

Resident Evil 4 FAQ/Walkthrough

by criscrazy

Updated to v3.0 on Jun 27, 2006

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 (WALKTHROUGH)

Written By:Cristian Castillo
(Gamecube Version)

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Introduction
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6 years after the Raccoon City incident, Leon S. Kennedy (anyone thinks he looks like Kurt Cobain?) Was to go and bring back the presidents missing daughter. She was kidnapped on her way from college. Now because of her you have to go to a lonely part of Europe and work your butt of and stuff, I hate her! Just so you know there are no zombies here so don't hope for bloodsucking wierdos. Instead there's maniac with a parasite that just want to kill you so badly for some reason, and they'll easily do it too. They speak Spanish but luckily I'm Hispanic, Here's the controls:

R button-aim/dodge when you're asked to
L button-only to use when asked to dodge/switching to the knife
Z button-to view your map/location
A-shoot/check/do the actions they tell you to
B-run/while pressing the control stick or pad, 180 turn
push control pad down..
X-communicate with Ashley
Y-to activate the select screen
Control Pad and stick-move the character
C-stick-not used

Weapons-Handgun-just your normal crappy first gun Grenades-hand, flash, and
Fire (I can't spell the real name!!)
Punisher-penetrates through almost anything
Blackmail-superior head taking handgun
Shotgun-just your custom shotgun that will blow enemies away
Riot gun-a stronger faster with more handling than the normal shotgun
Striker-the fastest and strongest type of shotgun, get for head blowing
Rifle-best with head blowing, normal rifle
Semi-auto Rifle-a much faster and strong rifle (you don't have to reload all the
time)
Broken Butterfly-a magnum that will make your day (you could get one of these
free later in the game!!!!!!)
Killer 7-a very powerful.45 magnum with good handling
TMP-a fast firing pistol (that sucks!)
Rocket launcher-an extremely strong rocket that will kill almost a
enemies!!)
Mine Thrower-throws mines ("not only will you need cash, but you'll need guts to
buy this weapon")
Chicago Typewriter-a Unlimited ammo Machine gun, that is strong!!! Have to pass
Assignment Ada to obtain it!
Infinite Rocket Launcher-shoots infinite rockets (pass the game first!!!)
Hand cannon-a .50 magnums (you could customize it all and get it the unlimited
ammo!!) Have the pass the Mercenaries before anything!!!
Matilda-a faster handgun that you get when you pass the game (I would really
recommend getting it, it's sort of like the TMP.

Cost of Weapons(uploading for the upgrading value of them..)

Handgun-8,000 PSAT
Red9- 14,000PSAT
Blacktail- 24,000 PSAT
Punisher- 20,000 PSAT
Shotgun- 22,000PSAT
Riot Gun-32,000 PSAT
Striker- 43,000 PSAT
Rifle- 12,000 PSAT
Semi-Auto Rifle- 32,000 PSAT
Broken Butterfly- 38,000 PSAT
Killer7- 77,000 PSAT
Matilda- 70,000 PSAT
Rocket Launcher- 30,000 PSAT
Chicago Typewriter- 1,000,000 PSAT
Infinite Rocket- 1,000,000, PSAT
Handcannon- 0 PSAT- (700,000 PSAT to upgrade this babe..)

Enemies-

Villagers-annoying weirdo with the weird cloth

Monks-caped guys found in the castle

Red caped monks-stronger than the original monks

Steel faced monks-monks with protection over their face

Soldiers-very tough guys, stronger than the villagers and the monks

Gas mask soldiers-stronger soldier with a gas type mask, usually carry electric sticks (call them the dinosaur faces)

Parasites-The aliens, the extremely pissed off chicken leg and the big spiders are all types of parasites the enemies have.

Chainsaws-maniacs with chainsaws that are very tough

Del Lago-big fish that you fight in the swamp only with the hooks

El Gigante-the big ogre you'll think is strong. But, is actually very easy to beat

The Bella Sisters-the nasty chainsaw lady's

Chief Mendez (A.K.A. The Big Cheese) the boss of the village, he has two forms but is easy to beat

The Garradors-the blind guys you'll encounter in the castle, which can be a problem

Colminoz-bloodthirsty and extremely annoying dogs

Salazar-the head of the castle, which becomes a weird looking thing at the end

Armors-Knights that are controlled by the plague and can be difficult to

Beat (they're two types of these guys)

Dark armors-Slightly stronger than the original knights, and faster

Novitiates-these pesters are annoying bugs but could die if you just shoot

Them in the air

The right hand-Salazar's bodyguard that is very fast and strong

JJ-guys with the Gatling gun that could do some serious damage!!!!

Experiments/Regenerators-these aliens are very nasty and just NASTY!!!! They Regenerate every time you shoot them

Iron Maidens-same as regenerators but with spikes

Krauser-i guess he used to be Leon's friend, but now is infected is evil. Very

Hard to beat if you don't use a secret weapon

It-the alien that comes when your'e in train platforms, is very annoying

Saddler-the main boss, but is not that hard to beat

(Please inform if I'm missing ONLY an important enemy at benca8@aol.com)

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Uploads:

5/28/2006- credits, have added credit that include all the people that have helped me in this FAQ..

5/25/2006- readable(with help of gameprojoez)

5/22/2006- margins fixed- with help of Tom Hayes, had it fixed and ready to go!!

5/13/2006- I started the other version of this guide with fixed fonts and word wraps..

(All these uploads were possible with Tom Hayes who looked over them and gameprojoez(see credits.)Ready for more over the next weeks!

Now Leon is going to start the mission, please inform if I miss anything

IMPORTANT! In this walkthrough not a little thing please!! (Note: I'm not going to tell you what every single thing cost you should see that)I hope that this walkthrough will clear stuff during the game..

ENJOY!

E-mail me if I helped you passed parts of the game easier!

(NOTE:I'M GOING TO USE A TERM CALLED K.I.S.S. IN THIS WALKTHROUGH, IT MEANS KEEP IT SIMPLE STUPID, IT REFERS TO MAKE THIS GAME EASY, DON'T GO TO PLACES WHERE YOU'RE GOING TO DIE)

Name of author: Cristian Castillo Age: 15

Date started: 5/13/2006

Date ended: 5/26/2006

The Beginning

After the guys do you seeing the movie part of Leon being driven, start. Go forward and enter the cabin that you see, inside is going to be a villager That will try to kill you. Okay, press L to use your knife and stab him in the Leg, kick him, and then shoot him. Now he's dead. You'll see another movie part. Go up the stairs inside and get the handgun ammo. Throw yourself outside and Stun the three villagers with your handgun and knife. Now go through the passage Were the truck came from. Go to the shack and there's going to be a green herb And some handgun ammo. You may want to save if you want. Now free the dog that's Stuck in the bear trap. Now avoid the attached bombs that are there by going Through the middle of them. Now go and walk forward to see another villager With a fork. Stun him. Then keep going and go to the other nearby shack and get The green herb that's inside. And, YUCK! There's a women with a pitchfork right Through her head in there!!! Now keep going and you'll meet 2 other guys, just Do that little knife and handgun combination to kill them. When you go through The bridge there's going to be three villagers up there saying that they must Go and warn the others, don't try to shoot them, you can't. Just go through and You'll see another shack, CAUTION, there's a guy in here that you need to Kill. Get the money he leaves and the ammo. Then go through the double-doors at The end.

The Village

After the cut-scene you are going to get a playing manual, read it. Now go Forward and you'll be ask to look with your binoculars what the village people Are doing. After that's done walk forward until they see you. Don't stop walking To shoot them just walk forward (DON'T go through the door that's open, they'll Ambush you from all sides of the house and a guy with a chainsaw comes out, so K.I.S.S.) So go forward to a little grassy area in the corner of that area (its Near the big tower) and get the handgun ammo. Kill the four villagers (from now On I'm going to call them guys) with your handgun. Stay there and wait until the Other guys come and stun them; there are also two guys on top of the roof. After You're done with that all the guys will go and you're left alone. Now go to the Open door in that house I told not to go to at first. In the bottom there's Handgun ammo, and on top a SHOTGUN! Shotgun ammo, money, and a hand grenade. Go to all the houses and get the ammo and health, and also the tower (there's Some shotgun ammo and a green herb). Now go to the passageway at the side of The tower and enter to the double doors there.

The Farm

The good old farm. Walk forward. Go to a little shack were there's a typewriter Save if you want. There's also a well in that area, shoot the shiny thing and Now you could get the Pearl Pendant. Now go to the place were you see cattle's And you see some guys. You may want to use your Shotgun against them. There's A memo in one of the trees telling you about the medallions you could shoot Down. (NOTE: you could choose to shoot 10 of them and get a Punisher, and sell Your other handgun; but I'm NOT going to guide you through shooting the Medallions.) Go to the house (or horse stall, whatever) that has the ladder go Up and you'll see another guy on top. I recommend the knife and handgun Combination. Now go to the little jump over place that places you on the roof, Now go to your right (don't jump down yet!!) and then go down into that space And destroy the box to get the Bernstein; you could combine this with these Cat eyes you get later on to increase the value of it when you sell it to the Merchant. Now push the shelf out of the way and go and jump over the fence and Go through the doors. Now walk forward and Damn!! These guys threw you a big Giant rock, tap A fast then after a while you'll be asked to press either L and R or A and B, press the ones they ask you to (NOTE: both buttons at the same Time!!!) Now that's done, go under the little tunnel and shoot down the spinals That has 2,000sat in value. Walk forward and then you'll see some guys Throwing you little fireworks. Walk straight avoiding two bear traps, go to the Door that's locked with a lock, instead of wasting ammo use your knife to cut It off. Go through the door and there's a typewriter. In the passage way there's Bombs attached, shoot and destroy them, there are two in that place. Pick up the Money here and now pushes the shelf blocking this passageway. Go in there and Then check the closet that's inside and you'll meet Luis Sierra. After the long Cut scene were Leon gut's injected with the parasite (and you also meet the Village chief), push A and B to dodge the guy that trys to kill you when you're Tied with Luis. After you kill the guy, wussy Luis will run away and leave you Alone.

Bridge/village place

Now get the handgun ammo inside that room and the rifle ammo and you may want To save. Now go outside and you'll meet the merchant (Don't go to the double Doors yet!!) Now buy a rifle and an extra space, it cost around 30,000, and Don't forget to sell you spinals and pendant. Now go right of the double doors And rip the barrow to get an herb, now go through the double door!!! There's Going to be 1 guy close to you that can easily be killed. But up in the cliff, a Whole bundle of guys are going to be coming to you, (snipe the guys who have The fireworks from far away so they blow themselves and many more guys with Them.) After the coast is clear go across that bridge and enter the door There. Get the shotgun ammo inside then go inside the other door there's going To be handgun ammo flash grenade and three guys inside. Kill the enemies then go Up the ladder that is inside that room, up there is going to be the first Hexagon shape piece and a guy to stun. Then go back through the bridge and go up The cliff all those guys were coming from. Up on top is going to be a treasure Box that has the second piece. Get it, then go to the select screen and go to Treasures and combine the two pieces. Rip the two barrels that are there to get Some rifle ammo. After that jump down in a space that is up there and go Down. Turn right and go to the thick looking silver door and use the pieces, now Step in! Here is just an empty area, just go straight ripping some barrels in The and go through the white door, the go through the other door that is inside Here. Now is where you have to kill some enemies, just use the handgun in the 4 That is in there. After that walk straight then curve to go to a small are Without a door! Well butt's there's windows; just break in and there's going to Be some guys throwing you fireworks. Look, just snipe one of the guys with the Fireworks and they will all explode now walk forward (and watch out for some Bear traps!) Then go to the other down at the end of the passage. Here turn Left to the corner of this area and there's going to be some bars blocking a

Window, rip them with your knife go inside and get the Elegant Mask (thanks to My little brother that insisted!) Now go back out and go through the door at The end of that area. Now you're in a foggy place go down the corridor and kill The guy at the end of the corridor. (You could go down the ladder there and Get some fishes Large Fish=Full Health back Small-partial health back, and also If you have been hit use a healing item!!!) But I think that the fishes take out Too much space, so just rely on first aid sprays and green herbs. Now go back up The ladder and go up the other ladder.

Village (2)

Now in this area you have to shoot the attached bombs their and then go to the Stairs in the end of the area. There's going to be a simple puzzle to solve in There, after that go inside the room and get the money in the closet, the Handgun ammo inside a desk, and most important the insignia key. After you get Out of there there's going to be a cut-scene were the village chief is going to Confront. After that go straight the corridor and down the ladder (you could go Back where the insignia key was at to trigger a cut-scene) but for now you could Just go down the ladder. There's a door beneath the stairs but there's a guy That I expect was taking a pass's just kill him. Then go to a kitchen inside There and get a chicken egg (that brings your life up.) Then go to a little area Still inside, and get the fire grenade and the money in this desk. There's a Typewriter here so save if you want, then head out. Here there's some guys and One of them has a chainsaw! Kill this bastard just by shooting him with your Shotgun until he dies (take the ruby it leaves!) then takes care of the other Guys. Inside of a shack there's a woman, kill her then get the red herb that's Inside. Now go down the passage and there's like four guys more, kill them Preferably with your handgun for now. Go to the door that has a bar and Leon Remove it. Now you are in the village again, now K.I.S.S. there's going to be a Bundle of guys waiting for you AVOID THEM! And go to the door near the tower That has the insignia sign and uses the key on it, now go through. This is a Friendly save room, save if needed then grab the handgun ammo inside of there Now go through the other door. Now here is a little dark area, shoot the lamp in Top to get a spinal, now go down to the ladder. Now here is a dark place go Forward and when you see another lamp, shoot it and shoot down the Elegant Headdress it leaves which causes 10,000. Now go forward and you'll meet another Merchant sells him your treasures (except the Bernstein!) and I would suggest to Upgrade your shotgun and rifle, (Note: never EVER buy a TMP it sucks! Not on Your fist time through at least) and also you should have shot down the 10 Medallions already so sell your handgun and you'll get a punisher, free!!!! Now go through the other door and up the ladder.

Cemetery

I love the graphics in this place. Go forward and kill the people that pop out Here and you'll see the church go at the side of it and solve a puzzle to get The Green Cats eye (combine it with your Bernstein.) Now go to this bridges and Jump over, avoiding the guys that are there and go to the white door at the end Of this place. Now here there's going to be a lot of crows in this area (if you Have a flash grenade you could kill all the crows and they leave you money Usually around 200 and 300.) In this area there's also a spinal and herb and in The cabins that are there there's ammo. Now ignore the door that's down the Stairs for now and go to the one that's on top.

Swamp

Get ready! Go forward and some enemies are going to throw you a rock, tap A Fast and then when it says so press A and B or L and Rafter that's done Get your rifle and snipe the guy you see standing by the attached bomb in the Distance. After that go forward and you'll find yourself in a swamp, (but right Now you're in a board above the swamp) get down from it in the left side of It. Then go forward and kill the guy here and destroy the bombs and get out of The swamp in the other side, kill the other guy that's here. (And I'll advice

You to not go to the shack because a guy will suddenly pop out and throttle You, so K.I.S.S.) Now go through the double doors. Walk forward to the cliff To see a movie part, holy ****! What was that? A giant fish? Or what? Take the Other route and enter the first shack you see to get a yellow (combined with a Green herb they could increase Leons maximum health!) Then go to the other Shack and rip the barrel to get some money (or there won't be anything) Then the green herb of the desk and save if you want. Now go to the edge of the Lake, and whatever you do don't shoot 6 times in the water because the fish Will do a one hit kill on you. Ride the boat to the center of the lake then Prepare yourself because the big fish (Del Lagos) will come and fight you.
Boss Fight #1 (Del Lagos)

When you start you'll see that you are tied to it's tail along with the Boat. Shoot 1 hook (you could only use hooks!) at it and then move your control Stick to the right to avoid a log and after you avoid the first you have to Avoid another. Then shoot it again, and now it'll go under water and come Straight forward you, shoot a hook and it'll probably knock you down if you Don't get out of his way!! (Combine the yellow and green herb together and use It to increase your life and maximum health, trust me it'll help!!) Then tap A Fast to get on top of the boat again. Now shoot it like two more times and it'll Disappear under water follow the arrow to spot it then shoot one in it's Mouth (to avoid it biting your boat.) Now it has it back to you again shoot it Like 1 or 2 times in it's back and then it'll come straight for you again, and Again shoot a hook in its mouth and it'll likely die.

Lake

After that tap A again to let yourself free off the boat. Then after the 2 movie Parts where Leon has a blood freak out I think you better save. Now grab the Flash grenade and handgun ammo from inside then go outside (NOTE: you could ride The boat through the lake again and go to this tunnel to meet a merchant, and You could also go back where you first saw the fish eating the police officers, But they'll be some devious dogs) so for now just go to your right and through The double doors. Here you'll meet the first guy with the parasite head (which Are ANNOYING!! NOTE: you'll fight a lot of these guys in the village but I won't Mention them unless I know that you must fight them) But they could be killed Just by using a flash grenade the other guy you should kill with your Handgun. Now go forward and jump over the boards and walk left and rip the Barrel at the end of the area to get a hand grenade. Now jump over the other Boards and walk to this cliff that you could climb down with a rope. There's a Guy on top of the ladder here so snipe him. Up the ladder is some handgun ammo And the money he leaves you. Go back down and to this area where you see big Boxes hanging in the air shoot allthree of them down, so you could jump Over. Only jump over the first one then go to the passage where the waterfall Is blocking the way you'll see a shiny treasure on a rope there that is an Amber Ring. Now go up the ladder there to get a green herb, and now you could go Over the other two boxes and up the ladder in the end of the passage to move This lever that clears the waterfall. Make your way to this opening but some Guys are going to try to prevent you from doing that, they could be killed EASILY, get in the middle box and when they're going to jump over just shoot Them and they'll fall into the water and die (they never learned how to Swim!). After that's done go to the new passage you cleared and you'll get the Insignia item you need to go inside the church. Then a new opening will come Out and you'll speak to Cunningham (sorry if I spelled it wrong), go through The door and ride another boat. Here is a place with a merchant, (BUY THE ROCKET LAUNCHER!) And save if you want. Now go up the ladder and up the stairs and Through the double door. Here you're in the place that I told you about the Crows and the big area rip the barrels to get a green herb then go to the big Area, now brace yourself.

Boss Fight #2 (El Gigante)

Oh my god! This monster kill all the villagers that tried to controlled him
And he's pissed off! See how tough he looked on the
Commercials! But then why is he so weak? All you have to do is take out
Your Rocket Launcher and shoot and he'll die, just like that! Then get the
15,000 past's he leaves then go to the three cabins to get ammo for all your
Guns and health and in the big area is a yellow and herb, combine them all with
Your green herb. After this go to the door that got unlocked by the gates.
Cemetery/Church

You'll be in the rainy place that you have to jump over the little bridges then
When you get close to the church some bloodthirsty dogs will come, I suggest to
Just use your shotgun and blow them away. After that go to the front door of the
Church and use the Round Insignia, now go through. Here go forward to
The priest desk and get the 2,500 from the desk. Now go to the side of the
Tables and go up the ladder, here jump on the lamp and go to the other side and
Here you have to solve a puzzle. Look, does this: rotate red twice, green three
Times, and blue one time then choose combine and go to the door that got
Unlocked and you'll meet and get Ashley (damn!) after the movie part Ashley's
Going to be with you for now. Rip the barrels there to get some ammo now make
Your way out the church and there you'll meet the guy responsible for all this
Parasite business (Lord Saddler) then you and Ashley are going to throw
You out a window now rip barrels and unlock the door that's there. You
Will see that a whole bundle of guys are here now, go forward to the cemetery
And shoot the wagon there and it'll explode killing all the guys, go to the
Cemetery and pick up the items the guys left you then go to the dark passage
You used to enter the cemetery at first and go down with Ashley, here you are
In those creepy dark passages, now enter a door and you'll meet the merchant
Again, check for any new stuff, or sell him any treasures you have. Now go
Straight forward climb the stairs and the ladders, you could shoot the lamp
Again to get the Spinel. Now go through the door in that little area and you're
In the save room you unlocked when you used the Insignia Key, from outside the
Village. Save if you want, then go outside the village.

Village

This could be very annoying if you don't K.I.S.S. (keep it simple stupid) go
Again to the passage next to the tower, shoot the bear traps in the ground so
They don't trap Ashley, shoot some of the guys there trying to stop, and DON'T
Let them get Ashley! It could be really annoying. Now enter the double door to
The farm. Tell Ashley to hide by pressing X in this red box nearby there. Go
Over the fence and to the house (or horse stalls) there's going to be a lot of
Guys here to kill so get your shotgun out and ready to kill. Then shoot the
Bear traps down in the ground then go up the ladder and kill the women and guy
That is up here, now press X to whistle Ashley out her hiding place then waits
For her then jump over the window then go straight and there will be a guy down
There that you could kill with your Punisher, now jump down and shoot all the
Bundles of bear traps here. Now piggyback Ashley up the tall wooden door now go
Through. Here's a merchant if you want to buy a scope or customize a gun.

Cabin/with Luis

Now make your way through the bridge and a whole LOT of villagers will chase
You into a cabin where you meet Luis Sierra again and he'll be willing to help
You, Ashley's going up stairs so don't worry about her pestering. After the guys
Try to come to break in the cabin move the shelves (all 3 of them in front of
The windows, which will keep them out for a little while) then position you
Under the stairs and wait for them to come in. From here you should see them all
Coming in and you could trip them with your handgun or kill them with your
Shotgun, when they choke Luis help him out because he'll give you ammo and
Grenades (NOTE: don't shoot Luis too many times because he'll kill you if you
Do.) Keep shooting and Luis will help you, and when he says "Up Stairs!" Go up
The stairs grab the green herb, hand grenade and fire grenade. More guys' try

To come in by using ladders from the outside, make sure that you throw them Down. That way you only have to worry about the ones coming down stairs. Well, After a little while the pesters are going to go away and Luis will go too and Ashley will be with you again. You should save when it says chapter end. Now go At the back at that house and go to this shack that has a typewriter and a memo About the two routes, you should read it. Now get out and there's another Merchant and you could upgrade your rifle here again (if you haven't Already.) Now there's a control panel there to either open the right or Left (open the RIGHT! if you choose the left there'll be a lot of villagers and 2 nasty chainsaw women's that is annoying, since it's your first time playing it I don't want to get very low on ammo or health. In the right one there's only One gigantic (giant monster.)

Boss Fight #3 (El Gigante #2)

So go through the right one, walk forward and another giant monster is going to Pop out (but this time I didn't ask you to get the Rocket Launcher because You'll need it for something more important.) Now just tell Ashley to wait and Let the monster get right underneath a big rock that's on top, shoot the rock And it'll fall right on him then shoot him with your Shotgun and get on top of Him and cut his parasite by either tapping A or B that shoot him around 2 Times in the head with the Rifle and get on top and start chopping again, but This time he'll die (make sure you are a distance away from him when he Dies!) Now that's he's dead go to the door that is chained and cut the chains Using your KNIFE. Go through and 2 cabins are there going inside to get Treasures (especially Spinals) and ALOT of Handgun ammo. In one of them there's Going to be an Old Key. There's another chained door here so use your knife Again to destroy them. Here are some double doors that you have to use the Old Key in. Now go through.

Village exit

Here's a merchant on top of the stairs, buy the Rocket Launcher!!! Now there's a Barrel here that holds some handgun ammo. Go back down and enter a little house That holds a typewriter, and inside is also a memo that tells you about the Ambush they have planned for you. Now exit and go up the cliff and there's the Door to get out of the village! Too bad that you have to get the village Chief's eye to enter!!! No go up the other cliff and you'll see some Lifts (before you ride in them equip your Rifle, and go to the side of the lift Aim then push the C Stick to zoom in and snipe the 2 guys you see in the Distance ready to jump on your lift and hammer you down.) Now you could get in The rides always zoom in the other lifts that are coming in your side and kill One guy who will push the other guys down as well! DON'T let them throw you Their weapons because they could cost some SERIOUS damage to Ashley! After That's over get down and enters the office you see there to get the handgun ammo And flash grenade. Then get out and go down the first 2 pair of stairs, then You'll see a cave entrance (tell Ashley to wait) then go in and kill the 2 guys There, then go in more to get a Yellow Cats eye (combine it with your Beerstein!!) Then go back out to fetch Ashley and go down the remaining stairs, Don't buy anything from the merchant for now (you have a Flash Grenade, Fire Grenade, and Rocket Launcher is all you need to beat the Village Chief. But sell Your completed Beerstein for more money. Then save if you want then go to the Other double doors. Go down the creepy passage, and prepare yourself.

Boss First main boss (Big Cheese)

When it starts you need to press L and R or A and Bathe Leon will throw Gasoline and "Haste Luego" him, but then Oh My God!!! The Cheese outstretched A centipede-looking thing (weird separates himself and his body and legs Spinal column.) Okay, now just throw a Flash Grenade and it'll bend him then

Throw the Fire Grenade and he'll bend again, let get close to you and shoot The gasoline barrel to explode him. This time his spine thing will fall but will Still be alive but only his upper torso is going to be they're flying around, Take your Rocket Launcher out and aim close to him (NOTE: do not aim it straight At him because he'll move, aim somewhere close enough that he's going to catch The explosion.) After he's dead get the 30,000 money value he leaves behind, but More importantly get the False Eye he leaves behind. After that go up the ladder To collect a Green Herb, Hand Grenade, Yellow Herb, Red Herb and Handgun Ammo. Then go down and get the Shotgun ammo and Rifle ammo down there. Throw Yourself out and Ashley's going to ask you if you're okay, duh!! Then go back to The door you came from to get to this place and maybe you'll want to save and Sell some things to the merchant (don't buy nothing yet!!) Then go back up the Stairs and to the lift and ride it once again, this time you and Ashley won't Get ambushed. After you get off of it go to the door that needed the Chief's False Eye, then us the eye and go through. Here tell Ashley to WAIT! And walk Forward, here a truck will come straight at you! One hit is more than enough too Kill you. So aim yourself with your Rifle and snipe the driver controlling the Truck now goes back because the truck may land on you! After that tell Ashley to Follow you again and take the 5,500-money value the truck left, while you walk You'll hear villagers coming after. Don't turn back! Just keep going straight to This bridge and that's when a movie scene will occur (where Leon and Ashley put The bridge up so that the villagers are in the other side of it. But more Importantly...Now you're in the castle...

How did I do in the village? Tell me!!! Benca8@aol.com (remember)

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=====
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Resident evil 4 castle part castle

Castle

aa
creatures that defy nature-----

The Castle

SECOND PART OF GAME (HOW DO I DO?)

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=====
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(NOTE in Castle YOU HAVE to get new guns!!! Get the Riot Gun and the Semi-auto Rifle! Don't get a Broken Butterfly or Killer 7 yet! You could actually get One free!!!!) Still use K.I.S.S.!

New weapons!!!

Mine Thrower-28, 000PSAT

Broken butter fly-36, 000PSAT

Auto R-35, 000PSAT

Riot Gun-32, 000

(More guns available!)

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Castle/outside

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When you begin go forward and to the little shack where there's a typewriter And green herb, now do what I told you to in the NOTE above. So sell your Rifle

And Shotgun and get the better guns. After you're done with that rip the barrels Outside to get some money and Shotgun ammo. In the back there's also 5,000 money Value in this treasure box and another two boxes (there's a snake here! But you Can kill it and get an egg.) After this is over go up the stairs and through the Red door at the top. Here walk forward and get the Rifle ammo in the boxes and You'll see a new type of enemies! They have black capes and never stop Mumbling (I'm calling them monks for now on!) Get the Semi-Auto Rifle out (you Should have bought it!!) Then snipe them in the head. Now go up the other steps Here and you'll see a cut scene "Aye esta, matalo!"Then they'll throw you some Fire rocks. Make sure Ashley is near you! Now wait until they shoot another then Go forward fast under a little roof and climb the other steps, and then when You're about to reach the top stop. (You know where they just shot the first Rock? You could get a Spinal from the ruins left.) Look right and aim with Your Auto R to a gasoline barrel in top where one of the monks is shooting You snipe the barrel and the monk will die. But there are still 3 of them Shooting you. Right now they aren't shooting because they can't see you, but When you start walking forward to the little cabin in the distance they'll Shoot (go fast without stopping! Because if you stop the fire rocks will hit Ashley and she'll die! Now go inside the cabin and kill the monk that's in Here (shoot at his body, because his faced is protected!) There's a Velvet Blue In there and a Yellow Herb (combine it with your green herb). Then look by the Window inside there and monks are shooting you from on top, snipe the other Gasoline barrel to kill them and then snipe the barrel that you could see from The distance straight. Now there's only one place where the monks are shooting You from. Leave Ashley in the cabin then kill the 2 monks that come right now Then go to this area where you see a big hole where something could be Activated. Now when you reach there the monks will start shooting you again, go Around the circular area (ignore the crank for now!) then go to this little Room (place with a roof) now aim and snipe the last monk that's shooting you From inside there. Now you could rotate the crank to get this cannon out, then Fire it to destroy the tall strong door. Go to the big opening it left (tell Ashley to follow you)

Castle

Here's a merchant if you want to sell him anything or buy something (don't buy a Magnum or Mine Thrower yet.) Then go to the red door there and after you talk to Hunningun then grab the handgun ammo in that desk there and go and get the Platinum Sword and now go up stairs and kill the monks here and then other Monks will come from down stairs first grab the Gold Sword that's there. Now Grab your Riot Gun and blow the monks away. After that go downstairs and There'll be a red caped monk just chilling and mumbling shoot him in the head With you Auto R (now I introduce you to the second type of parasite, I call it The extremely pissed of chicken leg, NOTE: you'll fight a lot of these in the Castle, but I won't mention it when unless I know for sure that you'll fight It) Shoot it with your Auto R and it'll blow away, leaving you 4,500 money Value. Then got to the wall down stairs where you first got the first sword then Place the Gold Sword in its real place then go upstairs and put the Platinum Sword in Its real place (where you got the Gold Sword) then a door will uncover It self now go though it.

Castle Gate

Here you'll meet Luis again, then he'll go away. There's a tall door in your Right but you need a key for it so for now tell Ashley to wait then go through The other door, kill all the monks in the little house and you could get money Handgun ammo, and a Velvet Blue in this area now head out and to this little Passage. Kill the monk that's shooting you the arrows then you'll meet two monks With shields (too bad that a Riot Gun blow will easily rip them apart!) Now go Through the door there and climb the step and get the Green Herb and Velvet Blue and go to the treasure box to get the Castle Gate Key then a lot of monks Are going to come in (look, turn around and quickly shoot the gasoline barrel

And all the monks are going to die. Then go back to the tall door that needed The Key then goes in and takes Ashley with you. Walk forward and you'll meet Ramon Salazar the head of that castle and the next main boss. After the talk you Have with him you may save if you want and rip the vases there to get Velvet Blue. (Damn!!! the passage to the door straight ahead got sealed!!! Now you need 3 pieces of something.) Now go to the door at your right and rip the 2 barrels To get a fire grenade and Shotgun ammo there's a prison door here but you need The Prison Key so now turn back and keep going straight down the passage then You'll find another 2 barrels here so rip them. Then go to the other passage There and go to this drawing in the wall to obtain the Prison Key. Here's also a Passage that is blocked by burning gas, so for now just go back to the prison Door and use the key. LEAVE ASHLEY OUTSIDE!!! Then go down the steps and get the Green herb in there then as you walk around you'll see a prisoner, but this guy Has an armor and needles stuck in his eyes making him blind. Go in his cell and Prepare...

Boss#4 (Gerardo)

When the fight begins make sure you are equipped with your Punisher, then get Out of his cell and the guy will roar and show his GIANT CLAWS! There's a bell In either sides of the prison, ring it (shoot it) and the dummy will go and Destroy it but get his claws stuck. While that's happening equip your Auto Rifle And shoot his back (make sure that you shoot his parasite in his back, 1 or 2 Times will kill him (make sure that when the fight begins don't corner yourself Because he'll do a 1 hit kill!!) After you're done with that part go inside the Cell he was in, and there's a lever, move it to stop the burning gas in the Other room. Now get out of the prison and tell Ashley to follow you and kill the Monks that come in by shooting the lamp on top and they'll burn! Now there's Some monks with fireworks guarding the burning gas place that you just made Possible, shoot the fireworks in there hands and they'll all explode. Now go Forward and grab the handgun ammo on this is a top notch place...

Top Notch.

I was afraid of reaching this part because it's so very complicated. When you go In, you'll be in a BIG area with a bundle of monks with spears, arrows, and Shields. Ignore this guys and go left and straight going down these Steps (There's going to be 2 monks guarding this area so shoot them, try using Your Punisher (maybe you bought the Blacktail) now go to the door down the steps And get the Shotgun Shells and Green Herb here, now you see the yellow squares In the 2 corners of the room? Get on top of them with Ashley then tell her to Wait, now you have to step in the other to bring up a crank outside. But don't Go outside yet!!

You have to be patient and wait for all the monks from outside come (which will Be easy targets, because they only come from one direction and could fall to The Riot Gun or Auto R easily.) But you see that big opening up there? Sometimes Monks will jump down there. But after you kill the enough monks that you could Go out without getting your butt kicked, go to the lever and tell Ashley to Rotate it. Then after the stairs pop out some other monks will come with big Swords! I suggest to throw a grenade then go and kill the red caped one (if he Didn't die along with the explosion) Now go to this new area that have 2 cranks On top. The deal is to give Ashley a piggyback to get her up there now this is The reason why I told you to get a faster rifle, this part would be VERY FRUSTRATING without the fast rifle. When she's up there go to the end of the Passages where two vases are at that obtain both shotgun and rifle ammo. After That equips your rifle then aim up and while Ashley's trying to move the levers Monks are going to try to get her. So snipe the monks that try to get Her (NOTE: just so you know, monks are also going to come from the bottom and Could distract you from Ashley, so better kill them before you lose your mind Trying to do things at the same time.) After she finishes operating the first Crank she'll go to another one and you better get to sniping. After she's done Go to where she's at and you'll need to catch her. Then jump over the little

Floorboards that Ashley activated then go through the door at the other side.

Hallway

Here's a hallway that has statues face down (you see the statue's eye? you could shoot down a Spinal here) There's also a merchant here so you could Upgrade anything or sell anything that you want (buy.) There are barrels in this Area that holds ammo, and a treasure chest that has a Handgrenade. Okay, see that Long passage behind the statues? Go through there and a movie scene will appear Where Ashley spits blood and the idiot runs away from you and gets in a trap And taken away. Now you're suppose to go to the brown down in that same Passage. Here go down the opening in the end of the little room...

The Sewer

Darn I hate this place! Is so creepy, and weird and just like you know... Well Anyway go forward and you'll here like a crash and something coming (don't Freak!!) Now just keep going and you'll meet the first novitiate (now I'm Calling them bugs!) Take care of it with 1 or 2 shots of your shotgun. (Grab the Eye it leaves behind, you could choose the color of the eye you get by seeing Which color the bug's eye is when you kill it!!) Now keep going and you'll find Yourself in an area that has sewer water in the bottom, don't jump down Yet! Instead take your Auto R out and zoom at the water keep searching then You'll see like gas breath, there are 2 bugs here but they are invisible, but You can tell that they are there because of their breath. Snipe the 2 of Them. Then jump down and go up the other ladder at the other side and open the Door. You see that open space in the ceiling here? Some bugs are going to come Out here, kill them then go to the left passageway here and kill the bug, go Through the cell that's open and to the door at the end of the corridor. There's Shotgun ammo here and a Butterfly Lamp that you could sell, but more important A crank to drain the water from the place you just came from. Go back out that Door and kill the bugs that pop out here then go to the to the place with the Hole in the roof and kill the another pesters that come then go past the Hole (you could go inside some of the cells that you see here to get some Goodies) and go down to the ladder there to the place that the water just got Drained from. Open the gates here and you'll here a bug coming after you, ignore It and go to the door on top of the stairs in this place and through the door At the top of them. WOW!!! In here are some big GIANT axes swinging that you Have to past through! Go towards the first one and get very close to it. Then When it swings to the side go through! Then here there's another but that can't Hurt you because you're just supposed to jump over to the other side. Now here's The hardest one, there's 2 at a time swinging!!! Go VERY near them again (the Nearest you can before it slices you) then wait for them to swing to the sides Then close your eyes and GO! You'll make it, don't worry. In this little area Get the Velvet Blue from the ground; now go enter the door here. Now here's Going to be a ladder go up and there'll be a barrel containing a Flash Grenade, Now go through the door...

Hallway

You're here again but this time there's a lot of monks down there. Now DON'T go Down yet!!! Throw a Flash Grenade then go down and kill them all with a Hand Grenade. Now grab all the Spinals and the Illuminates Pendant now you just got Over 30,000 value of money!!!! Now don't go back to the passage that leads you To the sewer place!!! Instead go to the stairs that got unlocked and have a Merchant (get what you want from him!) Now go through the door up there...

Gatling Gun place

Here get the Red Herb on the desk inside of here, now go up the stairs and There's a memo you may want to read there. Now open the door and monks will Try to shoot you with arrows from up ahead, snipe them both and go forward (rip Some of the vases set there to get a Green Herb and rifle ammo. Kill the two Monks down here then go to a door at the side there, go up the stairs kill the

Monk with the head protector (don't shoot him in the head, duh!) go through the Door he was guarding then go through the passage until you reach the end and Asked to jump down. See the gasoline Barrel here? Shoot it to kill all the monks Will die down there (except for the one with the red cape that has the Key to The door down there) Now go down and the monk will run away. When you're down There go to the passage that he took to escape and get the Shotgun ammo and 4 Packs of money now go back to where the lock door is at and get your Auto R Out and search straight ahead the passage that you took to jump down here. And You'll see the red caped monk here just standing!!! Snipe him and DON'T let him Get away!! If you do, he'll pop out with a giant Gatling gun and you'll gain NOTHING by fighting it! Except probably loss of health. It'll take up more ammo And more health so for now go to him and get his Gallery Key. Use this to open The door that was lock (where you shot that gasoline barrel I told you about.) Go to enter...

Gallery

Here you have to solve a puzzle, but first rip the vases K.I.S.S.) After that In here to get some ammo and see the deers head in here? In one of it's eye it Has a treasure. Okay, there's three painting on the wall showing people Dying. Your task is to switch the paintings until they show 6 people dying all Together! After you're done with that go through the door that you unlocked. Salazar is going to set many monks with giant swords on you so you better throw A grenade if you want to kill them fast. Then kill the monks that are throwing You arrows from on top of all the stairways (snipe them with your rifle!) then Go up the stairs and kill the other monks up here (also watch out!!! there'll be 2 monks that will try to hit you with rocket launchers! So run when that Happens!) Then when you're passing by the passage up the stairs you'll see a Door blocked by a gate, now, see that red button at the side of it? Push it to Deactivate the security (a building will pop out from the ground but you can't Get there yet!) Then keep going down that passage and you'll come across Another door first get the green herb outside of the door then go through and Rip the vase in the end of the narrow passage. Push the button it was hiding to Bring out a passage to the building. Don't go out yet! There are two other monks With rocket launchers outside after they shoot the rockets go out side, kill Them from were you see them then take the little passage to the Building (look, it's not a building, it's more of a tower that comes from the Ground that holds a treasure chest) goes to the chest and gets the Goat Ornament. You just unlocked 2 doors that were locked by gates (ignore the one Downstairs and go to the one up stairs. Here save if you want in the typewriter There, then keep moving and you'll find 2 other doors, go to the one that could Be open and in here shoot down the Spinal on the roof and go to the door Here. Now you're in an outside area, there's a fountain that holds Velvet Blues And Spinals as you move forward (the door that's at the side of the fountain CAN NOT! Be opened yet, you need Ashley to unlock it) now rip the barrels that you Find as you move ahead to get some goodies then enter the big double doors at The end...

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44444444The Garden!! -
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The Garden

Great graphics in this place! Go forward to a door that has a riddle about "two Moons make one", then go to the stairs you see to go to the garden (after the Brief conversations you have with Salazar) then open the gates, kill the dog That comes running with your shotgun go to the passage opposite of where the

Dog came then you'll find 3 dogs locked in a cage (I suggest blowing them away With your shotgun again) then continue down the left passage and you'll meet Another doggy that wants to be killed. Rip the barrel next to the cage then go To the left passage. Here there's a dead end with a treasure box in one side and A passage in the other goes to the passage. Continue down until a doggy pops out Of the bushes and kill it, go ahead and turn left to go up these stairs and down Here you'll find a statue that holds the first Moonstone piece go back up the Stairs (around 4 dogs are going to come from the bushes again and may scare the Crap out of you!) Then you see the other stairway with the other statue at Top? You have to go there eland get the other Moonstone pice. The go combine the Two treasures together and go back to where you came from back up the stairs And to the door with the riddle. Use the combined Moonstones on it and go A girl (Ada Wong, the woman from embarrasses inside...After Leon get Resident evil 2, if you're wondering how she survived read Wesker's Report, she Honestly outsmarts him in moves) so now investigate the new room and you'll find A merchant in another room there, sell or buy anything that you want for now Then go to the other room outside to save then go to the red brownish door.

Dining Room

Here walk forward till you see tables with food on them (there's some ammo and Health on each of them) then walk to the door that's locked with bars and turn To the right. Here, ring the ringer and ahead is going to appear a food Painting. You have to shoot the little red thing above the chicken, when you Shoot it it'll explode (and a substance that looks like blood will pop out from It) then the barred door to the side will open. Go through it and when you see a Movie scene SKIPS IT!!! And then a cage will be over you and some monks (if you Wouldn't have skipped the scene you would have fought a grader inside There! Just in case you did not skip it, throw a grenade then shoot him in the Back with your Auto R) after you kill the monks open the treasure chest inside The cage to get the Hourglass thing. Go outside the cage and get the flash Grenade then enters the brown door.

Another hall

I know, I know the place names are becoming weird but there's so many! You name Them all leave me alone!! (I was just kidding, just incase you didn't know) In Here don't try to open the door at the side because it has a lock on the other Side. So 3 monks are on the bottom, go down there and shoot them (Gasp! The new Type of parasite, this is the full grown parasite the enemies have, it looks Like a spider and throws acid, could throw it from up close too!!! But you could Kill it the same way as the other parasites.) Kill the three monks with your Riot gun or the type of handgun you bought. Now pull the lever that's there to Create a passage way to the door at the top (in the other side) then go up and Kill the monks that come in right now. Go to the new unlocked passage, some Shielded monks will appear here you could kill them by shooting the lamp on top And burn them. (When you reach the door, you could go to the left to get ammo, Even a free Rocket Launcher!!! I would suggest going to this place, but don't Feel bad if you don't have enough space to obtain the rocket launcher. You won't Need it yet!) After you're done with this, go up the stairs and kill the monk With the arrow here and unlock the door that had the lock on the other Side. Then go to the passage you unlocked again to the door. Rip the vase on The ground and go forward to meet your merchant, also save if you feel it's Necessary. (You could now get the XL attach case so I'll get if I were you, It is extremely helpful you could go back and even get the Rocket Launcher you Couldn't get before!!) Then get your Auto R ready then enter the door there and Get ready for the sad part.... Sob...sob. Sob.

Ashley hall

Man, Luis had the Plaga Sample (the sample of the parasite) but he got nastily Kill by none other than Lord Sadler!!! I'm surprised he manage to give Leon the Antidote (Leons symptoms of the parasite don't effect him as much) in the form

That he was at. After Luis dies (his eyes are closed) go around the top passage
You're on and you'll see Ashley again, damn!! The good thing is that right now
She's tied up, but you have to save her. First go around the hall you're on
Ripping vases and getting rifle and handgun ammo see that painting of Lord
Sadler over there? Check it and it'll reveal 5;000 PSAT. Now there's a little
Stairway up here that you could down a bit more so you can see Ashley
Better. Take out your Auto R and aim at Ashley sees the bars that are around
Her? Shoot the 3 of them (careful not to shoot Ashley!!) After she's free and
Says" talk about near death experience" monks are going to try to take her from
Down there!!! Take you snipe the 3 when you see them coming close to Ashley
After you kill the 3, Ashley's goes to try to get out using a door. But more
Monks are going to appear. Your objective is to kill the red caped monk and make
Him drops his Key to the door that Ashley was trying to open. Kill the red
Monk first, then kill the other monks that try to get Ashley again (in case they
Get her, shoot the monk's legs so you don't shoot her.) Then Ashley's going to
Get the monks key then open the door, prepare for the nightmare...

Oh no!!

You're Ashley, what in the world have you done to deserve this? What! When
You're her walk to the typewriter and then save. Go to the room in sight and
You'll see a monk! Now, walk to him then go right and you'll see two lamps
Here (you are suppose to throw these at him until he burns) after he starts to
Get up from the first lamp throw the other lamp, if he doesn't die go
Quickly (you'll know if he dies or not by looking if he turns black when he's
Burning) and get the green herb of the table then crawl over the other side and
Throw him the other lamp you see at the end of this passage. After that, you see
That lever on the wall to open up the gates to go to the other room? Rotate it
To go to the other room and there'll be another monk here, there will be
Another 3 lamps here so repeat the process of killing. Then get the money from a
Cabinet near a table, then go to the 2 rotators and rotate 1 to move up a gate
Blocking a passage and the other to move the other gate aside. Go to this new
Found passage and IGNORE the first door with the symbol you see and grab the
Red herb in that table there, enter the brown door. It's dark but luckily out of
Nowhere Ashley manages to get a lamp. Go over to the table to get the green
Herb. Move the shelf on the wall to push a red button hidden and a gate will
Come up all the way at the other side to enter the other door. So now you have
To find a way to move all the gates without getting trapped. Easy: after you
Have pressed the one behind the shelf go to this desk you could crawl under and
There'll be another red button ready to be pushed, the gate to your side will
Come up. Go through it and first get the Stone Tablet on the painting (you'll
Need it) and now press the other red button there to move up the gate behind, go
Back to the one behind the shelf and you'll clear the last gate you need!!! Go
To the new moved gate and get the money in the closet before going to the
Door. When you enter the door you will see a Spinal on a table and go down the
Creepy dark passage. Then you'll be in a room that has a puzzle (and scary armor
Knights just there. So alive.) This puzzle could be VERY difficult if you keep
On moving the pieces all around the place, so here is the way: the piece in the
Middle of the left column has to be moved to the middle of the middle
Column. Now it's easy just keep on moving the pieces (Where the symbols head
Starts) down the left first then up the right and straight the top, keep doing
That until a single space at the bottom right is empty. Use your Stone Tablet
You got from the dark room. Then a door is going to open in that room, go to it
And there's a treasure chest that holds a Gold Bangle and another one that
Holds the Salazar Family Insignia (after you get this item the door is going to
Lock it, forcing you to get what's inside the other treasure chest, which is
The Serpent Ornament) after you get this you here a CLASH!!! And some suits and
Armor will come in, wait until they all come in and take the right side of the

Table and get the **** out of there!!! Once you start up the passage again, You'll meet 3 other suits and armors but you have to dodge these ones. After you Get out of the creepy place, go to the door I told you to ignore earlier and Get the Velvet Blue and Spinal in this place. Then get the Butler's Note there And you'll see a rotator that needs a round item to be placed into it. Use your Salazar Family Insignia, rotate it, go up the ladder that pops out here. Up here's going to be three sacks of money then continue down this long passage And unlock the door. YES! You're Leon again! After the spoil talk with good old Salazar, STOP! Remember the door that you needed someone's help to open right Before you reached the garden? Go all the way back there (you may have to face Tiny bits of monks) and when you reach that door you have to give Ashley a Piggyback and she'll open the door from the other side. Go in and you'll get a 5,000 PSAT, red herb, Perfume Bottle, and a free Broken Butterfly!!!!!! (I told You to not to buy the magnum sooner!) Now go back where you had to go and enter The big double doors. Here you could save if you feel you need it then go to the Little wheel ride and you'll tell Ashley to wait there. After you get to the Other side enters the doors...

Lava Place

See now why Leon told Ashley to wait? You're in a place full of statue of Dragons! Monks control them. As you go forward the first statue is Going to start to throw fire at you, go closer and aim at the hole that you see On the dragon (where the monk is at) and wait until you see the monk. You'll Probably see him until the dragon moves it's body and reveals the hole. When Snipe the monk the dragon's going to fall and a treasure chest will appear down The stairs. Go to it to get the 5,000PSAT then go up the other steps and jump Into the circular ride that goes round and round. Get off it when the hole to Get off is pointing to the steps on the other side. Kill the 2 monks Here (NOTE: another dragon started shooting at you but he doesn't need to be Killed, only if you want an Illuminates Pendant) Now, walk forward to the dead End and another dragon will pop out from the top (if you have the Rocket Launcher that you got free you could use is on the chains holding the statue And it'll fall out of your way, I suggest jesting sniping the monk controlling It) after you kill this bastard some stairs are going to appear to lead you to a Treasure chest that contains the Lion Ornament (yes! Now you have the three Ornaments you need to open the wall in that hallway, the one where you first Met Salazar) Go back down the stairs and kill some of the monks that are Here (they come out from a tower) you have to get out of the lava place and back Where you have left Ashley. When you get back to Ashley take a right to the room With the little car ride, ride it and it'll lead you to another room. Unlock the Door here to go back where the wall that needed the three ornaments was at then Use them. Go to the double doors up the stairs that got unlocked. Another Ride. But first go over the fence to get some shotgun ammo. Then ride the ride To go to another door with a double door, go through...

Castle (place)

Here go to the blue door with the merchant and typewriter, buy or sell anything That you want. Then Go back outside to the door that's behind the table with the Yellow herb and Luis memo. When you're here tell Ashley to wait then dodge the Suits and armors that try to slice you on your way. Then enter the big room and Get the ammo and health around in this area. Get the King's Grail from the Center then three suits and armors are going to come at you, shoot them around Two times with you Broken Butterfly and a parasite will pop from there Heads (kill these with you Auto R or , get the ammo these guys leave when They're dead). After the first three are killed, another three are going to pop Out (but these are dark ones,) repeat the process of killing them and get the Money they leave, after this you could go back to Ashley and get out of this Place with the King's Grail safe in your hands. Now, go straight to the door With the symbol on it. In here you'll have to move the two knights to the Squares at the bottom, you and Ashley have to fill in the other two and a door

Will be cleared. Go through here and Salazar will make the wall come down on You, all you have to do is shoot (with your type of handgun) the four flashing Jewels on the roof. And the wall will come to a stop grab the ammo from this Room. Now go down the other passage and at the end of it Ashley will be locked Out (why didn't she walk faster!!!!) And a destructive machine (I don't know the Name of it) will come ready to kill her, take out your Auto R and aim at the Machine and look up and you'll see the two monks that are controlling it. You Have to snipe the two of them and the door blocking Ashley will open and she'll Come back in. In this room there's ammo and a chessboard, but more importantly You obtained the Queen's Grail. Open the door with the lock then go through the Other door. Now you're in this hall again, you could go back to where the Merchant was at if you want then go to the little passage near the merchant Door and there'll monks with swords and some with shields. Kill them with your Shotgun then shoot down all the Spinals that are on the statues at the sides. Go To the double doors and to unlock it you have to put in the two Grails at each Side of the door. Now, go in and you'll be in another hallway, get the goodies Here then open the other door and you'll see a movie scene where some Novistatators take Ashley away (you won't be with Ashley until you reach the Island, yes!!) Then you have to kill some flying bugs, kill them by shooting Them in the air and they'll die instantly. You see the giant egg here? You could Waste some ammo and shoot it down and get ALOT of eyes and money (but I don't Know if you could afford that.) Then go to the lever and pull it, you have to Shoot the two chains to lower the brigde. After you have done that go through The bridge and enter the double-doors. There's a typewriter and a merchant Here (so do what you got to do) then enter the other door in here.

Outside Area

First rip the two barrels here to get a Velvet Blue. See the scene then pass Through the other bridge before monks shoot fireballs at you again. Go up the Stairs and kill the monks here, go around this building and enter the white Door at the other side. There's going to be a lot of wheels you will have to Operate. But first take your handgun out and search the nearby wheels for the First wooden box stuck in them and shoot it. Then go up the ladder to the other Floor, here search the wheels again to shoot the second wooden box. Go to the Last ladder and get the memo and the green herb in this floor then search the Wheels for the third and last of the stuck wooden boxes. There's also going to Be a lever for the wheels to operate pull it, and the bridge will move to make A passage to another door, and the door at the bottom will be unlocked as Well. Go down the ladders and kill the monks that come with the bows and Arrows, when you reach the bottom other monks with the swords are going to come, Kill them, Ignore the two that are throwing you the fireworks from the top And go through the unlocked door at the bottom. Now the bridge moved here and You'll see three shielded monks coming at you, throw a fire grenade to burn Them. Then make your way to the door at the end but allot of monks will come so Turn back and walk fast because one of them has a rocket launcher! Kill the Monks in back of you then
It'll be better if you turn around and throw a hand grenade and kill many of The monks, once you kill all the normal monks there'll be a red-caped near the Door. Kill him, and then get the Gold Bangle he leaves behind. Go through the Door.

The Two Garradors (blind guys)

When you get here a creepy music will play because there's two blind prisoners Here!!! (It'll be easy if you have the rocket launcher and throw it at them so They both die easily) but if you don't shoot the bells in the side of the room And the blind dudes will run and get their claws stuck. Shoot both of them once With your Broken Butterfly in there parasite and they should die. Get the 15,oopsat they both leave behind. Then kill the other monks here and go to the Other side of the room to get the green herb. Before you go to the door that got Unlock get the shotgun shells at the side of it. Then go through the door and

Get the spinal and velvet blue from the statues chest at the sides, go up the Steps and enter the door. When you see the scene where Salazar throws Leon down A tunnel you have to press A and B to save yourself or else a big spike will Come through you. As you saw Salazar sent The Right Hand to kill You! So scary!!

Sewer

Another creepy sewer! But there's a typewriter, a merchant (buy the rocket Launcher!) Some ammo and a Crown (don't sell it cause you could combine it with Something to increase its value to 48,000!) Now, go up the ladder down here and Go down this dark passage and you'll see something coming! Go through the door And you'll be in another passage walk until you see that the thing is very Near!!!! You could choose to go to the door right, and get ammo and a FA spray And see that you need something to activate an elevator. But for now continue Down the passage and ignore the passage to the left. Sometimes the right hand is Going to try to hit you from the top and bottom where you have to dodge Quickly! Go to the room at the end of this passage and get the shotgun ammo and Green herb in here. In one of the corners of the room there's a lever to supply The elevator with power then the door to go outside will close. Go to it and Open the shutter but you have to wait until the elevator is there and you're Stuck here right now!!

Boss- (the right hand)#5

When the fight begins walk pass the monster then, you see that red nitrogen Bottle to the side there? Throw it at the guard and he'll freeze (nitrogen Freezes just incase you thought science was useless, think again) then take out The rocket launcher (you should of bought!!) and shoot it at him and he'll break Into pieces and leave you a Crown Jewel (combine it with the crown.) Now the Elevator came back! Go to it and ride it..."Krauser go get the girl"

Village Area

Wierd.Sort of like the village in here. There's a merchant a typewriter and some Barrels to rip. Then go through the door in there. Kill the two Villagers (villagers?) Then get the Spinal from the wastes right there and rip The barrels. Go down this grassy rocky passage until you reach a kind of Factory (the villagers are back!!!) Kill some of the ones that are at the bottom Before they start throwing stuff at you. Snipe the two guys that you see beyond The big boulder so they'll also be out of your way, go down the ladder and make Your way to the big boulder (blocking the way to a door) activate the lever to The side of it. Turn back, and make your way to the other set of stairs and kill The guy with the fireworks at the top. Go to that other lever and pull It goes to the back of that lever to get 5,000Psat.Make your way to The big boulder but in your way there you will meet a chainsaw (damn!!) and some Villagers. Kill the villagers with a grenade you have so it'll be quick and They'll be out of the way so you could kill the chainsaw take care of him with Your magnum (if he's near the big hole at the center where the machines are at, You could drop him down there!!) Then pull the lever near the boulder again and A wagon with The Dynamite is going to come out. Use the Dynamite to blow up the Boulder, rip the barrels to get magnum ammo then go through the door.

Lava/two Gigantes

In this big area search the place for ammo and FA spray then make your way to The opening straight. Too bad! Two giants just popped out and they Have their own style of dressing (one seems to have a bandanna) you see those Stairs at the side? Go up here and let the giants get very near then slide down To the bottom and there'll be a lever to open up a hole to the lava. Let one of The giants get to the hole, and then operate it and a giant will fall in and die (NOTE: just so you know, you could only drop one in, don't get near the guy when He's dying) the other one you have defeat by weapons, get your magnum and shoot It until you cut the parasite off and dies (and in case you bought the Rocket

Launcher, you could always choose a one hit kill) then the gate will open up Again revealing a door. Get the 15,000psat the giant left (you could choose to Get the other giants 15,000psat by going through the door then coming back In!!) Then go through the door and you'll be like in a cavy place, go forward Until you reach a giant place that has caves and is rocky. You could see Novitiates (the bugs) flying around so get your shotgun out and start shooting The bugs that come by shooting them while in the air, and they'll die Instantly. Go up the first cliff and then go to the side of one and you'll see a Hole leading into a cave, go inside and you'll see a green herb and a switch to Give light outside to the door of your destination (you need to activate one More light.) After that go outside the cave and kill all the bugs that come in By using the tactic of killing them in the air. Go up the other cliff and you'll See the door that has to be opened, go straight ahead of it and you'll see Another cave entrance. Go in here (killing any bug that's here) and there'll be Another green herb (just in case you are getting killed by the buggers) and the Second light to open the door, activate it and the door will get opened and Free. After you've killed the bugs that come in, go to the door and open it. Big boulders coming down on you!!!! Walk forward close to the first boulder and Quickly go through while it goes up. Then climb up the rock and you'll see Another boulder coming down from the bottom. Wait until it goes down and jump Down, while it's up quickly pass it and go down the rock. Here, you have to move The lever at the left side to stop the boulder in the middle from squashing You. But there are still two boulders coming down and may be hard: Go near The first one and pass through it and stop right in the middle!!! (If you try to Pass both at a time you'll probably get killed.) So now it's easy, you just have To pass the last one, then go ahead and you'll see a lift. Grab the Royal Insignia (combine it with your Crown, now it's all ready to go!) Then check the Lift so it'll take you up. Chapter end. Save.

Outside Area/second castle

You see that tower in the distance? You'll be going there shortly. But for now Just go to the little cabin and sell your 48,000psat crown to the merchant. Then Go outside and start killing the villagers that pop out here (also ripping any? Barrels you could see.) Check the door behind the fire the villagers were Building and it'll say that you need to offer a sacrifice to the lion. Then turn Right and enter the little cabin and rotate the lever there to reveal a hole on The ground. Jump down the hole, and keep going forward the cave until you are in A giant cave with villagers there. Kill the first one and shoot the bear traps On the ground. Turn right and you'll see some stairs go down and kill the guy And get the Staff Of Royalty (20,000PSAT) Go back up and continue your Way, killing any villager (you should here a chainsaw now!!) Don't worry he's On top of the building there. After you kill the ones in the bottom snipe the Chainsaw in the head, then QUICKLY! Go up the ladder and he'll be on the Ground. Shoot him, with the strongest weapon you have then get the 10,000PSAT he Leaves behind. Don't get the Key to the mine yet! Go down the stairs and you'll Meet another chainsaw kill him with all your might, get the 10,000PSAT and rip The boxes around this room. Now go on top and get the Key to The Mine go down And finish of the remaining villagers. No go to the door at the corner of the Area and open it with your key. You'll have to encounter another wall coming Down on you thing here. Avoid the parasites on the ground and shoot the four Jewels again. Open the cabinet there to get three sacks of money. Get out of This place. You'll be in useless area now just rip the barrels at the bottom Then get out of here too. Now, rip the barrels to your side get the green herb And then get on the ride go to the second wagon and shoot the lever...

Wagon Ride!!!!!!

When the wagon starts moving, shoot any guy that comes aboard (try using your Handgun more so you have more ammo of the strong guns) REMAIN IN THE LAST WAGON!!! You wouldn't want them to start sneaking behind you. (Watch for bars That might throw you down!!! Dodge them!!) When a guy pulls a lever and puts the

Wagons to a stop. Kill the chainsaw that drops in and the villagers. Get the Handgun and shotgun ammo from the sides and the money the chainsaw left. Shoot The lever the guy pulled and the ride will start again. And again, you have to Kill anybody who comes aboard your ride (you could do a one hit kill if you Shoot them when there're about to jump on, they'll fall ahead of the wagon and You'll run them over!!!) Kill the other chainsaw that comes again and be sure to Get the money! After this the ride will start going faster and you won't have To worry about killing now, just jump out when the L and R letters pop out. Then Just climb the cliff. Go through this door and you'll obtain the Stone Of Sacrifice from this room. Go up the ladder that pops out of nowhere, and you'll Find yourself in the outside area where you had to offer the sacrifice to the Lion. Go to the door again and use the Stone Of Sacrifice...Go up the Elevator. Chapter end....

Second Castle

Here grab the handgun ammo from the desk and save if you want. Now walk forward And you'll see the giant statue of good old Salazar. Make your way through the Bridge, go to the gate where that monk is at and kill him through them. Now go Down the stairs and up the other and up the ladder. Rip the vases here and You'll see monks here so kill them, no go to the edge and get ready to jump Onto Salazar's hand, Wait until it reaches the very top floor then jump over and Kill the two monks then pull the lever to move part of the bridge back on Position. Then jump back to Salazar's hand and jump to the little space near Salazar's (you know what) and moves the lever on Salazar to make the right hand Come down. Jump on top of it (you could choose to go to the very top one and get Some ammo) and jump over the middle floor, kill any monk here then jump down the Ladder and pull the lever and now you could cross the bridge!!! Kill the three Monks that jump down right now and make your way to the bridge. But!!! The Salazar statue started moving towards you! Tap A very fast and push R when the Pole is going to fall on you then L when the other one, then L and R to dodge Two of them. Then you have shot the lock on the door to go through, but Salazar Comes too. Tap A again and jump when asked to, and just climb to the tower. Now The double doors.

Tower

You will see the movie scene where Salazar was about to ritual you but Leon Threw a knife at his hand. After Salazar cries and his other guard throws you The knife, press the aced letters to dodge it. Then they go away on the Elevator. Now down here is a yellow herb and ammo then go up the stairs and stop When you see the giant barrel on fire hitting the wall. Take your Auto R out and Aim at the top and you should see three monks that are operating the barrels Snipe them all and the barrels should stop coming. Go to where they're at and Other monks are coming from the bottom!!!! Go to the lift up there and rip the Barrels to get some ammo (including magnum) and snipe the monk throwing the Fireworks. Then drop the two boxes on the lift and then go up. Kill any monk Throwing you the arrows and kill the many monks that are coming in and get the Ammo they leave. When that's done, get of the lift and walk forward this Foggy, opened place. Rip any barrels and keep going until you see another Lift, take it down then go to a merchant and BUY THE ROCKET LAUNCHER! And sell Anything you want. Grab the ammo from the desk with the typewriter, now prepare Yourself for the second main boss fight...

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Main Boss #2 SALAZAR

If anyone thought that Salazar would always be a midget, as you could see they Were terribly WRONG!!!!!!!!!!!! This ritual of Salazar and his guard may seem Extremely strong and it is if you just shoot it in random places. But it could Be very easy. You see the eye it has that is popping out? Shoot it with your

Rifle and dodge any hits it's tentacles try to hit you. After you shoot it's Eye the shell where Salazar is at will open (try to open it before Salazar says "Payback!!" And tries to eat you) then take your Rocket Launcher out and shoot Salazar and he'll die very nastily (throws a lot of blood out.) That's all You have to do! Then go around this big place getting all the items and Health. Then climb the ladder on the other side and get the 50,000PSAT and go Through the door. Grab the green herb from the barrels then climb down the rope And when you're down ride the lift there and you'll be in a dark passage. Walk Forward and you'll meet a merchant (buy the Striker and upgrade it because You're about to go to a place with some tough guys!!) There's a typewriter if You want to save. Get the ammo from the desk on the side then go through the Other door and you'll meet Ada Wong again. Want A Ride, Handsome? You passed the Castle!!!!!!!!!!!!

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Change to disc 2!!!!!!!!!!!!

PART 3!!!!!!!!

THE ISLAND!!!!!!!!!!!!!!!!!!!!

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Tell me how I did in the castle-benca8@aol.com

Island

Okay, while you're riding in the boat with Ada she'll leave you in a island and You'll have a talk with Sadler about Salazar being dead. Now, walk forward and Down the little cliff and walk pass the rocks and stuff until you see a bigger Area. Jump over to it and a new type of enemies will come!!! (I'm calling them Soldiers, they could hold arrows, shield, spears, and electric sticks. They Are tough, use your Striker and kill them, get the ammo in those boxes. Go right To the building with the ladder, ignore the rotator up there and get the magnum Ammo. Here's where the first special enemy of the island comes, JJ!!! This guy Has a gating gun and is big and muscular. When he jumps up take your Broken Butterfly out and shoot him around four times before he dies (get the 15,000PSAT He leaves). Go back down and kill all the soldiers down here (going to those Little sheds to get green herb and ammo. You see those steps leading to a locked Door? Climb up and check the red light at the left side of it and a laser will Come out to a rotator. Go to the rotator that's in the corner of the area and Rotate it to the rotator where JJ first came. Jump down and go to the other Rotator (where JJ first came) and rotate it to the red light at the RIGHT of the Door and the door should open. Go to it and grab the shotgun ammo inside then Keep going forward and dodge the boulder the soldiers throw at you. Kill the two That is ahead of here and then climb the ladder. Over the tent is another Soldier that needs killing. Jump over to the other building and go inside Here. Soldiers with gas masks and electric sticks come out (just snipe them in The head, there's three of them) Go deeper in this place and shoot the gasoline Barrel in one of the corner to open a little place. Get the Golden Lynx from the Treasure chest (you could combine it with something!!) Then head out of that Building and you'll meet other soldiers and one has a rocket launcher!!!! So you Better run. I suggest to avoid the bundles of soldiers here and just make your Way under the tunnel killing the soldier that pops out here. Then shoot the

Gasoline vehicle down there to kill any guys waiting for you down there. Then Jump down and open the double door and you'll meet the first merchant of the Island. Sell or buy (upgrade) anything you want then save. As you move forward Soldiers are going to come in your way so better get killing. Then enter the White door by the side. Here walk forward and push a door open and you'll meet a Gas mask soldier, kill him, take the green herb from behind him and the ammo from the case. Then turn around the corner and you'll see some juicy steaks as you walk a soldier on fire will suddenly come! You could shoot him and get the Money it leaves behind. Then go through the door in a corner. Here's a big guy with an armor around his body (a easy way to beat these guys is to snipe them in the head) kill him, then walk past him (don't go through the door at the side yet!!!) Go down the steps and snipe the other armor guy and kill the other Soldiers that come. But more importantly, here's a case that holds one of the Items that you should combine with your Golden Lynx. Go back up those steps and enter the door at the side now. Here take the handgun ammo and then watch the Movie part where you learn that Ashley's nearby! (Feel sort of sorry for Her.) Then go through the door at the side.

Garage Area

Here there's a merchant so buy or sell anything you want and grab the ammo in Here. Then go to where some lockers are at and from the garage door three Soldiers are going to be throwing you fireworks. Kill one of them and will Destroy the others. Then other ones are going to come, just kill them and the Garage door is going to stay up. Go through it and get the grenade then enter The blue door...

Hospital/lab

Go to the left here and you'll find a typewriter and a Pocket watch inside the Box. Go on top of the steps and then you'll find yourself in a hospital looking Hallway. First go to the side where the blue door is. Enter. Go through the Electric door and once inside you'll see a nasty experiment in a hospital bed over the glass. Go to the locked door at one side, operate the thing next to it and you'll have to solve a puzzle. You have to get the colors to flash and make them flash like in a Z like direction, once you get it go through the door and then get the Cold Room Key. (Also get the memo from this room) And you'll Hear a CLASH! And be ready to face the nastiest thing in this game...The Regenerator! You could choose to kill this guy and get 5,000PSAT but you could just dodge through it and get out of there. After that keep going down the other Hall and you'll meet another Regenerator, kill this one with your Auto R (just keep shooting it, that's the best you could do for now) Then open the other door and you'll see a white icy door by the side, use the Cold Room Key and go through. Get the ammo in here and go through the powered door and check the Duplicator to duplicate your key to the Waste Disposal Key. Then check the Operator inside that little area to dry the ice from a glass in the other room there. Go to it and open the glass to get a scope that will allow you to see the Regenerator's parasite!!! After you get this scope a Regenerator (RE) will come combine your scope with your rifle and shoot the RE in all the three parasites you could see inside of it. Then get out of this place and take the passage right from the Cold Room (kill the RE that comes here) then open the door at the Need of the passage with your Waste Disposal Key.

Waste Disposal

Take the ammo from this passage then enter the side door. Here's there's going to be an operator for a crane that's outside you could use to pick up and drop down a dumpster to some soldiers down here. (I won't lie, I've never cached a Soldier this way before so I suggest just going down there and killing them with your Striker.) Get the green herb down here and the Spinal in the dumpster. Then enter the door down here. After you go up the steps and reach an office just get the ammo and herb here then enter the white door. Once you go down this passage you'll see Ashley trapped in a door and two armor guys standing, snipe them, and

Check the door Ashley's in and it'll say you need a card key. So turn back and Go through the brown door at the side. Go to that door at the end and you'll Meet some soldiers that need killing, then raid the room for items then go down The stairs and enter the door. There's a door where you could save in this Passage and one where you have to go. Enter the necessary one then get the rifle Ammo from the desk and an Iron Maiden (like Regenerators but with spikes) comes Through. Use the scope combined with the rifle to blow it's Four (yes, four!!) parasites away then get the Storage Room key then go back to Where Ashley was and uses it. (You have Ashley following you again!) The cut-scene a paper airplane is going to fly in, read it. Then go outside and Kill the soldiers here. Go back to where the dumpsters where at (killing any Soldiers that come in your way) then you and Ashley are going to throw Yourselves down to a dumpster. Go to a lever and pull it to put the gate up and A Iron Maiden will pop out (you could choose to kill it using your scope to get 20,000PSAT or lock the gate again and then open the other gate and close it and You and Ashley could push the big red box together, and get to the other Side) grab the ammo and herb here and you'll meet another Iron Maiden around The corner I suggest to kill this one and grab the 20,000PSAT. Then push the Other box and go through the double-doors.

Annoying Place

Kill the armor dude here and the two other soldiers before grabbing the herb on The ground then opens the fence and jump down where you see the big ball hanging In the air. Go down, and then a lot of soldiers and two armor guys are going to Come, throw a hand grenade and then finish of the armors. Then get the ammo they Leave and go inside the little office with an operator for the ball, let Leon Operate it and the ball will hit the wall but didn't break it. Then go back Outside and wait a little while before you operate it again (keep going Outside, don't stay in, because it could be VERY frustrating if the soldiers Corner you and Ashley inside.) Then go back to operate it and the ball will Break the wall this time, revealing door inside. Go inside and pull the lever To open the shutter and a Regenerator will appear; kill it with your scope then Kill the other one using the same kill the parasites inside their body Tactic. Then enter the door to the left passage. Get the green herb big double Door. Go and enter it.

Garage

Go to the door at the right here and collect the inside this room and then Push the red flashing button inside to open a shutter outside, but it got Stuck!!! Go to it and check it to send Ashley crawling down the gap and opening The shutter for you. You could choose to go to the door left to save your Game and meet a merchant. But now see the secure locked double door at the Right? You have to stand in one side of it and Ashley in the other. Operate it And push the lever down when the three flashing lights on the top barely fill All the way up and the lock will release itself, go through for a ride!

Truck Ride

Rip the boxes here to get the shotgun ammo and green herb. Then get on top of The truck and Ashley will start to drive it, (dumb!) After she starts to drive It soldiers are going to come from the back and jump in, take out your Striker And kill them all. When a truck is coming right towards you just shoot it in the Wooden part of it and it'll blow and crash. Other soldiers are going to come For you. Kill the most you can before the truck comes again (don't shoot it! It Won't hit you, just let it run over the other soldiers that are coming from the Bottom) Then the truck will come to a stop and you have to activate the operator On top of the ladder. Ashley will tell you that she'll leave it to you. Get of The ride then go upstairs and let the soldiers see you then QUICKLY go down Again and get on the ride (the reason why is because if you just go forward and Operate the lift, soldiers are going to jump on the ride and try to kill

Ashley, so it's better if you've been seen then go back to the ride and kill all The soldiers that would come to kill Ashley!) After you kill all the soldiers That come to the truck from up stairs go up the stairs and operate the Lift. Then hurry back to the ride and it'll go up and start moving again. But This time four guys are going to come from the front of the truck so be Careful! Then again kill the ones that come from the back (try to prevent them From coming in!!) Then some gates are going to open and a truck will come from In front of you! Shoot it with the Striker and it'll explode and you'll run Into a building....

Go through the door. You will get money, shotgun ammo and in a desk near the Merchant there's the other item to combine with your Golden Lynx. You could also Save if you want. Then go through the double-doors, and this time Sadler's going To take control of Ashley and take her away, AGAIN! Chapter End... Get the 5,000PSAT on the left corner of the room and get the file on the desk at the Center then exit by the left side, Ada Wong and Jack Krause talking about Trusting each other, after that scene walk forward and get the shotgun ammo then Go down the stairs and grab the green herb at the bottom. Go through the door And it'll look like a factory and some gas mask soldiers are going to be here So snipe them in the head. Then walk forward and go through the door straight Ahead. Walk down this passage then get the herb outside, then take the lift...

Jack Krauser

This is the only movie scene where you actually have to defend yourself in. At First Leon sees Krauser behind him but Krauser comes from the top and you're Suppose to dodge him (all the moves that you are suppose to dodge in this Scene, will kill you if don't) Then they will talk and Krauser will say that he Kidnapped Ashley then he'll say "After all we both know where we come from and You're supposed to dodge him again. Then Leon will ask him what he wants and You're suppose to dodge him again, the sample Sadler developed, that's all then Dodge him again. Then he'll say" I'm American" and throw a barrel at you and You're to dodge him and they'll back flip down. Leon will slice him once in the Chest, then Krauser will come at you and dodge him. He'll then throw you at The ground and attempt to put his knife through you (tap A then B very fast or Vice-versa) Then Ada will come and the scene will end! Sigh....

Laser Room

After the talk with Sadler about him sending you "it" go down the ladder and go Through the gold looking door. In this place go forward and some two lines of Lasers are going to appear (if touched by these you'll die instantly!!!) You're Suppose to wait until there's a clear opening in the middle of the lasers then Go forward. Here FOUR laser lines will come and you'll have to be more careful When crossing the empty space. More lasers will come but you'll just have to Dodge them. Go to the door and activate the switch at the side of it. It'll ask You to wait and then many lines of lasers will come go forward and wait for it To say the dodging letters at the bottom and Leon will climb the wall and do a Backflip!!! Now you could go through the door, get the Emerald from the chair Then turn back and shoot the Elegant Headdress at the top. Then go to the lift Behind the chair and it'll take you down...

Go on down this cavy passageway until you see a merchant and a typewriter (I Suggest you to buy a ROCKET LAUNCHER!) And save if you feel like it. Go to the Door behind the merchant to get some magnum ammo and red herb. Enter the giant Wooden double door now. Grab the yellow herb in the ripped gates in this passage

And ignore the TMP ammo up ahead. Then you'll see some train platforms (three of Them) Go up the cliff until a movie scene appears...READY!!

IT-boss #6

You'll be in one of the train platforms when it starts. This boss IT could be Really hard if you don't know how to take care of him. First start by shooting IT one or two times with your Striker then it'll go up. Walk forward, and shoot One of the green lights that's shutting the shutter go through it and operate One of the switches. Then go back (shoot IT again if it comes.) And shoot the Green light and go through, you'll see a Red Door here, ignore it, and walk Forward to see another operator so push it. Now that platform is going to drop In 30 seconds!!! Go to that red door (blast IT if it tries to stop you!!) The Platform will drop. Now, you're at the second platform. Walk forward and STOP! Shoot the two green lights on each side (right and left) the one in the Left is at the very top and the one at the right is at the very side. Then walk Forward and IT will come again, shoot him two times with your Striker and then It'll go up again. Turn back and you'll find an operator at the passage (dodge Whenever IT tries to get you from the top!!). Then go to the right passage and You'll see another operator there, operate it then turn back and go straight Down this passage and you'll see the red door!!! Open it and the platform will Drop again. In the third and last platform push the first operator you see then IT will come again, but this time it'll grow a giant pincer at the back!!! Shoot It with your magnum one or two times and it'll go away again (IT probably won't Come back for now!!!) Go through the shutter that opened and you'll be at the Other side, walk to the left and shoot the green light through the fence in the Corner, ignore the Red door for now). Go back out the shutter and turn right This time and you'll have to push the other operator. Go back to the red Door before the platform falls and jump on to the hook outside.

IT-fight #2

Just when you thought that IT was dead it'll come back again!!! Just shoot the Rocket launcher (I told you to buy it!!!) at it and one more shot with the Striker and it'll die! Die! Die! (Because it's so easy you could let IT kill You, some heck of kills!!) Grab the 50,000PSAT IT leaves and go around this area To get ammo. Then enter the door outside of where IT came from.

Cave

Ignore the lift that's here because it'll take you back to where the train Platforms where at. So climb up the ladder and climb the other ladder up Here. Take the shotgun ammo and grenade in this room then exit it. You'll in a Cliff and soldiers are going to be at the bottom of the cliff, shoot the Gasoline barrels down there and they should all die. Jump down and get the ammo Down here and enter a tent that has a ladder to go down. Go down! Duh! Another Cave! Walk forward and you should see a little opening at the right side first Go here and you'll get the last item to combine to the Golden Lynx. Go back Outside and they're will be another opening to the left where you could get 5,000PSAT then go to the merchant and save if you want (get Krause's Note.) Then grab the handgun ammo from the barrel before you go up the ladder. Enter Through the double doors here. Rip the barrel to get the green herb and then Jump down the cliff and prepare yourself for some knife action!!!!

Krauser-boss#7(first one with a gun!!)

When it begins, Krauser will shoot at you with his Machine Gun, so run in the Little building and gets the, magnum ammo here and the herb. Wait until Krauser

Comes then shoot him with your Striker to prevent him from shooting you then When he comes in (use your knife!!!) when he comes near slash him one or two Times then he'll run away (coward!) Go and enter the door with the timer and Outside you'll meet Krauser again, prevent him from shooting you, then slice him With your knife again, and again he'll throw a flash grenade and run away. Go Forward and you'll see the gate you have to open (have to get three pieces to Put in, one in the north the other in the east and the last one, Krauser has It) Then walk forward to this long passage where you see the other building and Krauser will shoot you from the top, RUN!!! And go around the building and get The green herb on your way. Go up the stairs to where the first piece (Piece Of The Holy Beast, Panther) Then he'll come upstairs and start to throw hand Grenades at you wait until he comes down and slice him with your knife or shoot Him if he's going to shoot you. After he goes away, see the statue that popped Out? You have to move it to the square at the other side to reveal two Levers (one here, one on the bottom) Go down the stairs again and go where the Other lever got released (In the nearby building, there's ammo and a FA Spray). Pull it, then jump down and kill the machines that are here and keep Going until you see Krauser telling you what do you fight for? Then walk forward And go up the other stairs (you have no choice, the shutter went down) Go up To the roof and get the magnum ammo and green herb here the go to the edge in One of the corners to get the Piece Of The Holy Beast, Eagle then Krauser will Come and he'll transform.

Krauser-fight-second form

Dodge him at the beginning (sheesh, what's up with the wing-like arm?) okay, too This guy at first throw a grenade and he'll crouch then shoot him With your magnum two times. And dodge whenever he tries to stab you (just so you Know you only have 3 minutes) When you have the chance slice him with your knife As much as you can, and shoot him until a giant wound on the chest kills Him (Okay, you probably had to use some healing items, don't feel bad!) Get the Piece Have The Holy Beast, Serpent, from Krauser. Go down the ladder and take The right passage to the wall use all three of the Holy Pieces then go Through...Chapter End...

War

Get ready for just a kick-ass part!! (All you do is kill!!!) Save if you want Then grab the green herb and talk to Sadler. Now, you'll see a scene where TONS Of soldiers are with all kinds of weapons but THANK GOD!! A Helicopter (Mike) comes to do some very helpful backup!!! Go to the nearby tent And get the shotgun ammo here until Mike kills the Gatling gun outside (get the Magnum ammo and green herb from those barrels!!) Then go outside and kill all The soldiers that pop here with the weapons. Then go up those stairs to get a Green herb and take cover when Mike destroys that wall. Go through the little Bridge and a Gatling gun will appear from the top and shoot at you. Go to the Building and get the handgun ammo and green herb inside. Open the shutter and a JJ will appear. Walk forward and climb the steps (killing the two soldiers Here) then slide down to where JJ is at and you'll kick him. Take your Broken Butterfly out and kill him. Get the hand grenade then jump down and operate the Shutter at the side here then go down and walk in. THREE Gatling guns will Appear! Go to the tunnel (climb the ladder at the end of it) at the left and Hide there while killing the soldiers that come here. Then look a bit outside And snipe the soldier with the Gatling gun on the bottom. Then risk it all and Go out and when you reach the other Gatling gun hide behind a building that Mike will be destroying shortly. Edge outside and kill the Gatling gun guy Straight ahead then kill the one in the same floor as you. Make your way to

Where you where going and operate one of the buttons you need to open the other Shutter. Go down and there'll be a ladder at the left corner of the area, go To it (kill all the soldiers that want to die) once up there, grabs the magnum Ammo and go to the other operator. This should open the shutter at the bottom go Down and enter through the double door...

The Death Of Mike.sob.sob...sob...

Go up the steps and a Movie will appear where poor Mike dies. A soldier shoots Him a rocket launcher and brought the chopper down."Sadler, you bastard!"Then Get the money that's in the ground and walk to this little passage in the ruins To receive a FA spray then go to the double doors. Go down the ladder and get The Pearl Pendant and then watch the movie where Leon tries to strangle Ada.Then enter the other double door and save if you want. As you go down the Dark passage you'll meet a regenerator. You may want to kill him to get 5,000PSAT or just skip him and get the herb and climb up to the other door...

=====
Card Key Place

Go down the steps here then rip the barrels her and go forward until you see a Large area with two soldiers in sight. Snipe the two then kill the others that Come. One JJ will appear, just wait for him to come then kill him with you Magnum. Go forward to a door that has a red herb inside and a ladder. Go up the Ladder and get the rifle ammo and open the case for 5,000PSAT then check the Card readers that'll say you have to insert a card so you could activate the two Operators at the bottom to open the gate. So go down and turn left to a place With one of the operator, check it, a movie will show a red bandanna soldier Taking the card key and coming down. Kill all the soldiers that come and wait Until the one with a red bandanna comes and kill him to take away his Card Key. Then go up the ladder again and insert the Card Key to the operator and You'll be free to go down and activate the operators. Go down and to the left And activate the one here. Then go to the one straight ahead out of here and Operate it open up the gate down the ladder. Go to it and open the door. Get Shotgun ammo from the cages and kill the two shielded soldiers that come In. Then enter the big white door at the side to see a movie. In this movie Sadler shows what he's got when he doesn't even FEEL the shots Ada shoots at Him when Leon takes Ashley back!! (So, yeah, you're with Ashley for the last Time.) Then you and Ashley are going to be in a fiery place so don't turn back And go through the door, in this outside area talk to the merchant then grab the Green herb and memo at the bottom then exit this through the door in the End. Snipe the two armor dudes here and kill the other soldiers then go through The left door and it'll show a movie scene where Leon and Ashley take there Parasite out. I don't know about you, but I think it's time to go home. Last Chapter! Go up the steps and get the yellow herb, shotgun ammo, and the last File, and then get out. DON'T buy the rocket launcher right now! The main boss Doesn't need it just save then grab the items around here, then go down the Steps and Leon will tell Ashley to stay there while he goes up the lift. Go up And prepare yourself for the main pester!!

=====
=====
=====
MAIN BOSS!!!! SADLER

When Sadler turns to what he does (his body goes away and is replaced by a type Of big tentacles) you shouldn't really loose to much health with guy, he's Slow. Okay walk forward and grab the shotgun ammo near the gasoline barrel, let Sadler get near the barrel then shoot it and climb on him to stab his main Eye (he has others but don't worry about them now!!) then go up the little

Ladder moving forward and activate the big blocks that hit Sadler when he's Near enough. Then stab him in the eye again. Go through the little bridge that Keeps on falling down then climb the other ladder here and activate the other Blocks and hit Sadler and stab him again. Throw the Hand grenade at the bottom And stab him, then blow up the gasoline barrel and stab him one more time. Now Shoot him in the eyes he has and climbs and stabs him again (two or three more Shots in the eye and stabs and Ada will throw a Rocket Launcher (special) to you And just shoot it at him and he'll die!!! After the scene where Ada takes the Sample away from you and gives you the Jet-ski Key to get out of the Island (it's going to blow in three minutes!!) Get the 100,000PSAT that Sadler Leaves then go down the lift again.

ESCAPE!

After you get Ashley don't try to go back because rocks won't let you! Then go To the Jet ski and use the Jet-ski Key to ride it. Okay, go slow at first and Pass through the right tunnel then when you go down and the water chases after You ACCELERATE! And dodge all the rocks that fall down by moving the control Stick opposite where the rock is falling and then you'll pass it! See the Movie part where Ashley ask Leon out and Leon says"sorry"OF COURSE!
YOU PASSED THE DAMN GAME, YEAH! AT LAST!

=====
CREDITS-I want to thank any one who helped me in this walkthrough, for clearing Some stuff up for me so yeah, thanks, and I would like to thank the creators of This cool game! (Some people) Tom Hayes for helping me on the format of this FAQ (and many other advice for posting.)

Also Yami Shuryou for telling me HOW on the first place to submit a guide, Someone with the e-mail of gameprojoez for helping me on what I had to work on! And last to Derin88 who also reviewed and advised me in various format modes.. Thanks!! You've been very helpful with the info. and advice I needed!!

=====
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=====
This game is rated M for mature 17+ for Blood and Gore and Intense Violence.

(c) Cristian Castillo 2006(P.s-Peace out!!)

At last I finish with the walkthrough.....Back to playing...

RESIDENT EVIL 4!

Now.....THE MERCENARIES!!!

=====
The Mercenaries

=====
Just so you know you have to pass the mercenaries to get the Handcannon, and Assignment Ada to get the Chicago Typewriter. It'll probaly be VERY hard for you to pass the Mercenaries with all the characters, but I'll be submitting a FAQ about it soon. You shouldn't really have problems with Assignment Ada, but I'll be submittin a FAQ of that soon....

THE MERCENARIES!!!!!!: Tips

Written by: Cristian Castillo
(gamecube version)
Date started:5/31/2006
Date ended:6/4 /2006 (first version)

=====
contents
=====

1. Introduction
2. places (brief discriptions)
3. point rules for enemies
4. Leon Kennedy/ village(The order of the characters will vary..)
5. Leon Kennedy/ Castle
6. Leon Kennedy/ Military Base
7. Leon Kennedy/ Waterworld
8. Ada Wong:Tips (all places)
9. Jack Krauser:Tips (all places)
10. Hunk: Tips (all places)
11. Albert Wesker:Tips (all places)
12. Credits
13. Legal Info...

=====
Introduction
=====

Just when you thought you have passed the game for good..... This comes up!! The Mercenaries will probaly be the hardest thing to pass in this so-cool game and will probaly take you a LONG time!! You'll have to pass this in order to get the Handcannon. There's four characters you are supposed to use on four different courses, the easiest is the Village then the castle, the Island, and the hardest is the Waterworld!! The characters you'll likely have trouble with are Leon and Hunk.. (They both have not so good guns.) So now just read on!!!

=====
The Village
=====

This is just your ordinary story-mode Village place!! The enemies are the same as in the village of the story mode. They're as dumb and slow so this would probaly be the easiest place for all your characters. The only problems you may have is from the nasty chainsaw ladies(more info. on how to beat them on the characters/places section..)There's various time you only have 2 minutes so you would like to get some extra time.. around the place they vary from 30sec to 90 sec. So just start killing!! * YOU HAVE TO PASS THIS PLACE TO UNLOCK ADA WONG.. (I'll explain how to get the requirements on the point rules section. (All the places should supply the ammo that you need.)

=====
Castle
=====

In this place, the enemies are faster and smarter and are usually in groups. Leon and Hunk will give you the most problems in this and the remaining two places. The Garradors (guy with the giant claws) will be in this place and will be ready to kill you.. Out of all I'll say this place is the second hardest to pass with all the characters. It also has many time pick-ups so you should have plenty of time if you use the time well... This is just the same castle place as in the story mode...* YOU HAVE TO PASS THIS PLACE TO UNLOCK KRAUSER..

=====
Military Base
=====

The last place you go to in the story mode game. It should be familiar and it's the place you go to where the chopper is helping you out in the Leon game. The enemies are the soldiers and they're still tough and crowds around you all the time. The special enemy in this place is JJ(big guy with the gatling gun!) can do some serious damage. You should be able to pass this place with not much struggle but all the places are still very difficult.* YOU HAVE TO PASS THIS PLACE TO UNLOCK HUNK..

=====
Waterworld
=====

This place is hard with characters like Hunk and Leon. It will probably be unfamiliar because it only pops out in the mercenaries. The enemies are tougher and stronger.. The new special enemy is a giant chainsaw maniac.. This guy NEVER stops coming for you. Like if he's blind, just coming to you and in zigzag motions! He really needs some strong blasting. Leave this place for the last because it'll probably be the hardest and take the longest.
* YOU HAVE TO PASS THIS PLACE TO UNLOCK ALBERT WESKER..

=====
How the heck do you know the requirements for the places? Read on...

=====
Point Rules
=====

To get all the characters by passing each place with 4 stars you have to get 30,000 points or more. Here's the point rules you need to know

Normal Enemies(in all places)- 300 points each

JJ- 10,000 points (heck of a lot for this guy)

Garradors- 5,000 points

Chainsaw Ladies- 5,000 points

Crazy Chainsaws- 5,000 points

These are the point rules of the enemies so you're suppose to survive until the time ends and get 30,000 points to unlock a new character..

=====
Combos points
=====

=====
Kills in a row-

When you kill an enemy, you could keep on shooting and killing them all in a row for more points! The deal is that you only have 11 seconds to find some guy to kill!

2 in a row- 20 points

3 in a row- 70 points

4 in a row- 170 points

5 in a row- 370 points

6 in a row- 620 points

7 in a row- 920 points

8 in a row- 1270 points
9 in a row- 1670 points
10 in a row- 2370 points
11 in a row- 4870 points

OKAY, LEAVE ME ALONE!! Too much points!! But still try to kill as much in a row that you possibly can!

=====

Treasure chest points

=====

You'll probaly come across three treasure chest in each place. These give you additional points when you kill an enemy! To be exact it gives you 1,000 points for each enemy you kill during a 30 second time period. Something like this..

2 killed(while having the treasure box effect)- 2,000 points
3 killed- 3,000 points
4 killed- 4,000 points
5 killed- 5,000 points
6 killed- 6,000 points

You get the idea... Kill them all!

(The most I've manage to get in a row when I have the treasure chest is 30 so try to beat that!! If you do, you already have the 30,000 points requirement to unlock the new character!) Try to defeat the special enemy of the course, then start to beat the guys all in a row with the treasure chest effect!

=====

Now I'll tell you some tips of all characters in all places..

=====

THE VILLAGE!

=====

=====

Leon Kennedy

=====

Items he has- Blacktail(21) Handgun ammo(30) First Aid spray
Riot Gun(13) Shotgun ammo(10)
Special Moves- Suplex, Kick

=====

Leon (THE VILLAGE)

=====

Know that all places(except for the castle) have three different starting points. Village: there's one behind the tower, one on top of a roof, and one at the entrance of the village. You should get all the timers in the place before you actually start to kill the enemies. Locations of the timers in this place:

Behind the tower- 90sec

Through the window (where one of the treasures are at.)- 90sec

In the little barn (right outside the one in through the window)-30 sec

Behind the one through the window (there's 1 enemy with a pitchfork)-30sec

Through the white door (a ladder inside)-90sec

The locations for the three treasure chest-

One is also through the window

Also through the white door(up the stairs)

Behind the white door(search the area)

=====

Tips

=====

You should go around and get ALL the timers listed above for this place. Try to use Leon's Blacktail above all other weapons that you use. For the bella sisters, use the shotgun and grenades(barrels.)I suggest to go through the white door and up the stairs and kill the enemies from the bottom. When the bottom gets full, you could get the treasure chest that's in here and explode the gasoline barrel inside. You would want to go outside and get the other two treasure chest and just kill! Go around the whole map to receive health and ammo. This place is the easiest one with Leon. You should get 30,000 points in no time!! Now you unlocked Ada Wong!!!(Don't forget to use the special moves all the time.)

=====

Ada Wong

=====

Items- Punisher(20) Handgun ammo(30) TMP(100) Rifle ammo(5)

Indincery grenade(3) First aid spray Semi Auto(12), and Scope(semi-auto Rifle)

Special Moves-

=====

Tips

=====

As always get the timers around the whole village, you could start killing. Station yourself in corner like through the white door or inside a little barn place. Use your Punisher and Rifle the most to defeat the normal enemies. To kill the Bella Sisters, I suggest to use the TMP and waste a ammo to kill both of them. Always use the grenade to burn them and bring them to their knees!! Use the special moves she has and so.. There's always a way if you try!

=====

Krauser

=====

Items- Bow, Arrows(30) (They are in seperate piles for some wierd reason)

First Aid Spray, Flash Grenade(3)

Special moves-Kick, Knee, When his arm is red, press x and a wing pops from his arm and press A to use it (kills everything in one hit!!)

=====

Tips

=====

Krauser is be the easiest guy you try in this place. Try to start of in back of the tower, go left and get all the times going this way. I suggest to go to the white door and finish the enemies from the bottom. Use your wing when the Bella Sisters come, it's a easy way to finish them of. With him it's good to get a treasure chest and use your wing when there's A LOT of enemies. It'll bring your score way up. It's easy to get 4 stars with this guy.

=====

Hunk

=====

Items- TMP(100) TMP ammo(50) First aid spray

Flash Grenade(3)

Special Moves- Kick, and the badass Neckbreaker!!

=====

Tips

=====

Enjoy the easy place with Hunk while you still can!! There's a easy way to kill the chainsaws in this place: Neckbreaker. Corner yourself in a little barn and wait until they come. Throw a flash grenade and get near them and break their necks! Do this to the other enemies too. The TMP should be of use, just shoot it many times at the enemies and you could kill MANY in a row(remember to get the treasure chest.)

=====

Wesker

=====

Items- Handgun(25) Killer7(10) Scope(silencer) Handgrenade(4)

Indencery Grenade(1) Flash Grenade(3) First Aid Spray

Semi-auto(24) Special Moves- Thrust Punch, (and a kick I cant's spell!)

=====

Tips

=====

This guy has it all.. Use the Rifle for the enemies (or handgun) and kill the Bella Sisters with the Killer7!! The Thrustpunch is a one-hit kill move on the normal enemies and do some serious damage to the Sisters. Use the bundle of grenades he has and don't forget the kills in a row and the treasure boxes!! Get all the time and go to a place you KNOW you will kill a lot of the enemies! His other kick will also kill the enemies in one hit!!

=====

Castle

=====

This place only has 1 start off in the beginning. The guys are the same as in the game, those monks with either the black or red capes! Watch out for the Garradors and metallic ones! Go the places you can go to defeat more enemies each time!

Locations of timers:

One right up the steps from where you begin-50sec

Straight from where you begin, go right up the other steps-90sec

Left going straight form where you begin, through the door-

In the end of the circular passage(where you activate the cannon)-90sec

Up the other steps(where you entered the door)-50sec

Go out the door here, and through the other-

Inside the big area(where the 3 monks came out with the swords)-90sec

Treasure Boxes (3)

One is also in the end of the circular passage

One is up the steps (the ones that are through the door you entered in the left)

The big inside area

=====

Tips

=====

=====

Leon

=====

In this place grab the timers that you see. Kill the monks with your shotgun if you're surrounded! Just to go to the right and get the 90sec timer! Mostly use your Blacktail for easy stuff. The HARD part is the Garrador! Make SURE you get plenty of grenades, so rip every barrel you see in the course. When the Garrador comes, throw a grenade and he will turn, shoot his parasite around two times with the shotgun and he'll die. You'll fight one in the big area but one is metallic, you can still use the same tactics to kill him. Like always, make sure you get the treasure boxes and kill a lot in a row!!

=====

Ada Wong

=====

She's the one with the lowest health so in this place be VERY careful with her. Use her moves when you hurt the monks and use the TMP when the monks gang up. Okay, to kill the garradors is easier with Ada. Throw a grenade at the blind dude, snipe his parasite around once and he'll die (same for the metallic bastard.) Use the fire grenade when the monks gang up, they're wearing black, so they'll burn easily.

=====

Jack Krauser

=====

The easiest guy like always! One or Two hits with his arrows will be enough to kill the monks.. Also, throw flash grenades at them when there's a lot and perform the one-hit kick kill. DON'T waste your wing until the Garrador comes! They'll be a easy if you have your wing at the time they come. Getting the treasure box is also a very good idea when you have the wing. It'll kill the metallic Garradors in one shot! If you don't, I guess you have to shoot a grenade then shoot arrows at his back. I don't know, I always have the wing when they come.

=====

Hunk

=====

AARRRGHHHH!! I hate this guy in this place! Don't feel bad if you can't beat it for some time, the way it is. Use the flash grenade to neckbreak the monks, always use your TMP (search for a lot of TMP ammo around the place) when you run out of grenades! SAVE at least one grenade for the Garrador! When blindy comes throw the grenade and use the TMP to shoot him in the parasite, it's be hard to shoot him till he dies because he moves and the TMP strong. You'll have to fight two or three (if you go to the big area) so save grenades. You should pass it if you get all the times and save the right amount of grenades for the Guys!

=====

Albert Wesker

=====
Wesker! My favorite for this place. I suggest to use the Rifle A LOT on the monks, use the handgun when you're running low on ammo(my favorite, the kick I can't spell, it kills the enemies in one shot!) He has every grenade, don't be afraid to use them in any time you're in a situation. The Garrador could be taken care of! When he comes shoot him with the Killer7, he'll turn! Then shoot once in the back and he'll fall, same for the other two. He's capable to kill a lot of enemies in a row so pick up the treasure boxes!

=====
Military Base
=====

The place where the chopper(Mike) helps you out in the game. There's a starting point at top of the base. One in the bottom near the base and one up a cliff (near the glider, to go down.) It doesn't matter where you start, you find ammo and time everywhere. There's a lot of times especially of 30sec all OVER the place so I may miss a few..

Location Of Timers:

One near the glider-30sec

When you go down the glider there's another-30sec

On the very top of the base, it's a starting point too-60sec

There's like three other timers if you keep going down the big building, get all- all are 30sec

One behind a building (kinda hard to find..)- 30sec

Go down the steps near the glider and there should be a treasure AND a timer.. 30sec

Down the ladder left of the previous one- 30sec

One just standing there it's near three ladders..

Treasure Boxes-

There's one when you slide down the glider

One at the very top of the building(It's a starting point)

Near the three ladders going down, there's also a time there.....

=====
Tips
=====

=====
Leon
=====

The soldiers in this place are weak to Leons Blacktail for some reason!! So use the Blacktail as much as you can.. Meaning to use the shotgun on desperate accounts!! Use the gasoline barrels station here and get the three treasures when you need them. For JJ the best weapon to use is the Shotgun.. After a few hits, he'll cumble to the ground. Around three JJ'S come out here so you shouldn't really have to much trouble with leon here..

=====

Ada Wong

=====

Use the Rifle against the soldiers, it's the easiest way to kill them.. Also use the the Punisher many times as they help with the shielded guys. The TMP isn't much use in this place but will still help you if you're low on other type of ammo. Use the Rifle as well for JJ, you may even want to use the TMP!! After a while of shooting him, he should die. The fire grenades don't burn them so you should use other types of weapons.

=====

Jack Krauser

=====

Good old Jack!!! As always he's never trouble(HUNK!!) The arrows kill the soldiers in ONE hit!! Get the treasure chest when you know you will kill many guys and you have the wing! JJ isn't much trouble too if you have the wing... If you don't some head on arrow shooting is needed to kill it(around 5 times.) Try to wonder around when you hear one JJ coming and then TWO will come!! But it won't matter if you have the wing, so no problems..

=====

Hunk *GROAN*

=====

The hard dude again! For him, use the handgrenades as much as you can when there's a bundle of dudes. Use the neckbreaker, and use the TMP as well. For JJ(you can't use the neckbreaker, I guess cause he's too big...) you could just shoot him with the TMP until he dies, or take him on with greandes. It may be hard, especially because the TMP runs out quick and you can't always use grenades and neckbreakers! So conserve your ammo well!! Use barrels when you see them, and sometimes, RUN!!

=====

Wesker

=====

No worried with Wesker, he has it all!! Kill the soldiers with your rifle or Handgun and use his cool moves to kill them(both are one-hit kills!!) Getting the treasure is great cause you could kill a lot of guys with your grenades!! For JJ just use your Killer7 around TWO times and he'll fall! You don't really have to worry about magnum ammo, because you'll only use it for JJ..

=====

Waterworld!!

=====

Errr.. The hardest place of The Mercenaries!! It's a new place with a new type of freaky chainsaw, double chainsaws!! You can start out on top of the ladder (but not all the way at top, there'll likely be a chainsaw when you jump down.) There's one in a house corner, and one outside! I feel sorry for you when you have to pass Hunk in this place!!!

Locations Of timers:

One at the VERY top of the big ladder!-60sec

There's one in either top of the roofs, left and right tops-60sec

Going down the VERY top one(still up a ladder)-30sec

There's three in the big outside area- all are 30sec

One a through a door, it's in the left side of the outside area- 30sec

One up these steps and through a door(there might be a crazy Dr. Salvador here)
-30sec

Outside the window of the previous one-30sec

One is sticking out the building (of the previous one)-30sec

Treasure boxes

In the middle of the outside area..

At the right building rooftop

Inside the door there's a Dr.Salvador(one where's there's a window)

=====
Tips
=====

=====
Leon
=====

The soldiers here are ALSO weak to Leons Blacktail, so you would want to use it. There's many timers around so get them and get the treasure when you receive a grenade or something... For the crazy Dr. Salvador, you should start shooting him from far away with your shotgun and he'll stumble keep shooting him until he just dies!! (Or you may choose to kill him by exploding the barrels if you want.)

=====
Ada Wong
=====

I suggest to use your Punisher and TMP more for Ada, because you'll need the Rifle for something else.. Kill the soldiers in a row and get the treasures chest like always and you'll get a good score! For the chainsaw, you should shoot him from far around 3-4 times with the Rofle and he'll die!
(Don't let him get too near, because it's really hard to get him when he's swinging like an idiot.)

=====
Jack Krauser
=====

The Perfect!! Overall use the same tactic as in the Military Base and you'll do fine. One hit kills the soldiers like always, so get the bonuses and you should get a nice score.. Use your wing for the chainsaw bastard and then just kill, It's not hard at all with Krauser!!

=====
Hunk
=====

Oh, my god!!! NO!!!!!! Not the demon Hunk! This place may be VERY hard for this guy. Always use the neckbreaks and grenades for all the enemies. Use the grenades if you're grouped in. For the chainsaw, the best you could do is run around and explode the barrels, two or three will kill him. The others you should throw grenades at them until they just die! I WILL NOT suggest to do some straight forward TMP shooting to these guys, they'll kill you....You must

try your best!

=====

Wesker

=====

Use the Rifle for the soldiers so they'll die much easier... The handgun will not help out so much in this place but it will fit nice.. Okay, for the chainsaws, a easy way to kill them is by shooting them 2-3 times with your Killer7 and they'll fall and die. If you get all the time and kill many enemies in a row with grenades, you should get a high score!!

=====

I hope that some of these tips will help you get 5 stars in each place with all characters to unlock the Handcannon!! Don't feel bad if you need some extra practice, you'll eventually manage it... I will be submitting an Assignment Ada FAQ soon! I already have a Resident Evil 4 one!

=====

Credits

=====

I want to thank earlybop and shanebryne88 for telling me the Waterworld Tactics for Hunk! I also want to thank the creator of the coolest game ever!! Keep the good work for RE5!! And I send a hi to Verdugo_ x2l which is a very cool guy.. Good luck with your FAQ! I hope it could get posted..

=====

=====

Legal Info..

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This game is rated M for mature for Blood/Gore
Intense Violence

(C) Cristian Castillo(A.K.A. criscrazy)

Hope it helped.

THE MERCENARIES
Tips

=====

Assignment Ada!

=====

ASSIGNMENT ADA: FAQ!
Gamecube Version
Written by: Cristian Castillo
Date started: 6/11/2006
Date ended: 6/25 /2006
(To be uploaded with my original faq..)

=====
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=====
Intro.

=====
The other mini-game! Just a tiny bit easier than the mercenaries, though. So nothing really to worry about. You're Ada Wong, duh, and the mission is: obtain all the 5 plaga samples hidden in the Island(all over the place.) This is all for Wesker! The main boss you'll have to fight on here, just so you know, is Krauser! You have to get all the 5 plagas and pass this mini-game to obtain the almighty Chicago Typewriter!

Chicago Typewriter- 1,000,000 PSAT's
Is a .45 fast-firing UNLIMITED AMMO machine gun. So fire away! Chicago style..

I hope that you don't find this mini-game that hard, but it MAY be difficult in some occasions. It took me a couple of days of trying until I managed to pass it so don't think it'll be THAT easy to pass!!

=====
Enemies/Place

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This mission is going to take place in the Island. From the start(everything is the same when it comes to places in the Islnad) until where you meet the first Iron Maiden(Lab.) In some situations, the place is going to be cutted short so you will get to your destination MUCH faster. These are some of the annoying enemies you will have to face...

Soldiers- just normal enemies that may be tough, they mostly try to suffocate you, be careful Ada is weak to that attack for some reason

Shieled Soldiers/spears- The shielded ones can push you HARD and damage you, the spiked spears can also be annoying, so don't let them!

Electric stick/gas mask- The electric stick guys are damgerous when near, the gas mask ones are slighly stronger than the normal ones and usually carry an electrick stick..

JJ- you know him, you love him, the one and only JJ. Ada is WEAK to his gatling gun so always stay out of reach of his gun, don't get close or he'll easily kill you with a hit to the head. He's pretty hard...

Armored Dudes- these guys look stronger than they really are. Snipe them in the head and they'll instantly get decapitated!

Krauser!- The main boss. Weaker than the one in the real game, but still, a good match with Ada. He has the wing so always shoot him in the legs. He may cause some PAIN!

That's really ALL the dudes that will try to kill you!

=====
Controls

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These are the controls you should know- GAMECUBE VERSION!

A button- Confirm/ation and attack

B button- cancel/+ contorl stick up= to run/+ control stick down=180 turn

C stick- move camera view

X button-Organize items in attach case/communicate with Ashley

Y button-Open status scree(attach case)

Z button-Open Map

R button-Hold weapon ready/(hold)+A=attack/(hold)+B=reload

L button-Rotate item in attache case/(hold) switch to knife(this does not occur on AA)

Start/Pause-Open option screen/Skip movies

Control Stick/Pad- Move forward/back/Turn left or right/R Button(hold) then move- to aim your weapon!

I'll put the PS2 version later on...

=====
Some simple Tips

1. Always use your melee moves! Shoot the enemy in the knees and they'll bent then get near them and kick them or back kick them with Ada!!

2. In the beginning, you could shoot the spotlight up there that detects you! So you could wak without being seen(thanks to Frederick Hayes for that tip..)

3. Use your TMP when there's a number of soldiers... It's better Use your Punisher when there's only a few, and don't forget the melee moves.

4. Try to use your rifle mostly to shoot JJ and the armor dudes in the heads. That's their weak point. And of course, to shoot krauser on the legs!

5. Do not! get near JJ or the shielded guys, they give you one hell of a push/smack! So don't get near...

6. Don't let the armor guys start to run... They won't stop and will hit you HARD!

7. Care for your health. See what's the best thing to use for your life. if you had A LOT taken away use the FA spray, if not, use a herb!

These are some stuff I want you to try, it'll make this mission easier to accomplish.

=====
The Walkthrough
=====\

I hope this walkthrough will help you pass Assignment Ada without getting a headache! I will include all the places that pop out, and try to explain everything as good as I can! Though, some things MAY be difficult and take you a longer time.. If you just CAN'T beat something e-mail me at cristianboy11@yahoo.com. You're always welcome to ask me for some extra help! My other mail is benca8@aol.com if the other doesn't work... Okay... Now you know!

=====

WALKTHROUGH....

=====
Ada Wong
=====

Weapons-

Punisher(20)----- TMP(100)-----Scope(semi-auto rifle)-----
Rifle(semi-auto)(12)-----Handgun ammo(30)----- TMP ammo(50)
Rifle ammo(5)-----Handgrenade(1)
First aid spray..

You should get all the ammo and health you need throughout the mission you only START with these.

Mission date started-6/20/2006
Mission date ended- 6/24/2006
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=====
Island Start
=====

Ready to start Assignment Ada? Okay, let's do this!
After you speak with Wesker he gives you a mission. To extract 5 plaga samples, all scattered around the island. The last one is with the boss..

You're at the same start of the island as you were with Leon. Go forward and jump down the small cliff.. There's two soldiers waiting for you here, try not to waste too much ammo, just stab them in the knee and kick them. They'll after a while of doing that. You'll meet three other soldiers ahead, kill the one straight first then take take of the two at the side and grab the ammo or health they leave you. Make your way right to the little cliff you have to jump over and you'll be at the same place that you met the first JJ with Leon. Get the handgun ammo from the crates, ignore the three soldiers outside that buildin and go right to where the ladder is at. Up here is a rotater(but ignore in Assignmnet Ada, you don't have to do this.) Get the FA spray up here and JJ will come with his gang of ganados. Get as near to the ladder as you can, don't let yourself show or else JJ will fire(JJ will stay down there if he doesn't see you. But the other soldiers are coming for you. Let them go up the ladder and thrw them down every time they try to go up. When you have enough fun doing this, start to kill them.. Snipe the two guys shooting you the arrows over at where JJ is just standing at. After you kill all the soldiers, zoom in on JJ and snipe him, keep on doing this(don't let him get to where you are!!) and he'll come down.. Now you could go down and go around collecting ALL the ammo and health in this area. There's a herb to the left side of the steps you use to get out of here. Now, go through the open gate and get the ammo behind the little rocks, walk forward and you'll come to two barrels to your right side rip them and get what's inside. A shielded and arrowed soldiers will come to

you, kill them preferably with your Punisher. Go inside the little cave and climb the ladder in here.

=====
Island-second start
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Rip the two barrels up here, and you'll hear a soldier coming to you. You and him are pretty far apart..There's a hole between you and him you have to jump over, wait until he's about to jump over, and shoot him so he'll fall down! Easy... Jump over the hole and enter that building through window. There's rifle ammo on the desk, and there's three enemies to kill in here... Kill, them with your Punisher. Walk straight down the little cave and you'll see a red berrel, shoot it, and a new passage will appear. Go inside to get a hand grenade. Get out of that little building now and go to the outside area. There's a soldier throwing you fireworks out here.. Snipe him before you get hit by the fireworks.. There's one on top of that cliff, shoot the red barrel up at where he is and he'll die. Go forward and get the ammo on the crates, more soldiers are going to come now from the side of that little cave passage. You may use the TMP for fast killing, try using the simplest things, like the Punisher(I don't think you'll need the Rifle for this..) Enter the little cave passage and jump down the steep, (the door that you had to press a switch at the side of it with Leon, is already opened so go on.) Go through the opened door..

=====
Island-start#3
=====

This passage! There's no merchant here this time, there's a herb at where he was, though. Get the Rifle ammo from the crates and snipe the two soldiers shooting the arrows at you. The white door you go through when you're Leon, isn't opened so go up the ladder at the end of this area. On top of this roof you'll see a squared opening at one of the corners. Infiltrate in, you'll fit!---

=====
Hospital/lab
=====

You'll jump down here.. You're in the place where you meet the first regenerator with Leon. Jump down behind you and there'll be a soldier down here, kill him and enter the little area with the two little boxes(there's a typewriter here when you're playing with Leon) get what's inside and now get out and go up the steps to go to where you where at, when you filtrate in this place. Go straight and you'll reach a white door, open it and enter the Ice Room(it's opened already, you don't need any cards..)

=====
Ice Room
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Get the ammo on the nearby crates in here. Break the glass in the back of the room to get a grenade. You may want to go in the little room where you get the copy of the Waste Disposal Card to get ammo, there's another little room where you, with Leon, got the scope.. Open the container and get the first Plaga Sample! Four more to go. Now exit the ice room...

=====
Hospital/lab
=====

Open the white gate door again and go straight to the OTHER passageway, you'll meet a soldier with a spiked-ball, kill him, and go through the blue door. Go through the electric door here and you'll see two soldiers with electric

stick through the glass, shoot the glass and they'll come out for you, Use the Punisher on them and they'll die after a while. There's another electric door here(ignore the operator next to it, it's already opened) go inside and get the ammo in the shelf and in the back of the room there's a dead weird dude, next to him, A PLAGA SAMPLE!! Make space for it in your case and now you have 2 of the five you need! When you get it, soldiers will come to you, i suggest you use your TMP and kill them QUICK, after you kill them, make your way through the electric door and out this place. Go back to where the Ice Room was at, but DON'T enter it.. There's an armor dude and other soldiers blocking the area to thr Waste Disposal Room, Throw a Hand Grenade and all the soldiers will die, snipe the aromor dude in the head and he's decapitated! Another armor guy will come so snipe him too, get whatever the enemies left you. Go down the passage to the door at the end that leads to the Waste Disposal...Outta this place!!

=====
Waste Disposal
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Get the TMP ammo on the crates and open the door at the side, kill the two soldiers in here. Get the hand grenade in this room and you'll see soldiers and one JJ bastard down there(sorry, no crane to lift the enemies up this time!.) Zoom in on JJ and snipe him twice then get near the door you just came in from and wait for the enemies to come from the door ahead. Kill the soldiers that come with the TMP and then JJ will come! The most you cna do is, snipe him ON THE HEAD around three times more and he'll die, get the items they left you and go through the door they just enter. Don't jump down the ladder yet! There's two soldiers that will try to throw you fireworks but because you're on top, the idiots will likely blow themselves up! Jump down now, and get the herb down here, ignore the waste dump hole, you can't jump down here in Assignment Ada, so go left to the corner of this area and open the door.. Climb the steps here and you'll find yourself in a room with two soldiers. Kill both of them with the Punishere and activate the switch that the soldier activated to close the door at the back of the room(the one you have to get through.) When you do, four soldiers will come, so kill them with the TMP and grab the items in the room. Now the door in the back is open... so go through....

=====
Packing Room
=====

The room where you get Ashley back with Leon, remember? Go around the corner and open a cabinet on the wall to get a grenade. Don't go to the brown door yet! Enter the Packing Room(where the paperplane comes from with Leon) and you'll meet some soldiers inside. There's one with a shield so use the TMP for that one, and the others take care of them with your Punisher and melee moves. Get what they might leave you and make your way to the back of the room, you'll see a case, open it, you just got the THIRD PLAGA SAMPLE!! So two more to go, one you'll get in a place, the other you'll get it when you defeat the main boos(Krauser.) So you're nearing to your mission.. get out of the Packing Room then make your way to the brown door outside I told you not to go in before, enter...

Another of these passages, just go through, and enter the door at the end of it...

=====
Crazy Place
=====

You'll know why I call this place like this in just a second! There's two soldiers right here so kill them, get what they leave you. Go down the stairs and you'll meet two other soldiers, kill them, easily with your Punisher. Get the handgun ammo near the window down here and the herb. Make

your way to the white door at the right corner and try to open it... As you will see, the door get's lock for some wierd reason and up the stairs, enemies will come- FOUR shielded enemies! And the reason it's called the Crazy Place for me, The fat guy JJ!! Stay in that corner and egde yourself near enough to see one shield guy, snipe him in the top of the shield and his head will blow up, then the other shielded guys and JJ will come. Throw a hand grenade to kill all the soldiers quick and leave yourself with only JJ to kill! Snipe JJ in the head, about three to four times will be enough to kill him, you may have gotten hit by his shots if your rifle wasn't fast enough so heal yourself if you did. Now you could enter the white door, but I would let the soldiers come in first..

Kill the soldiers that come in with your TMP or Punisher like always, you shouldn't get hurt... Go through the door, and you'll be in another passage, when you get near the door straight way, two soldiers will come out with fireworks t throw. Kill one of them only! And he'll blow up and kill the other soldier along with him...nice..sorta dumb too(for the guys I mean..)

Go inside the door they came through and you'll find a herb and some ammo to put on your case, so get them! Get out that door, and you should see another door to your right side. That's the door you have to get through.

So enter....

=====
Lab- yeah!

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You're nearing the end of this mission! So don't start to feel naseous and mad already! Go through the door here and you'll meet soldier with an electric stick right here, take care of him with your Punisher and another one will come. Kill this one as well, go on and turn right to open this case with ammo, there's a operating thing here too but you don't have to operate it yet. Jump over the long window to the capsule room.

=====
Capsule Room

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Don't get the item yet from the second capsule! Behind the capsules, there's some three herbs, a red , a green, and a yellow, so all of them, combine them. Ands there's also three glasses to break here that contain two packs of each- Handgun ammo, Rifle ammo, and TMP ammo. After you get them you can go to the capsule and get, guess what? Yeah, THE FOURTH PLAGA SAMPLE! You got all the samples of the places, now you only have to fight Krauser for the last one, and your mission will be completed. But, right now you have to get through of what's next! Jump over the window again to the place that has that operator and operate it so the electric door that the enemies locked begin to work again. Now, a lot of soldiers will come to you, including an armor dude, see that red fire thing there? Kinda of a long thin red bottle, when the soldiers and armor guy get near, shoot it, and they'll all die! Finish off the armor guy with a snipw to the head. Jump over the window again and make your way to the back of the capsule room where the electric door is at. Too bad that a shielded dude and armor guy just entered! I suggest to snipe the shieled dude in the head first then kill the shielded one. Go through the electric door and enter the door behind it! Get ready..

The place where Leon goes to try to send a message to his helpers in the island, remember? You're here.. You have to go to that lift in the distance, too bad there's a giant passage to get over there, and anything may happen on your way to it..shiver...shiver....shiver.. So start your way to the lift, walk, run, walk, run.. BUT! When you're about to reach it, behind you comes a guy with a wing, shielding himself, a fast action music will play- KRAUSER!! Rip the two

barrels here to get ammo and a FA spray, now turn around and be ready to fight for the last Plaga Sample (and for the Chicago Typewriter, of course.)

=====
Main Boss Fight- Krauser
=====

KRAUSER!!!!

Wait for him to get pretty near you.. Aim at his legs and snipe him so he bents down revealing his whole body. Shoot him once or twice with the rifle and he'll recover, if you have a grenade throw it so he bends down and shoot him with rifle or TMP again. If you want, you could run away and go back to the door where you came from. When you come back in Krauser will be in the other side, which leaves you time to aim at his legs or heal. Always remember to dodge when he trys to slice you, Ada is VERY weak to hits from his wing and his kicks so always stay a distance away. The main key is to shoot his legs and shoot, or slice him while he's uncovered. You will likely get hit in a fast move he does so always heal. After you snipe him enough times in the legs and shoot him on the body HE'LL THROW A FLASH GRENADE AND RUN AWAY!! Like always, that DAMN coward! This guy may be hard with Ada, so if you just CAN'T beat him, you could always e-mail me and ask me for more specific details on it! Now, get the Plaga Sample he leaves! Now you have completed the mission! It WAS pretty short and easy that's why you shouldn't have had that much of problems-really!

=====
Movie Scene
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Now, look at the movie scene where Ada talks to Wesker about the sample (does Wesker want to try out the sample or something?) And why does Ada say that Krauser's dead when she saw him get away? E-mail me if you have an answer to my question!

=====
some stuff
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After this, you will have the almighty Chicago Typewriter! Now you have to find a way to get the 1 million pesetas, I'll submit a money FAQ of RE4 soon..

=====
Uploads
=====

There's no current uploads, but I plan to upload this FAQ and put it in my original RE4 FAQ..
I finished with this whole FAQ on 6/24/2006..

=====
Credits
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I want to thank Frederick Hayes for telling me that you can shoot the spotlight at the beginning of the mission. I also want to thank RE4 Jacob for telling me some ways to kill Krauser.. AND to verdugo_x21 who was cool enough to let me be on his cool list! One of my good friends of Neoseeker..
I want to thank, like always the creators of the best game EVER! RE4!!
I guess I also want to thank my whole family... For everything they ever did for me since I was a kid...

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About me..

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My name is Cristian Castillo, and am 14 years old. I currently go to the 8th grade, at ORR middle school. I was born in Los Angeles on 3/31/1992 and lived there until I was 9. I now live in Las Vegas, Nevada, where I got into this whole FAQ thing.. Right now my big ambition is the FIFA world cup 2006. I went for Mexico, but got eliminated today, so now I go for Brasil! Yeah! My favorite game is RE4 and I like downloading and hacking... The music I like is from Nirvana, to U2 and other great rock bands.. I look forward for RE5 and for the champion of the World Cup!

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Legal Information

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Now, for all the legal stuff..

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(c)Cristian Castillo,14, (Criscrazy)

This game is rated M for mature, 17+
It includes: Blood and Gore
Intense Violence

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ASSIGNMENT ADA

FAQ

Did it helped?, tell me, just e-mail me!

RESIDNET EVIL 4!

Wating for uploads.....

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MONEY FAQ- to come....

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