Walk forward and smash the barrels. Now head for the far right corner of this area. Kick down the gate and go on. Turn right at the junction and follow the path for a Spinel. Go back, this time going straight at the turning. You'll come across a kennel, but if you keep your distance you can just rifle them to death. Switch to the shotgun if they break free.

Smash the barrel then move on. Ignore the first left turning but go in the second one for a first aid spray. Back out go left and take the next left turning. This leads to a fountain, and your first Moonstone Emblem half. Take it, then go back. Go left and follow the path. Ignore the first right turning but hop into the second right turning for the Red Gem, which fits nicely into the Elegant Mask. Back out go left and left again. Right at the next choice to claim a yellow herb. Go back and head straight on at the turning. There's another kennel, and because you're at an angle it's more difficult. Just approach and use the shotgun when they break free.

Go straight on, ignoring turns off the path, to get shotgun shells. Go back, taking the first right path. Over the bridge go left for TMP rounds. Now take the other path for the second fountain and your second Moonstone Emblem half.

Get an incendiary grenade ready and return to the bridge. As soon as the dogs appear throw the grenade, which should kill them all instantly. Drop off the bridge on the left and leave via the gate. Return to the blocked doorway, combine the two Moonstone Emblem halves and place it in the indentation to gain access.

These two connected rooms have plenty of goods. Of particular note are the Spinel above the bed in the main room, and the Mirror with Pearls & Rubies in the offshoot room.

There's also a merchant in the offshoot room. Sell any Spinel and Velvet Blues. Also sell the Mirror with Pearls & Rubies. Don't buy anything, but upgrade the Blacktail Firepower to level 3.

There's only one door leading out of here, other than the entrance, so use it. Grab the few supplies before heading to the far end. To the right of the barred door is a service counter. Ring the bell to reveal a picture. The idea is to shoot the wine glass to remove those pesky bars. If you miss ring the bell again to reveal the picture once more.

BOSS The Prisoner (Again)

Go through the doorway, ready a hand grenade and approach the chest in the middle. A cage will drop down, trapping you in with a Prisoner, who soon makes his appearance. There's also a bunch of monks around outside.

As soon as you get control lob a grenade at the door ahead to blast the lock off, kill nearby monks and stun the Prisoner. Quickly run out and around to the other side of the cage. Now you can kill the monks, and the Prisoner, at leisure. It seems they're too stupid to realise that the other cage door is open. Remember, only shots at the Prisoner's exposed parasite on its back will hurt it. Easy, easy fight.

Once thing to note. Some of these monks may reveal a third type of exposed parasite. They spray you from afar, and slash you up close. Even when "killed" they jump free of the body and come after you. A couple of Blacktail rounds will finish them.

Rescue Ashley

Once everything is dead grab the flash grenade and the Hourglass with Gold Decor from the chest. Now leave through the closed door. In this next room take out all the visible monks.

Now drop down into the area below and activate the lever to raise a bridge. Climb up the ladder but don't move. Two monks will have come through the entrance to this room, so kill them. Now run onto the bridge and aim for the hanging oil lamp. Time your shot so that the flames engulf all the shield carrying monks. You may have to finish things with the Blacktail while they're still down.

Across the bridge go through the door. There are goodies to pick up, but you may not have enough room to carry everything. We're about to rectify that. In this passage grab any goods you can carry and speak to the merchant at the end. Sell any Spinel and Velvet Blues you may have, and the Hourglass with Gold Decor. Now buy the Attache Case XL, and don't upgrade anything.

Hehe. Backtrack to the previous room. Go right and take out the dart monk across the gap. Drop down and run up the stairs to kill the last monks. Slash the padlock off the door, then go back to the display cabinet. Smash all the glass with your knife, and claim everything. This haul includes a tasty free rocket launcher! It takes up a lot of space, but you'll want it for later. Return to the merchant and go through the door.

After the cutscene equip the rifle. Ransack the room, including the 5000 PTAs behind the painting. Now get onto the small platform in the middle (steps lead onto it). Below is Ashley! Use the rifle to shoot the restraints off, but aim for the sides since rifle rounds penetrate the initial target. You don't want to kill Ashley (well, you're not supposed to).

Once Ashley is freed a wave of monks will appear to kidnap her. Kill them all. A second wave will, including two dart monks. Kill them quickly, but make sure nobody has grabbed Ashley. Shoot them in the leg to free Ashley. Once they're all dead (including the red monk that makes an appearance) Ashley can escape.

Now you'll find yourself in control of Ashley in what must be the most stupid idea in the game. Oh well. Be aware that Ashley has no actual weapons. Grab the yellow herb from this room, then go into the next room. There's a monk here. If a monk grabs you quickly wiggle the analogue stick to free yourself (why Ashley doesn't do this herself when she's with Leon is anyone's guess). You can lob lanterns at the monk to kill it (3 are needed on the normal setting). Easier to run right and crawl under the right desk, then through the hole. Run forward, then go to the barred doorway behind (leading back into the other room) and flick the lever to open it. Attract both monks and lead them back into the other room. Crawl under desks to avoid them and, when you get the chance, run back into the third room and use the lever to trap them both. Hah!

Now grab the goods from this room before using both cranks to open the next doorway. Follow this path along and go in the second door (on the right). In this dark area crawl under the nearby desk and activate the switch at the end. Go through into the centre part, press the switch and grab the Stone Tablet. Backtrack to the entrance, push the nearby cupboard aside and press the switch. Now go for the door through the centre part. Make sure to grab the few items before leaving.

Follow this next dark passage along to a sliding panel puzzle. Make sure you grab anything along the way. Solve the puzzle as follows: Move the mid-left piece into the middle, then slide all the other panels in a clockwise direction until you are stopped. Now place the Stone Tablet into the puzzle to open the next doorway. Go in. There's a Spinel in a cupboard and a Gold Bangle in a dusty chest. Now grab the Salazaar Family Insignia from the knight statue, then the Serpent Ornament from the chest that appears.

Now you have a problem. Move right (facing the knight statue) and face the door. The knights suits have come to life and want you! Wait until the last moment before dodging right around the table and through the door.

Running through this passage you'll have to deal with two L+R/A+B moments. Unless Ashley's health gauge is maxed out (which is unlikely on a first playthrough) then failure will result in instant death. One good trick is to hold B (which you should be doing anyway) and L while running. That way you only have to press one more button (either A or R) when prompted. This works with Ashley because L doesn't do anything for her outside of button prompts.

In the next room there will be one more L+R/A+B moment by the exit. Be ready for it. Out of there go through the next door. Grab all the goods in this new room. Now place the Salazaar Family Insignia in the slot and turn the dial to reveal a ladder. Go up it, grab the PTAs on the right, then turn around and follow the passage to a door. This takes you back to Leon.

BONUS Broken Butterfly

Reunited with Ashley you now have the option of doing some backtracking and getting some valuable items. I recommend it.

Return to where you fought the second Prisoner. Kill the monks in here. Go through into the passage on the left and claim the magnum rounds at the end. Back into the room and out through the doorway on the left. Ignore the monks at the far end and go into the passage on the left. Kill the monk at the end, smash the pots open and go through the door.

Grab all the items from here. On easy mode there should be a Red Gem, since you couldn't pick it up in the maze. Slash the padlock off the door and leave. Go through the right door, and then through the next one. Follow this path along, past the fountain, to that door you couldn't open earlier. Try to open it now, then boost Ashley up to the window.

Once she's unlocked it you can grab all the goods, which include: the Broken Butterfly (Magnum Revolver), the Elegant Perfume Bottle, 5000 PTAs and a red herb. Now return to the chamber where you rescued Ashley.

Queen's Grail

Leave this area via the door opposite the small platform steps. Grab the goods, then ride the strange cog wheel device over to the far end. Ashley will be told to wait, so don't worry about her. Go through the door.

Equip the rifle and walk along the path. As soon as the cutscene ends (you may want to skip it by pressing start) take two steps forward and snipe the monk on the right hand fire breathing dragon statue. Then quickly turn your sights on the second one on the left, further along. If you wait too long the dragon heads will block your shots, and you'll have to dodge the flames and try when it's breathing fire. Not easy. Your two reward chests, containing an Illuminados Pendant and some PTAs, will appear. You can collect them on the way. Follow the path along. Jump onto the rotating platform and off the other side through the moving gaps (easy to do). Kill the nearby monks, then walk forward. As soon as the third dragon statue makes an appearance run back to the rotating platform and kill all the monks that come at you.

Once you're sure they're all dead run and take cover behind either wall by the dragon statue. The best way to deal with this is to run to the other side just as it is about to breathe fire, then shoot the exposed monk. Alternatively, keep a distance that causes it to breathe fire but it doesn't reach you. Now simply shoot either of the glowing chain links above a few times.

With it gone you can claim the Lion Ornament. Now return to Ashley. To the right is an offshoot with a railcar. Use the railcar, then leave through the door to find yourself back in the great hall where you first met Salazaar. Now though you can unblock the main path. Place the Lion, Serpent and Goat Ornaments in the gaps in the barrier to lower it. Walk forward, then run up the stairs on the right and check behind the Saddler painting for an easy 5000 PTAs. Now go back and leave through the door. Jump over the railings each side and smash the pots, then use the railcar. At the other end smash the pots and check behind the left side painting for another 5000 PTAs. Now leave.

Now go through the first door on the right. Save if you want, and take note of the other door. This leads to the shooting range, which now has the second game available. See "3.6) BONUS Shooting Range" for information. There's also a merchant here. Sell any Spinel/Velvet Blues as usual. Also sell the Gold Bangle, Illuminados Pendant and the Elegant Perfume Bottle. Buy nothing. Upgrade Broken Butterfly Firepower to level 3 and Reload Speed to level 2; Shotgun Firepower to level 5; SA Rifle Firepower to level 4; TMP Firepower to level 6.

Now it's time to get the Queen's Grail. Go out and head left. Go through the door. In here tell Ashley to wait on one of the pressure pads, push the two statues onto another two and then put Leon on the final one. Go through the newly opened door to bump into Salazaar again. When he's gone use the Blacktail to shoot out the four red lights. Now go through the passage Salazaar took.

When you go through the doorway at the end (with Ashley following you) she will be trapped in the passage and a huge drilling machine will burst into the passage with her. Quickly use the rifle to shoot out both drivers (you may need to reposition yourself as the bars can get in the way) then move away from the doorway (make sure Ashley follows you).

The danger's over so clear out the room of items. Of particular note are the Elegant Chessboard (in a cupboard) and the Queen's Grail (in the chest). Now leave via the padlocked door to find yourself back in the room with the four pressure pads. Leave by the only other door.

N/P ONLY King's Grail

On easy mode you don't need to retrieve the King's Grail, but on normal and professional you do. From where you are go straight ahead (past the room with the merchant). Make sure to grab the yellow herb and the Spinel before going through the door.

Tell Ashley to wait before following this passage. There will be two L+R/A+B moments with knights suits (you can tell which ones because they are holding their axes aloft) but these aren't instant death. Still do your best to avoid damage though.

In the room at the end grab the items before picking up the King's Grail in the centre. You will now be locked in and will have to fight three knight suits. These come after you with swords and axes. Blast off their heads with something powerful (like the shotgun) to expose the vulnerable parasite (1st version - tentacle), then kill that. Remember that a flash grenade will instantly kill any exposed parasite, so it's a good idea to use one here. When all three are dead three plumed knight suits will appear, with 2nd type parasites (instant kill ones). Deal with them the same way (another flash grenade is handy). Once dead return to Ashley and go back to the door that leads to the four pressure pads.

Insect Nest

From the door go left (with your back to the door) and around the corner. Across the hall are several monks. Some have shields, some have masks. The best thing is to attract their attention, then kill the lot with an incendiary grenade. Once they're all dead go along the hall, shooting down the sparking gems up on the left. One of these is a Purple Gem that completes your Elegant Mask.

At the far end place the Queen's Grail in the left statue's hands and, if you're not on easy, the King's Grail in the right statue's hands. Go through the door and grab all the goods from this hall. At the end ignore the door and hop out of the window to the right. Grab the red herb before going up the ladder. Follow the path to the end for another Butterfly Lamp.

Drop down into the chamber on the left and follow the path round (ignore the door). Ashley will be kidnapped at some point. Now you will have to deal with nasty insects. Run to a wall, turn around and blast them all. Tip: flying insects can be instantly killed with one shot, but insects on the ground need a lot more firepower. There are two insects clinging to the nest too.

Once all them are gone fire a number of Blacktail rounds into the nest itself (it's not worth using more powerful ammo). This will destroy the nest, revealing a horde of Eye gems for the lamp, including one Blue Eye.

Activate the nearby lever when you're done, then shoot the two support panels to lower the bridge. Go through the door. There's a merchant here. Sell any Spinel/Velvet Blues. Sell any spare Green/Red Eyes, Elegant Chessboard, complete Elegant Mask and complete Butterfly Lamp. Buy nothing. Upgrade Blacktail Firepower to level 4 and Broken Butterfly Firepower to level 4. Leave through the next door.

Here knife the nearby torches for a Spinel. After the cutscene snipe the monk up on the clock tower (not on easy). On easy mode run across the bridge and around the right side of the tower. Activate the lever, then run across the bridge and into the building. Normal and Pro gamers will have to go through the clock tower.

N/P ONLY Clock Tower

When you walk onto the bridge catapults will start firing at you. Run around the left side of the clock tower and up the stairs. At the top turn right and kill the monks. Sneak right though and use the rifle to kill the monks operating the catapults. Time it and edge out so that only one working catapult is in view at a time. Once done find and go through the only door up here.

In here you need to proceed upwards via the ladders. On the way you need to shoot out three pieces of wood stuck in the cog wheels. Have a look round at each floor. At the top activate the lever (having shot out all the wood) to start the mechanism. A bunch of monks will appear below. Keep an eye out as you descend, killing any you see. There will be several dart gun monks. Keep going past the floor you entered on. At the bottom more monks will pour in. When you regain control don't move until the initial dynamite stick has blown, then run. Ignore the monks and dash to the second large door.

Save if you want. Now kill the three approaching shield monks (rifle works well). Move forward to trigger a new wave of monks. Immediately target the head of the red monk with the rifle before he blows you up with the rocket launchers. Now run back to the clock tower, fighting past three monks that got behind you. Now kill all the enemies from here. Once done retrieve all the items, including the Gold Bangle dropped by the red monk, before going through the door.

BOSS The Prisoner Returns

This is an interesting boss battle. On easy mode there is one Prisoner and a few monks. Focus on killing the monks while avoiding the Prisoner's attacks, then deal the the boss as you did the first time.

On higher settings there will be two Prisoners to deal with. Again, focus on the monks while avoiding both sets of attacks. When you get a quiet moment blast either one in the back. Really, it's not much more difficult than before. Remember that if you move so far up the stairs that some monks will appear behind you. It's OK to use the Broken Butterfly here, as long as you do not reload. At all.

Once it or they are dead grab the few supplies and kill any monks. Go through the door and grab the two Spinel from the busts before going through the next door. Near the end of the next cutscene you will have another L+R/A+B moment, but it's very easy so don't worry.

BOSS Right Hand

Not fair! Two boss fights in a row. Well, the boss hasn't actually arrived yet so no need to fret yet. There's loads of items to pick up in this new area, including a yellow herb and a Crown. There's also a typewriter and a merchant. Sell Spinel/Velvet Blues. Sell Gold Bangle and the Shotgun (yes, the Shotgun). Now buy the Striker (a much better shotgun). Upgrade the Broken Butterfly Capacity to level 3 (which also reloads it with free ammo) and Striker Firepower to level 2. Now go up the ladder. Follow the path along, checking the water outlets for a Spinel and a Velvet Blue. Go through the door at the end. Soon the fight will begin.

Follow the path, taking note of the right and left passages as they come but not going down them. As soon as the cutscene shows the monster smashing into the passage get ready. At times you will be prompted to press L+R or A+B to avoid an attack. Failure only results in damage.

Keep pressing buttons. At the end is a room. Head round the far right corner to find a lever. Activate it to start to lift powerup process. The door will now close so go back to it and try to open it. Now the monster will make a proper appearance. Run past it (the door's on a time release), continuing to press buttons to dodge attacks. Notice the red canister? Knock it over to deep freeze the monster. You now have the option of using that rocket launcher for instant kill (not recommended, as the launcher is more useful later) or pumping numerous Broken Butterfly rounds into it before it unfreezes. When it recovers start running around the room, dodging attacks until the door opens. Try to reload the Broken Butterfly when you get a chance.

When the door opens run out and follow the passage to the next canister. Knock it over and pump more magnum rounds into it. There next canister is down the right hand passage further along. The last canister is in a room down the left hand passage even further along. Remember to reload between attacks. If you fail to kill it by the last canister then you can't kill it and will simply have to escape. Your reward is a Crown Jewel, which obviously fits into your Crown.

Once the lift has arrived (in the room with the last canister) you can leave. It's possible to not defeat the Right Hand and simply leave on the lift when it arrives, but it means missing out on the Crown Jewel.

Mines

Phew! There are some items here, another shooting range (the third one is now available) and a jolly merchant. Sell Spinel/Velvet Blues. Do nothing else. Leave through the door.

Follow this passage, killing the two enemies along the way. When you exit the tunnel you will be in the main mining area. Your arrival will not have gone unnoticed. Kill the villagers (yep, not monks). Drop down and go towards the boulders. Just before it is a lever, which you should activate.

Turn right and look up for another lever on raised ground. Make your way to it, using the steps and slopes. Grab the 500 PTAs from behind it before activating the lever. Now make your way back to the first lever. On the way a Baghead will appear, along with some regular villagers. Baghead's hardly a threat anymore so kill the lot. Activate the first lever, then retrieve the dynamite from the railcar. Use it to blow up the boulder. Kill the two villagers, then walk through the door.

BOSS El Gigante x 2

Not again. On all modes you have two giants to take care of. When you enter the room don't move and take a look around. Ahead a ladder that leads to a slide wire. To your right a lever that opens the centre part of the floor, dropping anything there into hot lava.

OK, make your way to the large door. This is where the two El Gigante's will make their entrance. Use a combination of the slide wire and general running to put the centre part between you and the giants. Now drop one of them into the lava by using the lever. This means losing the 15000 PTAs, but it's far safer. It seems impossible to dunk both of them though, so you'll have to deal with the other one normally.

During this fight keep away from the centre part while it's open. It will close, but you're in danger of dying if you stray too close to it while it's open. Once closed the fight can begin. Always run if it's too close, and fire with the TMP or rifle at a distance. The Striker is a poor choice but use it if you have no option. Once the parasite is exposed press A to climb on and hammer either A or B to hurt it. Really, apart from the useful slide wire, this is no different from your first encounter.

Upon success claim your prize (15000 PTAs) and grab all the supplies before leaving through the only other door.

Insect Chamber

That noise sound familiar? The insects are back. This will be the last time you will have to deal with them. If you still need to complete a Butterfly Lamp then you need to get a Blue Eye from this area. Shoot the insects as you see them throughout.

Ready the striker and walk forward into the chamber. Head right, up the slope. At the top turn around and head for the tunnel. Run in and activate the switch at the end. Now turn around and fight of the invading forces.

When things quieten down leave the tunnel. Go right, up the slope. Now go across the bridge, opposite the blocked doorway. There's the second tunnel. Run in and activate the switch to unblock the doorway. Now fend off another insect attack.

Once done make a run for the doorway. Press the switch there to remove the bars. This tunnel has crushing blocks that keep pounding down. Time your run past the first two, then activate the lever on the wall. This stops the second of three crushers ahead. Time your run past these.

In the cave at the end run over to the pedestal and grab the Royal Insignia, which completes the Crown. Now activate the pedestal to ride the lift up.

More Mines

There's a memo here and a merchant. Sell Spinel/Velvet Blues/Green Eyes/Red Eyes. Also you may want to sell the complete Salazaar Family Crown. Buy nothing. Upgrade Blacktail Firepower to level 5; Broken Butterfly Firepower to level 5; Striker Firepower to level 3; SA Rifle Firepower to level 5; TMP Capacity to level 4.

Time to move on. Go past the hut. Further along kill the two villagers. Past that climb up the ladder and use a hand grenade to take care of all the villagers below. Now get into the wooden building via a window and use the crank to open the hole in the floor. Climb down the ladder, then follow the tunnel to the open cave. There are numerous villagers in here. Take the left path and follow around to a tunnel that goes under the platform you were just on. In here is a villager and the Staff of Royalty. Go back out and make your way to the ladder (look around to find it). Watch out for all the bear traps around. Shoot them to disarm them. There's a Baghead at the top of the ladder but he can't get you yet.

Go round to the right and barge into the door. Blast the second Baghead off his feet with the Striker, then position yourself against the wall so you can see both the stairs and the door. Gun down everyone (villagers and two Bagheads). Claim the rewards, then run upstairs and grab the Mine Key. This triggers another small group of villagers. Push the ladder down, then jump out and deal with everyone. Now go to the door, unlock it and go through.

Follow the path. On easy mode you can just walk through the next chamber, only hassled by a few parasites. A couple of Blacktail rounds will finish them quickly. On higher settings the chamber will seal and the ceiling will start descending. Use the striker to kill both parasites (no time to mess about), then use the Blacktail to shoot out all four red ceiling lights.

Out of that chamber follow the slope down, grab the items and then leave. Grab the items in the next room, then jump in the mine car. Get in the second one and shoot the lever on the left, before putting yourself back in the first car. Get ready for a wild ride.

During this journey you will have to fight off numerous villagers that jump into the mine car. The best place to put yourself is in the first car, facing the direction you're travelling. That way you can see all dangers. Make sure to shoot out any wooden beams too. It's worth noting that you can shoot the villagers off the platforms before the car reaches them.

Halfway through you will come to a stop. Kill all incoming villagers, including another Baghead. Once they have stopped coming (they will stop) grab all the spoils and shoot the lever ahead to start moving again. Don't worry about the lone villager by the lever; he won't try anything.

Further along you'll find yourself tearing downward on some twisty track. Get ready because another L+R/A+B moment is approaching. After that you'll need to hammer A to avoid falling into the abyss.

Through the door is the vital Stone of Sacrifice. Collect this to open the exit, which leads back to the camp fire area. Look for the lion's head and place that Stone of Sacrifice into the indentation to reveal a lift, which you should use.

Salazaar Statue

Walk forward to find an alcove on the right, containing ammo and a typewriter. Past this is the statue of Salazaar. Go down the steps and use the rifle to shoot the lock off the door across the walkway on your left. It may seem like a waste of a bullet but trust me.

Now try to walk across the walkway. Two portions of it will lower into the water and a bunch of monks will appear. Go back up the steps, killing the monk in the way. Now go up the ladder on the left. Kill the monk up here and go to the edge where the moving statue hand is. Deal with the monks that will be on the hand. Now jump onto the hand, spin 180 and kill the monks on the upper ledge. Jump onto the upper ledge, grab the items and activate the lever to raise one of the walkway pieces back into place.

Jump back onto the hand, and then onto the centre platform. Activate the switch to stop the hand you've just been on and start the other hand. Deal with the monks that try to get to you, then use this hand to reach the upper ledge. Grab the goods, then go to the ledge below.

Drop down through the gap and kill the marginally tougher monk. Claim your prize, then use the lever to complete the walkway and open the doorway here. A few monks will appear, but ignore them. Run to the walkway and run across it. Don't relax yet as the statue will now come to life and chase you! Hammer A to run away, but be ready for three button reaction moments. Press L at the first one, R at the second, and L+R at the third. After the last reaction moment you'll regain full control,

so kick open the door to continue the sequence (see why you shot the lock off now?). Once again hammer A, but get ready for a L+R/A+B moment. After that you will need to hammer A again to climb onto the ledge.

Well, now take a moment to compose yourself. Ready? Then go through the only door.

Salazaar Tower

This section starts with a cutscene. When Salazaar's bodyguard throws the knife at Leon you'll need to press L+R/A+B to avoid death. Now the party begins.

Run up the slope. When the monks start sending rolling barrels to you stop at the curved part (where they can't get you) and snipe the three monks up and to the left to stop the barrels.

Carry on up the slope. When you reach the lever that releases the barrels you'll need to quickly take care of the dynamite throwing monk to the left. Now you can safely release the barrels yourself, taking care of all the monks that are running up the slope after you. Nice.

Once you're satisfied that they're all dead run back down to the entrance to find a leader monk. Kill him for a nice PTAs reward. Now return to the barrel lever. You should be able to see a lift from here. Go round the other side of it to get on, then push the two crates off. Now activate the lift. During this ride you need to watch out for snipers (generally only in the first part) and kill the monks that drop into the lift with you.

At the top follow the walkway around to another lift. Before you get on you can drop to a lower ledge on the right for a Gold Bangle. Now use the lift.

There's no more danger yet. Follow the stairs to some free supplies, a typewriter and another merchant. Sell Spinels/Velvet Blues, Staff of Royalty and the Gold Bangle. Don't bother buying or upgrading anything. If you're ready go in through the door.

BOSS Salazaar Hybrid

A very difficult boss if you fight it normally. To kill it outright simply use the Broken Butterfly to blast the eye on the tentacle head. This will knock it out of action, revealing the grey Salazaar thing that is the weak point. Remember that rocket launcher you're got? Fire it at the weak point to kill it in one go.

The harder way is to drop below and hide in one of the two rear alcoves, out of the boss's reach. Unfortunately, those walking parasites are here. An endless supply of them too. A couple of Blacktail rounds will deal with them. The prblem is dividing your attention between the parasites and firing at the weak point (the grey Salazaar) when it's exposed. Obviously use either the Broken Butterfly or the SA Rifle. Anything else is useless. The hard way will take ages, which is why I recommend the rocket launcher.

To The Island

With the Salazaar Hybrid dead go and collect all the items in this room, including the PTAs reward for defeating the boss. Now climb up the ladder and leave through the door that the boss was hiding.

Collect the few items here, then use the rope to abseil down the wall. Collect more items here (watch out for a snake), then use the lift. Follow the path to some free supplies, a typewriter and the last castle merchant. Sell any Spinels or Velvet Blues you may have picked up. Buy nothing. Upgrade Blacktail Firepower to level 6; Striker Firepower to level 4; fully upgrade TMP (including Exclusive option).

Now go through the door and follow the path to find a famaliar face in a boat. Well done, the castle is complete.

The Island

- **Infiltration**
- **Through the Shutter**
- **BONUS Extra Danger**
- **Meet the Regenerators**
- **Rescue Ashley (Again)**
- **Truck Run**
- **An Old "Friend"**
- **BOSS IT**
- **The Mountain Path**
- **BOSS Jack Krauser**
- **Island Assault**
- **BOSS Lord Saddler**
- **Escape**

Infiltration

From where you start follow the path. When you reach a junction ignore the wooden bridge and stick to the stone path. Climb up the ledges at the end and smash the boxes open. One of them will contain an Emerald, which is the new common gem.

Now go back and use the wooden bridge. Make sure all your weapons are fully loaded before you start. Shoot the spotlight before jumping across the gap and shooting at the enemy through the nearby window. Now kill all soldiers that come at you. Quickly run into that building and up the ladder onto the roof. Move towards the edge to trigger a large wave of enemies, including JJ. He's the Island's resident nutball, lugging a mini-cannon around with him. Back up and take up a position where you can cover the ladder. Shoot off the soldiers as they come. When JJ makes an appearance (he just jumps straight up) use offload Striker rounds into him. He'll stagger from a close range shot if he isn't doing so already. Also keep an eye out for a sniper on the building opposite.

Once the initial excitement is over look around for the exit door. Now drop down and make your way over to it. There may be an odd enemy to deal with. Try to open the door to activate a laser. Head for the small building with the mirror on top that the laser is aiming for. Quickly climb up the ladder round the back and fend off a small group of enemies. Once they're dead rotate the mirror to reflect the laser onto the second mirror (on the first building). Now run over to there and rotate the mirror to reflect the laser into the small hole to the right of the door to open it. Ransack the area, then leave.

Through a small cave and back outside you'll notice the obvious boulder trap. When you try to walk into the next cave you'll have to press L+R or A+B to dodge the falling boulder. Easy. Further along a couple more soldier enemies, who make up the most of the enemy forces now. Kill them before going up the ladder.

Kill the soldier that's just out and to the left. Now head right, across the gap. You should be able to kill several soldiers through the window here. Jump through and go right. Grab all the items in here and find a red barrel. Shoot it to reveal a hidden room. Climb onto the ledge and open the chest for the Golden Lynx. Go back to the window and jump out.

If you snipe along the path you need to take your should be able to kill a dart gun soldier. Now round the corner to find more soldiers, one of whom has a rocket launcher! If you can see him then gun him down, otherwise take cover. There are loads of enemies here, and the best tactic is to ignore most of them. If you want some goodies then run into the sloping tunnel on the left. Shoot your way past any enemies to the end (across a bridge) to find a few items. Then go out and drop off the bridge to the right. If you chose to ignore the tunnel then follow the path up. In both cases shoot the barrel cart (once you're past it) to send it down the path, buying you time. Press the button to open the door and run through.

You'll run across a merchant and a typewriter. Sell all your Emeralds. Buy nothing. Upgrade the Broken Butterfly Reload Speed to level 3; Broken Butterfly Capacity to level 4; Striker Firepower to level 5; SA Rifle Firepower to level 6.

By the merchant you should be able to use the rifle to kill the soldier on the roof ahead. This will attract the attention of four soldiers further along. Go meet them and kill them, then go through the nearby door.

Through the Shutter

Grab the nearby supplies, then proceed onwards. Just around the corner is a masked soldier. You can shoot him through the shelves. Kill him, then grab more items. Further along is a human sized oven. Can you guess what's in it? Approach slowly, then when the flaming man bursts out turn and run. The flames will kill him so there's no need to waste any ammo. Grab the remaining items, then leave through the door.

In this L shaped passage is a huge hammer soldier. Parts of his body are shielded by metal plating. The head, although partially plated, is still a good target, but you can aim for his completely unprotected crotch if you want. Waste him, then look through one of the two windows to the room below. Down there is another hammer soldier and a sniper. Kill the sniper first (he's more trouble), then take out the hammer guy. They might run, in which case get ready for them to be running round the corner at you.

Once they're dead go down the stairs at the end. Down here more enemies will come at you from back upstairs. Kill them, then grab the items. Of particular note are the yellow herb (in a barrel) and the Red Stone of Faith (briefcase). This stone fits into the Golden Lynx. Now go back upstairs and through the first door. There's no enemies round here so relax. Walk along the path until the cutscene kicks in. When it's over turn 180 and grab the PTAs from the locker. Now turn back around and leave through the next door.

Move forward and through the first righthand opening. There's a merchant here. Sell any general gems (Spinel, Velvet Blues, Emeralds) you might have. Buy the tactical vest. This beauty cuts damage by 30%. Also upgrade the Striker Firepower to Lv6. Also note that there is another shooting range here, and that the final game is available. Try to clear it for 50000 PTAs, as that money will come in handy.

Leave and go right. As you pass the broken window the large shutter will open, enemies will lob dynamite at you, then the shutter will close again. The shutter will remain closed if you're near it. The idea is to kill the two enemies. The best way is to shoot the dynamite, as the resulting explosion will kill both enemies. When they're gone three snipers will take their place. The best thing is to spread your fire around to stop any of them firing. The shutter will remain open once they are dead.

Go through, grab the items and leave through the next door.

BONUS Extra Danger

Curiously, if you now go back into the area with the shutter a couple of extra enemies will have appeared. Handy if you want to increase your kill count but unadvised if you're trying to survive.

Meet the Regenerators

Go left. Ignore the door (it only leads back to the entrance of this building) and go to the typewriter nearby instead. There's a Brass Pocket Watch here too. Go up the stairs and head left. Follow the passage to the Operating Room, and go in.

Go through the next door and grab all the available items. There's a strange body in one of the other rooms, but you should just ignore that for now. Instead go to the door with the control panel next to it. Solve the puzzle as follows: blue once, green twice and red three times. This opens the door.

In this room grab all items, but leave the Freezer Card Key (by the dead scientist) for last. Once you grab the key that strange body, called a Regenerator, comes to life. Now you have two options. Either run for the exit (enemies won't follow between areas that must load), or fight. If you choose to fight then prepare to unload a hefty amount of ammo into it, as you currently don't have the necessary item to find its weak points. This monster also causes heavy damage if it grabs you, so be careful. Your reward for killing it is 5000 PTAs. In either case, you'll have to leave the way you came in.

Back out there will be a Regenerator along this path. Past that take the second right, and go through the freezer door (with that key you got).

Doesn't look too pleasant in here here. Grab the rifle ammo. There are two smaller rooms to the right. Go in the first one. Use the card rewriter to change your key to the Waste Disposal Card key. Now activate the wheel to unfreeze the cabinet in the other smaller room. Go to it and claim the Infrared Scope. As soon as you take it the freezer door locks and one of the frozen regenerators comes to life. Combine the new scope with your rifle. Now you can make out the weak spots on the enemy. There might be one on its back too. If this is the case, then you will need to shoot a leg off, then quickly shoot the spot before it lunges at you.

Another 5000 PTAs is your reward, and the door unlocks so exit. If you want you can kill the two previous Regenerators now (if you haven't done so already) for 5000 PTAs each. From the freezer head to the passage ahead and to the right. Grab the contents of the case, then spin round to see another Regenerator. Kill this one, then go along the path it came from, picking up your money reward on the way. Open the Waste Disposal door with your new key.

Follow the passages. Soon you'll come to a room with a control lever and a grenade. Grab the grenade, then use the lever to use the crane to grab and dispose of the enemies in the next room in a rather unique way. After so long the remaining enemies will come after you, so ready a weapon and face the other door.

With them all dead go through the door and drop down into the garbage area. Go around the rubbish to the next passage, remembering to grab all items, including the emerald sneakily hidden in one of the dumpsters.

Through the next door is a few enemies. Kill them all, grab all items and then leave through the next door. Follow the next passage around. When you reach the first door you should find two hammer soldiers to your right. Kill them (possible with the Blacktail, but use heavier firepower if you're unsure), then go to the door they were guarding to find Ashley!

Rescue Ashley (Again)

Don't celebrate too soon. The door's locked, and you can't blast it open. Go back to that other door you saw and go through. Keep going until you bump into some enemies in a larger room. Draw the enemies to the doorway to avoid getting surrounded, then finish off any stragglers. Grab all items, then go through the door at the bottom of the stairs.

At the end of the next corridor go through the door straight ahead for a herb and a typewriter. Save, then go through the other door. As you proceed through the next door a spiky Regenerator appears. Notice that large window? Quickly jump through it and run to the far end. The passage on your right (as you face the window in the room) leads along the side of the room, forming a possible circle. This allows you to avoid the enemy completely. However, you need to kill this one. Once again, shoot the hotspots to kill it, but never get too close. Claim the Storage Room Key from its dead body, grab all items and then leave through the door near the large whiteish room.

Edge forward and use the handgun to kill all the crows for lots of money and a grenade. Further along are some barrels and a merchant. Sell all common gems, as well as that Brass Pocket Watch. No need to buy or upgrade anything at this point.

Use the elevator at the end, and then circle around to get to the door. Try the radio inside, grab the ammo, and then backtrack to Ashley.

On the way, in the room with the stairs, you will find enemies waiting for you. Hide under the stairs and wait for them to come to you. Then just kill the remaining one or two, and continue your trek back to the girl. When you reach her open the door, then go round the back to find her.

Truck Run

Grab the items from here, then tell Ashley to wait. Go out by yourself and kill all the enemies that come. Call her and head left, back to the waste disposal area.

In the room just before there some enemies will be waiting. Move forward to get them to seal the exits, then gun them all down. Ready a flash grenade, approach the lever and activate it, facing yourself towards the door as much as possible. As soon as the enemies run in throw the grenade, then run past their stunned asses to the dump, where Leon and Ashley will automatically enter the next area on their own.

Activate the lever, then quickly run to the dumpster and tell Ashley to hide. Run back and close the gate using the lever on this side, then kill the Regenerator through the bars. If you take too long the gate will open. Call Ashley, open the next gate, then push the crate until it drops into the water. Run to the next dumpster, tell Ashley to hide, then take care of the next Regenerator that is coming for you. With it dead call Ashley, grab all items, then head along the passage. Push the crate out of the way, then go through the door.

Three enemies await in the next passage, but they're easily dealt with. Follow the passage around and drop into the main area with the lava pit. As soon as the cutscene is over (which happens pretty quickly) run to the control room, as it's the safest part of the area. Tell Ashley to wait in the corner, then go out the nearest doorway to meet the enemies. There are loads of them around. The best tactic is to lob a flash grenade to begin with. Now start killing while they're all stunned. When the stun wears off use the Striker, as it offers the best firepower for this. Remember to be close to an enemy when you fire. If Ashley screams get to her and shoot the attacker.

Throughout this more enemies will pour in. When things quieten down go to Ashley, call her, then get her to activate the lever. Now go back outside and kill the new enemies that appear. Once the exit is revealed you can leave quickly, with Ashley.

Tell Ashley to wait, equip the rifle and move forward slowly. When the gate rises kill the Regenerator via its hotspots. Explore the room down to the right, then go back to Ashley, call her and move on. Near the next branching another Regenerator is further up. Tell Ashley to wait and go kill it. Now explore the left hand passage and activate the button. Back out and take the other route. Send Ashley under the partially open gate to open it fully. In the room at the end are a yellow herb and two doors. Go through the right door.

In here are some items and another merchant. It's unlikely you'll have anything to sell of value at this point, and there's no need to buy or upgrade anything yet either.

Back out and to the door opposite. Tell Ashley to wait by one lever, and go activate the other one. Now you'll have to press A at the exact end of the countdown. Pretty easy actually.

In this room you'll see a truck. Grab the few supplies, then jump onto the back. Ashley will jump in the driving seat, so all you have to worry about is the numerous enemies chasing you.

In the first part of this you'll need to fend off attacks. Don't be afraid to blast them with heavy firepower if you need to, but don't waste the rifle rounds on standard enemies. At one point you'll hear a horn blaring. This is the clue that a big truck is chasing you. Shoot the engine grill with the rifle to disable it. 1-2 shots should do nicely, if you've been powering up the firepower. After another wave of enemies the truck will come again. Some more rifle rounds will see it off for good.

At the end the truck will stop. You need to jump out and activate the lever that Ashley handily points out. The problem is all the enemies. Run up either ladder and toss a flash grenade (you don't have time to mess about). Quickly run to the lever and activate it, before backtracking to Ashley. On the way keep an eye down below. You'll need to kill any enemies who are getting too close to the truck.

Back to the truck you'll be moved to the next section. A load of enemies will assault the truck now, so blast them all away. When the truck stops make sure no enemies remain, then face the direction you were travelling. After the barrier is destroyed another enemy truck will be after you, only this one is coming right at you! This one is slightly tougher, but a few rifle rounds will see this one off. However, you'll be forced to crash through the wall.

In the next room are some items, a typewriter, the Green Stone of Judgement (for your Golden Lynx) and a merchant. Again, the merchant has nothing of value, and neither do you for sale. Go through to the next room, only to lose Ashley again. Back to solo mission then.

An Old "Friend"

Well, grab the 5000 PTAs to the left of the steps, then go through the door to the left of the altar. Ignore the item for now (but remember to grab it later) and head left. Open the door gently and snipe the head of the soldier through the boarded up window. This will no doubt attract attention, so kill everything that comes. Watch out for any other snipers above. Once things die down follow the path. At the end is the exit door, as well as another door to the right (items and an enemy) and a staircase to the left (more items). Leave when you've finished.

In here grab the item ahead then ride the elevator up. Walk forward to find the most interactive cutscene ever. Some might think it cool. I find it annoying. It is impossible to give an exact guide, as you'll never know which buttons to press until the last moment. However, I will do my best to point out all the button reaction moments (A+B or L+R), and the button masher part.

Just after Leon spins round to find nothing a reaction kicks in. At the end of Krauser saying "You catch on quick, that's expected. After all, you and I both know where we come from". After Leon asks "What do you want?". After Krauser replies "The sample Saddler developed, that's all". After Krauser says "Like you - I'm American". After Leon cuts Krauser's chest.

Fail just one of them, and you'll have to do them all again, as each ends in instant death. Make it, and you'll have to deal with a button mashing bit. Simply bash A or B as prompted, until Leon knocks the knife away. This last part is way easier.

Once all that is over with drop off the platform and proceed onward. The next corridor, lifted right out of the first RE film, is another major trap: Lasers. Stick to the middle, and watch the patterns of the moving lasers for the first two. Time your run through carefully. After that you'll have a button reaction to dodge incoming lasers. For me, I've never had to press A+B in this part, but it wouldn't hurt to keep your fingers ready, just in case.

Next you need to react twice to avoid another set of lasers. Past them activate the switch. More lasers will now come at you. Just wait for them and react with the prompted buttons. Now go through the door.

Go to the chair and sit on it. Then shoot the Elegant Headdress down and collect it. Now use the elevator behind the chair.

Get the items from beneath the stairs, then follow the passage round to the next merchant. Clear out this area of items. Sell all your emeralds and the Elegant Headdress. Buy nothing. Upgrade the Broken Butterfly Firepower to Lv6 and Striker Reload Speed to Lv2. Now go through the large gate.

Grab the yellow herb from the fenced area, then make sure you're well prepared. Proceed along the path to trigger a boss fight.

BOSS IT

The first boss of the Island, but a very tough one. If you haven't been upgrading your weapons and your own health gauge, you'll pay for those mistakes. In this first part of the fight IT is invincible. You can't damage it, so don't bother trying.

Go right (back to doorway) and shoot out the green light to open the gate. Activate the console. Go back the other way, doing your best to avoid the boss. If you get hurt then heal quickly. Grab the ammo at the second turning if you dare. Go left at the fork and get ready to shoot out a green light to open the next gate. Run past the large gate and activate the console. Now go back to that large gate and go through, before time runs out.

There's an item to the right. At some point a cutscene will announce the boss's return to play. You didn't think it was that easy did you? Go right, then right again. Shoot out the green light and activate the console further on. Turn around, run past the boss (if he's there) and shoot out the next green light. Go left at the turning past the gate and activate the next console. Now turn and run. Go straight on and through the large gate. Almost there.

Activate the nearby console. This will cause the boss to return and take on a more hideous and dangerous form. Nearby is an enclosed corridor. Use it (but don't stop running). Go left and follow it to the end. Shoot out the green light from here. Now backtrack round to that corridor and go through. Go right from here and activate the last console. Now quickly get to the gate and open it, then jump for the crane.

Throughout the chase button reaction moments will keep jumping in, allowing you to dodge most of the damage.

Don't be thinking it's all over though. Stock up on the nearby items, reload all weapons and walk towards the door. You'll be chased into the large arena.

Now that thing can be damaged. Use the explosive barrels to cause some damage. The gates can also be used to your advantage, but the boss will smash them quickly. Once out of barrels put some distance between you and fire a Broken Butterfly round at it.

After so much damage the boss will burrow underground. Keep running and get ready for some reaction moments to avoid damage. When the boss surfaces fully lob a grenade (incendiary or hand), then then hit it with the Butterfly while it's stunned. At one point it will feign death. Keep at it and it will eventually die, leaving you with a whopping 50000 PTAs.

The Mountain Path

With IT dead leave the arena and go through the door. Go up the ladder. Smash the nearby barrel. Now approach the edge and shoot the red barrel that is most central to kill most, if not all, the villagers. Jump down and clear out the area, including the yellow herb over to the right. There's a ladder in the hut, so go down.

Follow the path, taking the first right to claim the final part of the Golden Lynx: the Blue Stone of Treason. Go back to the main path, and take the next left for money. Back to the main path again to the end. There's a merchant here. You can now sell that completed Golden Lynx and any emeralds. Buy nothing. Upgrade the Broken Butterfly to its exclusive option. With this it has attack power of 50.0.

Note: From this point I will no longer give recommendations for merchants. You have all you need, so any further purchases will be your own choice.

Go up the ladder and through the doors. Follow the path to find Krauser again, and he's none too happy.

BOSS Jack Krauser

Bizzarely, this is actually easier than the last boss fight, and the last encounter with Krauser. Believe it or not, but it is possible to kill him with nothing more than the knife.

The best thing to do now is run left into the hut. Try to open the gate, only to be told there's a timer lock on it. Go back outside (Krauser's stopped shooting) and get ready. If you knife him before he attacks you'll hurt him and cancel his attack. It only take 1-2 knife hits to scare him off. If he draws his gun at any time run for cover.

When he's gone ransack the hut, then go through the gate when it unlocks. Follow the path, but be aware of Krauser hiding behind one of the walls. When he chucks the grenade (as he's likely to do) press the prompted buttons to dodge. He'll use grenades a number of times from this point. Knife him to get rid of him.

Ready the rifle. Round the next corner you should be able to see a hut from there. Go towards the hut, but when you step into the view of the path that leads to it step back to avoid being shot down. Use the rifle to cap Krauser, then knife him when he comes.

Clear out the hut, then go behind it and up the stairs to claim the first insignia. Krauser will attack again. Run under the platform he's on to lure him down, then knife him so more. Push the statue onto the patterned tile when he's gone, then activate the lever to open the doorway. Return to the previous hut. Go round the left side to avoid being ambushed, then chase Krauser off again. Go to where he was waiting and activate the lever.

Jump down and turn left. Shoot out the robots with the handgun. Follow the path, shooting out more robots as you go. Through the tunnel Krauser will taunt you. You can press A during the cutscene if you want, but there's no need either way. Shoot out the robots when you regain control. Grab the yellow herb, then ascend the stairway. Remember the locked gate, and go up the ladder. Grab the items up here, leaving the second insignia for last. Krauser will appear again, and he'll mutate into a monstrous form.

Get ready for a A+B/L+R moment. If you fail you'll take damage, and will need to bash A to get back onto the platform. In either case the fight has begun.

The knife still works here. The trick is to move back just as he attacks. Then run forward and knife him. This can't be done with some attacks. If you're unsure just use the Broken Butterfly, but be aware that when he isn't attacking he uses his arm blade as a shield.

Throughout you'll need to keep reacting to attacks with A+B or L+R. Also remember that you only have a limited amount of time to get rid of him.

Once dead, claim the third insignia that he was holding, then drop down the ladder. Go through the now open gate and drop down. Go to the wall gate and place in all three insignias, then go through the door.

Island Assault

This next section is a mad house. There are loads of enemies, but you do have an attack chopper offering air support. The higher the difficulty, the less help the chopper provides.

Walk forward to trigger the cutscene. Now make a run for the tent and wait for the chopper to deal with the manned gun turret. Proceed onwards, taking the right when given the choice. Follow this path, blasting the padlock off the door ahead and making a run to the next house. Hit the red switch, then go through the door. More enemies will appear now.

Make a run to the top of the ramps, then blast JJ (mini-cannon man), who's at the other end of the slide rope. Rifle's best. Slide down. Drop down once and activate the lever. Noe drop down to the gate and go through. All hell will break loose now.

Run left and dash up the ladder. You can choose to play it safe and kill all coming enemies from here, while the chopper destroys the three manned gun turrets and any straglers.

For a more pro-active approach go towards the end of the tunnel. There's a gun turret to the left at the end. Wait for a break in the firing before stepping out and blasting the soldier with the rifle. Wait for another gap before capping the soldier manning the turret down below. Now, when given the chance, RUN right. Take cover at first chance, then run around the back of the last soldier manning a turret and pump his exposed back full off lead. His head is protected, so don't bother.

There are two levers up on the raised ledges, and you'll need to pull both of them. Now drop down into the main area and go through the exit door.

In this area are two emeralds to shoot down, but you can't grab the second until the cutscene is over. Follow the path around to the next door. Drop through the hole and move on, noting the cutscene as informative to the story but useless game-wise.

Grab the items from here. There's a Regenerator coming out of one of the cells along the corridor. Leave via the next door. Around the corner are loads of enemies. Kill them (pretty easy). There are two red switches up on the higher rooms. Try to press one of them. Both will lose power and loads more enemies will flood the area. One has a key card, which needs to be fed into the reader in another high room, before you activate both red buttons. Go through the new door, taking out any enemies along the way.

One cutscene, a short walk and another cutscene later and you'll be ready for the last fight. Through the next door are some enemies and, down the right path, some supplies. The left path leads to more items and the door. Through here is a merchant. Save here, then head for the elevator, fully loaded and ready to rumble.

BOSS Lord Saddler

After a cutscene get ready to fight. Target one of the eyes on his legs with the TMP or Striker to stun him and reveal his main eye. Blast this with the Broken Butterfly, and repeat.

There are two levers around the arena that, when used while he's close, will also stun him. Be aware that he sometimes throws things at you. Also the bridges don't always stay up. If you're on them and a button reaction flashes on screen PRESS THEM.

After a lot of damage Ada will throw you a Special Rocket Launcher. Grab it, stun him (just to make sure), then fire the rocket at his eye to finish him. Not too hard, really.

Escape

It's almost over. Grab the gold, then run to the elevator. After the cutscene run along the passage, then drop down. Remember to catch Ashley. Run along to the Jetski and jump on. Now to escape. The important thing to remember here is that it is impossible to crash into the sides of the tunnel.

First go right, left, right. For the second section you need to constantly hold up to accelerate. Go left, right, left. Freedom! Well done!

The Mercenaries

- **About Mercenaries**
- **Kill Combos**
- **Pickups**
- **Rankings**
- **The Handcannon**
- **Playable Characters**
- **Levels**

About Mercenaries

Mercenaries is one of two bonus game modes, unlocked by completing the main game on any setting. You can choose one of five characters (4 must be unlocked) using their preset weapons and moves. You play in one of four arenas. The idea is to score as many points as possible, in the time limit. This is done by killing enemies. Kill combos boost your score further.

Kill Combos

When you kill an enemy an invisible timer starts. There's not much time on it, but if you kill another enemy in that time limit 1 is added to your current combo, and the combo timer resets and starts again. It is possible to rack up 40 and 50 kill combos. Even 100 kill combos are not impossible. The point of these combos is to rack up points, as you'll receive the standard points for killing enemies and bonus points based on the size of the combo. When a combo starts, your amount of kills in that combo appear on screen. Combos are the only way to hit the 40000-60000 point brackets.

Pickups

- **Weapons** - You can pick up grenades, but no standard weapons. You must use what weapons you start with.
- **Ammo** - You'll only pick up ammo for the weapons you have.
- **Health** - You can get first aid sprays, green herbs, red herbs and eggs. No yellow herbs are available here, so you have to make do with the health gauge you start with.
- **Bonus Timers** - These items start a 30 second timer in which you gain an extra 1000 points for every enemy you kill in that time period.
- **Timer Extensions** - These items add extra time onto your main timer. The amount differs, to either 30, 60 or 90 seconds. The values are set, not random. You'll need to grab as many as you can to reach the high scores.

Rankings

Rankings are awarded for doing well in Mercenaries, ranging from 1-star to 5-star. 4-star rankings unlock characters, and 5-star rankings are needed for the Handcannon.

The Handcannon

The Handcannon is the most destructive weapon, after the rocket launcher. Fully upgraded, it boasts firepower of 99.9 and unlimited ammo. It is rather slow, and ill suited for group clearing. To unlock it achieve a 5-star ranking on every stage with every character in this Mercenaries mode. That's 20 5-star rankings altogether.

Once done the Handcannon will be available from the merchant in the main game, but not in first playthrough files. The Handcannon will be free, but you'll need to fully upgrade it to get the special benefits.

Playable Characters

Leon Scott Kennedy

- **Health:** 8 Segments
- **Weapons:** Combat Knife, Blacktail(F:2.7,FS:0.40,RS:1.47,C:21), Riot Gun(F:7.0,FS:1.53,RS:1.67,C:13)
- **Extra Ammo:** Handgun x30; Shotgun x10
- **Other Items:** First Aid Spray x1
- **Melee Attack 1:** Roundhouse Kick
- **Melee Attack 2:** Low Kick/ Suplex
- **Unlock:** N/A

Leon has more difficulty in racking up particularly high scores because he has no real strength to make the most of. He's pretty average.

The Blacktail is useful for fending off a few enemies. Remember that the Riot Gun is useless at a distance, so group the enemy, get in close and fire off a head-level shot.

Leon's melee attacks are pretty useless, as they're not really that strong. Also, he hardly gets grenades of any type. Once you've unlocked someone else, use them for high scores. Leon should only be used to unlock Ada, and to contribute towards the Handcannon.

Ada Wong

- Health: 6.5 Segments
- Weapons: Punisher with Exclusive(F:1.9,FS:0.33,RS:1.47,C:20), TMP(F:1.0,FS:0.10,RS:1.93,C:100), SA Rifle(F:15.0,FS:0.80,RS:1.90,C:12)
- Extra Ammo: Handgun x30; TMP x100; Rifle x5
- Other Items: Incendiary Grenade x3; First Aid Spray x1
- Melee Attack 1: Fan Kick
- Melee Attack 2: Low Kick
- Unlock: 4-star ranking in Village (Approx 40000 points)

Ada is a far better choice than Leon. Her Punisher is pathetic, so only use it if there's no other choice. Her TMP is useful for group work, and her rifle can kill all non-boss enemies in one shot, as long as your aim is good.

Her incendiary grenades are useful too, particular in the passages of the Castle and the Rooms of the Harbour.

Not all perfect though. Her health gauge is the lowest of the five, and her melee attacks manage to be worse than Leon's. Stick to her weapons and you'll be fine.

Jack Krauser

- Health: 10 Segments (MAX)
- Weapons: Combat Knife, Bow(No Stats Shown), Arm Attack
- Extra Ammo: Arrows x30
- Other Items: Flash Grenade x3; First Aid Spray x1
- Melee Attack 1: Double Kick
- Melee Attack 2: Knee
- Unlock: 4-star ranking in Castle (Approx 45000 points)

Krauser is a unique playing experience. He cannot be called normal, but he is good.

Krauser's unique weapon, his bow, is slow but powerful. Most shots result in one hit kills against normal enemies. His double kick is the same. Unless you knife someone onto one knee it's pretty impossible to knee someone, so don't bother trying.

His flash grenades are handy when facing large groups, as you can use the double kick while they're stunned. His health gauge is the best too.

His coup de grace though is his arm attack. At any time while his arm is glowing red press X to enter arm attack mode. Use the stick to aim and A to attack. B cancels. This attack sees Krauser plunging forward with his blade arm, instantly killing anything foolish enough to be in the way. This includes all bosses too.

Krauser's sole weakness is his difficulty at taking on large groups. His arm attack can't be used consistently, and his bow is too slow and focused to work well. Other characters work better.

HUNK

- Health: 7 Segments
- Weapons: Custom TMP(F:1.0,FS:0.10,RS:1.17,C:100)
- Extra Ammo: TMP x50
- Other Items: Hand Grenades x3; First Aid Spray x1
- Melee Attack 1: Neck Snap
- Melee Attack 2: Kick
- Unlock: 4-star ranking in Island (Approx 45000 points)

HUNK's only weapon is his TMP. He flies through ammo, but also picks loads up too. He also gets loads of hand grenades, useful against bosses and large groups.

HUNK's best feature is his neck snap. Shoot an enemy in the head, then run up and press A to snap their necks, killing them instantly. This works against the Bella Sisters too, but not against the Prisoner, JJ or Giant Baghead. It also won't work against enemies with parasites exposed.

HUNK's main weakness is against bosses, except the Bella Sisters. HUNK's TMP is too ineffective to be of much use, and his handgrenade supply can be exhausted quickly if you're not careful.

Albert Wesker

- Health:
- Weapons: Handgun with Exclusive(F:2.0,FS:0.33,RS:0.87,C:25), SA Rifle(F:15.0,FS:0.80,RS:1.90,C:24), Killer7(F:30.0,FS:0.70,RS:1.53,C:10)
- Extra Ammo: None
- Other Items: Silencer x1; Incendiary Grenade x1; Flash Grenade x3; Hand Grenade x4; First Aid Spray x1
- Melee Attack 1: Thrust Punch
- Melee Attack 2: Chikyo Chagi
- Unlock: 4-star ranking in Harbour (Approx 50000 points)

Possibly the best character available. Wesker oozes coolness.

First of all his handgun, although weak, has 5 times the chance of instantly killing a normal enemy if you use a headshot. His SA Rifle is very powerful, and useful at a distance. His Killer7 is very powerful too, but should be reserved for boss characters only, as ammo for this gun is very scarce.

Another strength is his high number of grenades. He has grenades for all occasions. This gives him another edge against bosses. Finally his melee attacks are formidable. His thrust punch usually kills the intended target (except bosses), and severely wounds nearby enemies. His Chin Koyu instantly kills the intended target and anyone else too close for comfort.

Wesker's only real weakness is that, because of the high number of weapons and grenades, it's difficult to build up ammo for just one weapon. Hardly a major flaw though.

Levels

Village

- Enemies: Bare Hands Villager, Axe Villager, Pitch Fork Villager, Sickle Villager, Torch Villager, Knife Villager, Dynamite Villager, Tentacle Parasites, Bella Sisters BOSS
- Approx Point Target (4*): 40000
- Approx Point Target (5*): 50000
- Unlockable: Ada Wong (4*)
- Score To Beat: 131910
- Suggested Character: HUNK

Bonus Timers:

- A - In a chest behind the two-floor house
- B - Up the ladder in the large barn
- C - In the back room, in house across from two-floor house

Time Extension:

- 1 - Behind the ladder in the large barn
- 2 - In the small area to the left of the locked chapel
- 3 - In the small barn to the right of the locked chapel
- 4 - At the rear of the open ended shed
- 5 - In the back room, in house across from two-floor house

The Village is the easiest of the four stages, but don't expect things to go smoothly. This is Resident Evil after all, which can't do easy.

Villagers alone present a problem. They're using various farming tools as weapons, and as a last resort will simply try and grab you. Remember to wiggle the stick quickly if they grab you to avoid too much damage. Axe and Sickle villagers tend to throw their axes or sickles at you, so be aware of that too.

The Bella Sisters pose the biggest threat. Unlike the other villagers, if they get you then that's it. Their chainsaws slice off heads, resulting in an instant kill. Fortunately, it's easy to force them to stagger.

Be careful, as some enemies who take on so much damage will be forced to reveal their parasites. Always go for the head, or lob a flash grenade to kill any exposed parasites instantly.

With Leon and Ada just use the standard fighting techniques. With Krauser adopt a shoot, run, shoot, run tactic, as you should never stand around for long with him. Use his arm against the Bella Sisters. For HUNK snap necks for quick kills. Remember that his neck snap also works on the Bella Sisters too. With Wesker, go for the head with the handgun, and use grenades, Killer7 or his Thrust Punch against the Bella Sisters.

Castle

- Enemies: Bare Hands Monk; Scythe Monk; Crossbow Monk; Ball & Chain Monk; Shield Monk; Leader Monk; Prisoner BOSS
- Approx Point Target (4*): 45000
- Approx Point Target (5*): 55000
- Unlockable: Jack Krauser
- Score To Beat: 123440
- Suggested Character: Ada

Bonus Timers:

- A - Through the first door, go up first stairs and out doorway. Across pit.
- B - From A, run back to building and up next stairs. At top turn around and look right.
- C - Behind the large red gate

Time Extension:

- 1 - From start run up stairs and go right.
- 2 - From 1, turn around and run forward. Go right at the end up the steps.
- 3 - Next to Bonus Timer A.
- 4 - Next to Bonus Timer B.
- 5 - Out door by B, follow route to area with red gates. Behind the red gates.

Slightly trickier. Don't hang around the first part any longer than needed. Grab the time extensions and kill the odd monk but that's it. Otherwise you'll have the Prisoner to deal with. While not that dangerous, killing him is time consuming.

This level is made tougher because of the snipers who, unlike villagers, can attack from any distance. The nature of the level makes it ideal to use Ada or Wesker, thanks to their SA Rifles.

Before you reach the red gates area be prepared to blow your way to large groups blocking your path. At the final area you can pick a corner and simply blast the monks as they come. With Ada and Wesker you can go to the edge and snipe the snipers.

Leon uses normal fighting techniques, although his Riot Gun does make progressing through the crowded passages a breeze. HUNK needs to use his hand grenades, but since you really shouldn't be fighting the Prisoner than that's no problem. Krauser has a huge problem, thanks to his weakness against groups. You can use his flash grenades and double kick move to help.

Ada and Wesker have a massive advantage over the others. The snipers in the last area tend to make your life hell, except for these two, as these can both turn the tables and snipe the snipers.

Island

- Enemies: Bare Hands Soldier; Stun Rod Soldier; Ball & Chain Soldier; Shield Soldier; Knife Soldier; Axe Soldier; Crossbow Soldier; Dynamite Soldier; JJ BOSS
- Approx Point Target (4*): 45000
- Approx Point Target (5*): 55000
- Unlockable: HUNK
- Score To Beat: 107870
- Suggested Character: Ada/Wesker

Note: These directions assume you start from the South-West start point.

Bonus Timers:

- A - Top floor of building near start, same as 3
- B - Near to 9.
- C - On the ledge you land on, when sliding from 12

Time Extensions:

- 1 - Past the building from start point
- 2 - Run into nearby building and out left doorway, then turn right.
- 3 - Top floor of building near start
- 4 - Floor below top of building near start
- 5 - Floor below top of building near start
- 6 - From 1st floor of building go North-East
- 7 - From 6 follow tunnel
- 8 - From 7 drop off the two ladders, then go left and up wooden ladder. Go right from here.
- 9 - From 8 carry onward and then right.
- 10 - Drop down nearby ladder (behind you).
- 11 - From 10 turn and go back up the ladder. Follow the path, up the steps to the top.
- 12 - Slide across the gap from 11, then turn around and drop off the ledge.

Possibly the most confusing level in Mercenaries. It's hard to tell which way is which here. Don't be surprised if you end up going around in circles.

Things are getting pretty dangerous now. As well as standard close and long range weapons there are more dynamite being tossed around. Keep moving to avoid too much damage.

However, these explosives can be used to your advantage, as they can wipe out groups of enemies at once, bringing in the combo points. Note the red barrels, as these can be used to the same effect.

One annoying aspect of this stage is the enemies habit of disappearing just when you're trying to build up a healthy combo. Therefore you might find yourself scoring numerous small combos, as opposed to a few large combos that you could manage in the previous two levels.

Again, Leon has no strength to count on, so standard combat techniques it is. Ada must use either incendiary grenades or, if she has none, her SA Rifle to take on JJ. Krauser can just use his arm attack to wipe a JJ out in one go. HUNK can't use his neck snap on JJ, so pound him with hand grenades. The TMP is fairly useless against him. With Wesker, use either damaging grenades, or the Killer7.

Harbour

- Enemies: Bare Hands Soldier; Stun Rod Soldier; Ball & Chain Soldier; Shield Soldier; Knife Soldier; Axe Soldier; Crossbow Soldier; Dynamite Soldier; Rocket Launcher Soldier; Giant Dr Salvador BOSS
- Approx Point Target (4*): 50000
- Approx Point Target (5*): 60000
- Unlockable: Wesker
- Score to Beat: 101020
- Suggested Character: Ada/Wesker

Bonus Timers:

- A - Under the platform, between 3 and 4
- B - Same as 7
- C - As 10, but go left

Time Extensions:

- 1 - Top of Central Tower
- 2 - On one of the lower platforms of the central tower
- 3 - East from central tower
- 4 - North from 3, passing under the platform on the way
- 5 - From 4 head for the North-West door
- 6 - Go in the building from 5
- 7 - Go up the stairs onto the roof from 6
- 8 - Drop off the roof at the south side from 7
- 9 - Return to 4. Go up the ladder and go left.
- 10 - Hop through the window and go right from 9
- 11 - Carry on from 10, taking the second right out.
- 12 - Go back in from 11 and go left. Go up the stairs to the roof and turn around.

Not as confusing as the Island, but much tougher. Survival can be almost as hard as point scoring. I call this the Harbour, the only level in Mercenaries not based on the story mode, but others might call it waterworld or island 2.

First of all is the incredible amount of danger you're up against. Loads of enemies with devastating weaponry. The amount of rockets that fly about is nothing to sniff at either. Keep on the move, pausing only to shoot.

This stage has only two bosses, but they're the worst of them all. Dr Salvador (aka Baghead) has returned, only there's two of them, they're massive and lethal. They attack as they run, meaning if they get close then you're dead.

Leon is the worst character in this stage. Baghead rarely staggers, and since the Riot Gun is pretty useless at a distance then that gun is useless. The Blacktail is too weak and Leon hardly gets any grenades. With him you need to reserve the explosive barrels, and what grenades you do get. You can also try to make use of the explosives the enemies lob about.

Ada and Wesker can lob grenades and use the Rifle to take him down. Krauser has the best survival chances, as his arm attack kills even these giant bagheads in one go. HUNK can't neck snap them, so hand grenades are the order of the day.

Assignment Ada

- **Entry**
- **Infiltration**
- **Samples**
- **Nearing the End**
- **BOSS Jack Krauser**

Entry

First let's go over a few things. Ada possesses similar melee attacks to Leon at the beginning of the main game (Two kicks). Her weapons consist of a Punisher, TMP and a SA Rifle. Get used to these weapons, as you cannot get new weapons or upgrade your existing ones. Finally, you cannot save your game here.

Run forward until you can see the outpost ahead. You can snipe the guard there, although it's entirely up to you. Drop off the ledge and proceed to the fork. Kill the enemies here, but be careful with your aim. Ammo is very limited here so make every shot count. Carry on ahead at the fork and climb up the ledges. Shoot open the crates (unfortunately Ada forgot to pack a knife) and grab the supplies.

Back to the fork, take the left wooden path. Kill the soldier then jump across the gap. Attract the attention of the nearby enemies with a headshot or two, then jump back across the gap. Use headshot/fan kick combos to deal with them, hopefully knocking some of them into the abyss.

Now jump across the gap and run for the nearest broken building. There's a ladder just inside, so go up it and grab the items. Now if you haven't been spotted already then shoot someone to attract a whole lot of attention. The best place to sit yourself is with your back against a wall, with the ladder in view. Now just headshot the lot of them.

If JJ (balding minigun nutter) makes an appearance then switch to the rifle, as the other weapons aren't strong enough and won't stun him. If he hasn't appeared by the time the flow of enemies stop then look around for him and blast him with the rifle.

Drop down and explore the area. Keep your guard up, as there may still be some stragglers around. Grab all the items before leaving through the torch-lit exit. Grab the item from behind the sandbags and follow the path. Kill the next few enemies, grab any items and then scamper up the ladder.

Infiltration

Go out and kill the enemy. Go right and across the gap. Look through the window and kill the enemies. Hop through and grab all the items from in here, killing any stragglers. Don't forget to shoot the barrel to access the chest in the sealed chamber.

Go out through the door and proceed along the path. Beware of enemies wielding explosives. Make good use of the cover here. Take the tunnel path ahead. Pick up the herb from the dead-end, then go back to the bridge you crossed.

Here you have two choices. Either use your position to kill all enemies that come, then drop off the bridge to the right and head for the door, or head for the door anyway, ignoring the enemies. Option two is good for conserving ammo, but it's also more dangerous.

Carry on along the path, killing the next few enemies. The door at the end is locked, so go up the ladder and press A by the vent.

Samples

Go left down the stairs, kill the enemy and grab some much needed supplies. Go back up and carry on to the fork. Go left and follow the path, going through the door at the end.

Kill the enemies in the left operating room, then grab the nearby supplies. Go into the other room and kill another enemy. Grab the items here, including the first Plagas sample from the dead scientist on the floor. At this point some more enemies will have come in through the entrance, so kill them on your way out.

Follow the passage back to the fork, go straight ahead then take the first right and go in the freezer door. There's a Plagas Sample to pick up in here, and some other items.

Go back out. There will be some enemies coming from the left, as well as some enemies waiting for you on the right. Dispose of them all, then grab what items remain and then leave via the Waste Disposal door (in the passage next to the freezer door).

Grab the ammo at the end, then kick open the door and waste the enemies here. Unfortunately you can't use the crane here, like you could in the main game. Go through the door and approach the edge. Use the rifle to kill JJ, then kill the others. Drop down and go round the containers to the small office. Hit the switch, waste the enemies that flow in and then exit via the other door.

Follow the passage, ignore the first door and kick open the second door (on the right). Kill the enemies in here then go in and pick up your third sample. Go back out and through the door you ignored just before.

Nearing the End

Kick open the door at the end of the corridor. This should attract the attention of the enemies in the room. Back up and take out those that come (the Punisher with its piercing attribute is perfect for this). Go in and down the stairs. Try to open the door to get more enemies appear back up the stairs. Probably the best option is to run under the stairs and kill those that come down. Then you can creep out and mop up the rest of them. Watch out for JJ. Now leave through the now unlocked door.

Go through the door at the far end for supplies, then back into the corridor and go through the other door. Kill the enemies, then explore the immediate area before hopping through the lab window. Grab the items in here, including the fourth sample. At this point enemies will appear. You can either rush through the next section to conserve ammo for the last bit, or take the safer option of killing anything that moves. Choice is yours. Run to the window and hop out. Go left and hit the switch. More enemies will appear now. Hop back through the window, go through the door and then through the next door. Almost there.

BOSS Jack Krauser

Run to the end of the path and Krauser will drop down behind you, mutated arm at the ready. Turn around and go to meet him. Hopefully you haven't been using those grenades, as now is the time to unload them all. Inbetween grenade hits you should be able to hit him with bullets. Once you've run out of grenades keep to either far end and use either the rifle or TMP. When he gets too close make a run for the other end, getting ready to hit the buttons to dodge an attack.

Eventually he'll run off and drop the final sample. Pick it up and use the elevator. Go into the hut and activate the radio to complete this game. This earns you the option of buying the Chicago Typewriter (a high-powered machine gun), but at 1 million PTAs it's not cheap.

Outro

Resident Evil 4 and all characters and scenarios are copyright of Capcom. Nintendo and Gamecube are copyright of Nintendo.

This guide is created by Insanity Prevails (Daniel Bates). Please ask me when you wish to host on sites other than Neoseeker.

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