

# Resident Evil 4 FAQ/Walkthrough

by LPredator

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

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 THE BEGINNING  
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  44 44  The Story      |
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444 444 4  Six years after the destruction of Raccoon City, now U.S.
4    44 4  Agent Leon S. Kennedy has been assigned to find the
    44 4  President's kidnapped daughter. His path takes him to rural
      4    Europe, and while going through a village to find some
      4    information, he found what was more than out of the
          ordinary. Leon is forced to fir at villagers in self-
defense as he is constantly attacked by these disgruntled villagers.
Nightmares of the events in Raccoon City are stirred up again, but this
time, they're not zombies. They're something else, and Leon has to get

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to the bottom of it to complete his mission.

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44 44 The Characters |
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444 444 4 Leon S. Kennedy - The hero of the tale, which means you.
4 44 4 This would be Leon's second appearance in a Resident Evil
44 4 game, Resident Evil 2 being the other. After the Raccoon
4 City incident, Leon got bumped up to government work. As
4 one of the countries top agents, Leon was sent after the
Presidents kidnapped daughter on a solo-mission, which
turns out to be something more sinister than he ever intended...
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Ashley Graham - Kidnapped from her college campus in Massachusetts, the daughter of Mr. P, she is the sole objective to retrieve in Leon's mission. Not only will finding her be an issue, but keeping hold of her as well. And there is something strange about the kidnappers and their true needs for Ashley...

Luis Sera - Mysterious man found accidentally when searching for Ashley. Luis is always willing to help Leon, but it seems he can't because there is always something holding him back...

Bitores Mendez - Also known as the 'Village Chief' or 'Village Mayor', Mendez is a mystifying man whose true motives only seem loyal to a man named Lord Saddler...

Ramon Salazar - Recent inheritor to the Salazar family fortune and castle, who feels obligated to help Lord Saddler and the Los Illuminados because of the oppression his fore-fathers put upon the Illuminados...

Lord Saddler - Leader of a 'cult' called the Los Illuminados. The head mastermind behind anything and everything from Mendez's village to Salazar's castle...

Ada Wong - Also from Resident Evil 2, Ada is back, only now her actions and motives behind them are not ones to be expected...

Jack Krauser - Employed by Lord Saddler to do the unspeakable, and he succeeded at that, so why not do some more harm...

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44 44 The Controls |
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444 444 4 Joy Stick/D-Pad - Move character, aim weapon, nav. menu
4 44 4 Start Button - Open options menu, skip cut-scenes
44 4 C-Stick - Move camera view/angle
4 B Button - Cancel, run[with joy stick pushed forward]
4 A Button - Confirm, attack, fire weapon
X Button - Move items in attache case, command Ashley
Y Button - Open status screen/menu
```

Z Button - Map  
R Button - Ready your weapon  
L Button - Rotate items in attache case, unsheathe knife

Pointers:

\*If you need to make a quick turn, you can pull a 180 by holding the B Button and holding back on the joy stick.

\*To reload your weapon, hold the R Button and hit the B Button

\*If an enemy is in a close proximity and is stunned, or just really close, a 'KICK' icon will flash across the screen. Press the A Button when this happens to kick your opponent.

\*There will come times when you have to avoid obstacles. This will happen when you lest expect it, even during cut-scenes, so be prepared. The word 'DODGE' will flash up on the screen. It will either tell you to press both the L & R Buttons at the same time, or the A & B Buttons, so pay attention and hit the buttons fast.

\*To use you knife, simply hold the L Button, aim with the joy stick, and slice with the A Button.

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  44 44  Basic Concepts   |
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444 444 4  There are a few things that should be noted upon before
4      44 4  you begin game play. Throughout the game, a lot of objects
      44 4  are interactive, whether it be taking things, or just
          4  examining them. Always look around for things to interact
          4  with, because you don't want to miss a thing.
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Furthermore, the two buttons you will use more often than not is 'Y' and 'Z'. The Z Button bring up you map, which tells you where save points are, merchant locations, and where you need to go, along with sub-missions. The Y Button opens up your attache case which houses all of your weapons and items. You can move objects in the case for maximal amount of room by picking objects up with 'X' and, if needed, rotating them with 'L' before placing them back with 'X'. From the attache case, you can shuffle through to your other menus such as you Document Menu, Key/Treasure Menu, and Map.

For health, herbs will be put throughout the game, but there are three different kinds of herbs. Green herbs give you a few bars a health back, and are your basic herb. When a Green herb is combined with a Red herb, it fully restores your health. When a Green herb is combined with a Yellow herb, it extends your health meter. When all three colors are put together, it extends your health meter and fully restores it.

Unlike other Resident Evil games, this one has a currency system. As you go through the game you will be able to get Pesetas [ptas.], the Spanish currency which is funny because Spain uses the Euro now, and you can use your money to buy weapons, or upgrade weapons. You can also collect treasure throughout the game to trade in for money. But don't go off selling every bit of treasure you get the moment you can, sometimes, treasures can be combined with others, and are therefore more valuable. You can do all of this buying, upgrading, and selling with a Merchant who helps you in your travels. An although it may look like fun to shoot the Merchant, if you do, your choice, but it will kill him, and you'll have to go to a completely different Merchant

point to see him again, so I would not advise it.

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THE WALKTHROUGH  
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CHAPTER 1  
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44 44 Chapter 1-1 |  
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444 444 4 After a nice little opening scene, you will finally get  
4 44 4 control of your main character, Leon. Don't bother turning  
44 4 around to try to cross the bridge, because you can't. You  
4 can talk to the guy in the car, if you feel like being  
4 insulted. So finally, you can start your mission. Walk down  
The path that is laid out in front of you. You will see a  
house up ahead, and as you go towards it, you'll have a nice, short  
cut-scene. Go around to the left side of the cabin and break open the  
crate sitting in the wagon and press 'A' to get its contents. Then,  
proceed to walk to the house and go inside. You walk through the halls  
and turn the corner to find another cut-scene. The man will attack you  
once the scene is over, so ready you Handgun, press 'R', and shoot him  
with 'A'. Once the man is dead, another scene will take place. After  
this, check the man's body. He's not a zombie... Hmmm... Pondering... Pick up  
whatever the man dropped and then head strait in front of you to the  
back door where you can see a staircase. Go up the stairs and turn  
around and get the 'Handgun Ammo (10)' on the table, then turn around  
go to the window, and hit 'A' to jump out of it.

Immediately after standing back up, there will be hostile villagers  
there to attack you, pull out your Handgun and fire some lead. If they  
get to close, always remember about the 'KICK' command. Aiming for the  
head is generally the best option to take them out quickly. Pick up any  
items dropped by your fallen enemies. If you were badly injured, Leon  
will limp when hurt, you can go to your attache case and use your  
'First Aid Spray' to fully restore your health. NOTE: If your health  
meter, bottom right-hand corner of the screen, is not in the red, I'd  
suggest saving the spray for later. If you want to see why that truck  
was going towards the car you rode in on, go check the bridge. If you  
don't want to, or once your done checking the bridge, follow the path  
to the village, because you don't have any other options. And if you  
haven't reloaded you Handgun by now, you might want to by holding 'R'  
and hitting 'B'. Always be aware of the amount of ammo in your magazine  
clip.

On your right, there will be a small shack, go inside it to see some  
appealing objects. Pick up the 'Handgun Ammo (10)' on the table, then  
slice open the crates with you knife, so not to waste ammo, by holding  
'L' and slashing with 'A'. Pick up the 'Green Herb' and 1000ptas. Now,  
go over to the Typewriter, ooo, snazzy. This is how you save your game.  
It's pretty strait forward as to how it works. After that, leave the  
shack and follow the trail to a clearing in which a wolf, or dog  
whatever your preference is, is stuck in a bear trap. Help the wolf, I

mean, why not? Poor thing. Don't worry, it won't hurt you.

Proceed to the next clearing. Be aware here. There are four trees with trip-wire explosives attached to them. And between the two middle trees is a bear trap just waiting to be your friend. You can shoot out the mines, do this at a distance mind you, and walk between the trees. Or you can shoot the bear trap, which will spring shut, and then you can just walk through. Directly after this, you'll get yelled at and creepy music will queue up as you are confronted by an idol villager. Take him out and move on. Stay on the path to come up to another shack on your left, enter it, wield your knife, hack away, take stuff. You should now be one 'Green Herb' richer, along with items found in the crates. Leave the shack and continue down the path where you will meet two more villagers. Dispose of them, collect their goods, and move on.

Continue across the bridge in front of you to see three villagers sitting on a bluff ahead, never mind them, nothing will come of it, they will runaway. Move onwards to another shack on your left. Go inside it, but be ready for a surprise attack, there will be one villager waiting inside to get you. Run to the back corner of the cabin and pull a quick 180 and start shooting. Once he's down take what he drops and the 'Handgun Ammo (10)' on the table, along with whatever is in the crates. Leave the shack and move on to a gate that has a cool looking symbol on it, this couldn't possibly have any foreshadowing meaning to it... Walk through the gate to a cut-scene that gives you the 'Player's Manual 2' file that tells you everything I already told you. You can look at files your collected by going to your attache case menu and going over to 'Files'.

Move on to the Village where you can use your binoculars to look from a distance being really sneaky. Doesn't serve much purpose, other than to see the guy you drove in with hung with a spike through him in the middle of a fire, which has to suck. Now here comes your first big challenge, the Village. The road will fork here, take the path to your left. Go thru the path and you'll see a pile of logs which has a 'Green Herb' on it. Keep moving onwards behind the houses till you see another log pile and a woman shoveling hay. Kill the woman, and the break open the crate next to the wood to get what it contains. Shooting the woman will make the rest of the villagers notice you, but it had to be done eventually. Run, 'B' with joy stick push forward, back to the entry gate to the village. There will be three villagers there. Run past them and put your pack to the gate, this is like a last stand kind of. Kill the three villagers and more will come. After you kill the initial wave, there will be a cut-scene of more villagers coming your way. Pick up anything and everything that your enemies drop, because you will need the ammo, plus anything else dropped [i.e. money] is never a bad thing. Then run back to the village and again take the left fork, and the second building/house should have a door in the side you can run right up to. Go inside, smash the barrel and get what it gives, pick up the 'Handgun Ammo (10)', break open the two crates on the table, snag the goods, and jump out the back window. Do that fast to. After that, run around the back of the building to your right and run inside the open front door. You'll have a cut-scene of the villagers plotting against you. Oh yeah, and the trade-mark chainsaw man appears, good times. Go behind the stair and break the two barrels, get what they give, then turn around and pick up the 'Handgun Ammo (10)'. Now run up the stairs, and you get the 'Shotgun', which is hanging nicely for you on the wall. Break the glass of the cabinet next to you and get a 'Hand Grenade', then 1000ptas. on the dresser, and 'Shotgun Shells (5)' on the bed. You can go over to the window and 'KNOCK DOWN' the ladder

villagers are climbing on. Just stand at the top of the steps and wait, the villagers will find a way in. Start with your Handgun, and keep them at bay, but once the chainsaw guy comes, get out your shotgun and blow the crud out of everyone. Keep the chainsaw guy away from you. If he gets near, it's an instant kill, he cuts off your head. Once enough villagers are dead, or you kill Mr. Chainsaw, you'll get a cut-scene where everyone leaves.

Now you are all alone, time to explore. Go back to the building where you had your last stand and collect everything that was dropped, including the 10000ptas. if you killed the chainsaw guy. Go to the top floor and out the side window onto a catwalk. Follow it to get on a roof where you see a shiny 'Spinel'. Then jump off the roof and walk and go straight across to another building. There will be a barrel to the right and a locked door to the left. Shoot off the lock and go get the 'Handgun Ammo (10)' on the bed, and break the crate and barrel. Go back out the front door and thru the barn on your left, there is a crate. DO a 180 and go around the left side of the barn, then do another 180. You can go back behind the barn, or off a path to your right, go up the path to a shack and bust some crates. Go back behind the barn where there are piles of hay and get a 'Red Herb'. Then go around the building in front of you and up the huge tower. There, grab 'Shotgun Shells (10)', and jump back down. Make a right and start going back behind the tower. There is a shack to the left that has a crate. Keep following this path and there will be a shack on the left and right. The one on the left has nothing, but on the right, there is an 'Alert Order' and 'Handgun Ammo (10)'. Keep following the path to a new gate, and go through it.

There is a shack on your left that has a barrel and a save point, save your game. Go around to the side of the shack where there is a dirty well. Shoot the shiny object over it and get the 'Dirty Pearl Pendant'. The gunshot will alert people, dispose of them. Then hop over the gate that has a tree with a blue note on it, take the 'About the Blue Medallions' note, and shoot the blue medallion hanging from the tree. Continue to the barn ahead, go behind it and pick up a 'Chicken Egg' then go into the barn. There will be 3 barrels, a crate, and two cupboards which house 1000ptas. and a 'Spinel'. Go up the ladder and kill the man and get 'Handgun Ammo (10)' out of the cupboard. Jump out the window onto a catwalk. Go straight across the catwalk where there is a small gap between the fence and jump, break the box and get the 'Beerstein'. Jump the fence and go back inside the barn, up the ladder, on the catwalk, and this time walk to the end of it and jump down. Break the box in front of you, turn around and go inside the shed you just jumped of to break a barrel and box. The box has another 'Spinel'. Climb the later leaning against the shed and get on the catwalk to immediately turn right and jump off again. Go to the other barn [the one with all of the cows], there is a barrel in it.

Now it's sharp shooting time, let's pick off some medallions. You already got the one in the tree. Now face the front of the barn you were just in. There is a big window over the door with a medallion hanging in it. There is another one in the same location in the front window of the other barn. There is one hanging from the tree behind the cow barn, and another hanging from the roof in the back of the barn with the catwalks. Now go onto the catwalks and you can get the last two. One is hanging from the rotating windmill, while the other is hanging above the door you can't enter. If you're having trouble with any of these, consult your map, because all medallions appear as blue dots on your map.

Once your done with that, go to the one door you can actually open in the Southwest corner of the map. Start going down the path, but get ready for frantic button pushing. A boulder will be dropped near you, and you have to outrun it and then dodge it. Pay close attention to the buttons flashing on the screen. If you really want, you can go kill the guys who pushed the rock by back tracking to a bridge above you, where they are, but it doesn't do much good. Continue through the tunnel ahead while shooting out the gems in the ceiling to get two 'Spinel'.

Be ready for some tricky workmanship. The cabin in front of you has people constantly throwing dynamite. Kill the guy standing in front of the cabin quick and then go to the cabin to your left, but be careful, there is a trip-wire mine set. Shoot it out before you go in. Then there is a hole in the other wall of the cabin, from which another guy is throwing dynamite at you, kill him. Go to the crates on the shelves and get their goods, another 'Spinel'. Go thru the hole in the wall, but be careful still, there are bear traps all over the place. Move around to the back of the cabin where people where throwing dynamite at you, and go through the window, shotgun blazing'. Pick up your rewards, there should be a 'Hand Grenade' on the table in the side room. Go back out the window towards the house in the back of the area.

On the right side of the house there is a tree with a crate next to it, do your thing, then go to the front door of the house and blow of the lock. Go inside to get 'Handgun Ammo (10)' from the table, and 1000ptas. from the dresser. Then save your game. Go to the back hall and blow the trip-wire, and then again for another trip-wire in the next room. Pick up a 'Green Herb' from the cabinet and 1000ptas. from the table, and push aside the bookcase on the wall. Go into the back room to see a chifforobe shacking and banging round. Go check on it...

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44 44 Chapter 1-2 |
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444 444 4 NOTE: Be ready to dodge during this opening cut-scene.
4 44 4 So after a long cut-scene where you have met Luis and
44 4 Mendez, gotten...something...shot into your neck, had an
4 intelligent conversation, made a miraculous dodge, and
4 snapped a man's neck; you're ready to go again. Grab the
'Handgun Ammo (10)' off of the shelves, and then go thru
the door to your right and down the hall for a short cut-scene with a
cloaked man. Keep going and pick up some 'Rifle Ammo (5)' and save your
game. Leave the building and go right to a barrel. Then go left around
to the back of the building to met the Merchant. The Merchant is now
your best friend, and sells you stuff, buys stuff, and upgrades stuff.
The choice is yours to make when it comes to wielding and dealing, but
I'd suggest getting the Rifle and Scope, but I like sniping, it's your
call.
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Now keep going behind the Merchant and eventually you will get to two barrels. Once your done there, go back to the front of the building. If you bought the rifle, go to the crack in the wall and take out as many villagers as possible. If not, then go to the gate and go down and fight them head on with whatever weapons you do have. Go down onto the catwalks where there is a fork and go left. Go into the building there



and get the 'Shotgun Shells (5)' on the shelf, and then 'Handgun Ammo (10)' in the next room. You will be fighting villagers most likely as you do all of this. Go out the back way of the building and along the outside there will be a barrel. Then climb up the ladder to get on the roof, where there is another barrel and a treasure chest that gives you 'Emblem (Right Half)'. Now jump down and go back to the fork, only this time, go right.

The road splits again going right up a cliff and left over a bridge. Go up the cliff to the right. You'll reach a high bluff with two barrels and a treasure chest to receive 'Emblem (Left Half)'. Go back down and take the bridge across to a shack. Next to the shack is 2 more barrels. You can go inside the shack to open lockers that give you 1000ptas. and a 'Yellow Herb'. You can also go on top of the roof and climb to a high tower to find another barrel. While doing all of this, you are probably going to be attacked, just to let you know.

Jump down from the tower and go to the iron door directly beneath it. Go to your Keys/Treasure Menu and combine the emblem together to make the 'Hexagonal Emblem Key'. Use it to open the door.

Follow the path to a door and take a path to the left of the door to find two more barrels, then go in the door. To the left will be a barrel, and to the right, a door. Hit up the barrel and go through the door to be confronted by villagers. Keep killing, keep moving. Follow the path, or jump through the hole in the wall to get to another barrel. Then jump thru one of the windows to your right.

There will be a small army of villagers waiting for you, throwing dynamite and all. Go up and charge at them with your shotgun making the dynamite explode in their faces. Look out though, there are bear traps everywhere. Walk around the sandbags to the fireplace on the right and open it to get a 'Spinel', and then move on thru the next door. To the immediate left is a boarded-up window. Blow the wood away and jump thru to get the 'Elegant Mask' that is hanging on the left wall. Go back thru the window, and between the two boiler things is a barrel. Then go out the back door.

Follow the path to an opening. Kill the lone villager and jump down to a small watered-down area. Collect, 'Handgun Ammo (10)', 'Flash Grenade' and a 1000ptas. If you feel the urge, you can shoot some fish for health. Climb back up the ladder and up the next ladder and it takes you up to a shack and a well like you saw before. Shoot the shiny object above the well to receive the 'Dirty Brass Pocket Watch'. Then go into the shack to find a barrel and a box. Then go onwards. There will be a trip-wire mine between two trees with bear traps around it. Deal with those, and then go on to a door with a blue glass ball on it. Turn the ball to look like the insignia to the left and right of the ball. Turn the ball left-up-right-up.

Go thru the door and get 1000ptas. in the cabinet to the right. Collect the 'Chief's Note' from the bed, and the 'Insignia Key' from the shelf. Then go thru the door to enjoy a cut-scene where Chief Mendez decides not to kill you, because of blood...

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444 444 4 Ok, now after a lovely cut-scene, we are off again. Start  
4 44 4 in a hallway and turn to your left and get the 'Green Herb'  
44 4 that is inside the cabinet under the picture of Lord  
4 Saddler. Turn around and go down the stairs. Pull a 180 and  
4 go into the room in a hallway back under the stairs. Open  
The door and immediately shoot to the right and be ready to  
kick. There is a man waiting inside. Then go back out to the dining  
area, still on the lower level. Save at the typewriter on the table. Go  
to the back hallway, there is a cabinet that you can break to get an  
'Incendiary Grenade'. Then there will be another cabinet back in that  
room with 1000ptas. Then go to the front door, but before you leave, go  
into the kitchen, and open the oven to get a 'Brown Chicken Egg'. Now  
you can leave out the front door. You have now left Chief Bitores  
Mendez's house. As you walk down the path, the scary music will start  
up again, and several villagers will come your way, along with a  
chainsaw guy. Have a hand grenade ready and throw it immediately, then  
switch to your shotgun and start blowing them away. The chainsaw man  
will give you a nice 'Ruby' to sell later, worth 10000ptas.

Continue down the path, and there will be a shack on your left. Go  
inside and kill the woman waiting inside there for you. Then break open  
the box and get its goods. Continue down the path and have your shotgun  
loaded and ready. Villagers will be waiting for you, kill them swiftly.  
Now continue through the door with the insignia on it.

Don't bother going through the shack on your left, you've already been  
there, or at least you should have. People will notice you right away,  
so have the shotgun, or handgun ready, and start shooting. Once you're  
done with all of the villagers on the ground, get your rifle out and  
look up. There will be a villager on the roof of the house you had your  
'last stand' in, along with the house with the Spanish shingles. Shot  
them and get whatever they drop.

Before going where you are destined to go, go back up to the area where  
you fought all of the men with dynamite. Where you first met Luis, in  
the Northeast corner. Go to the back house where Luis was in and notice  
it is surrounded by a broken wall. There are two trees within this  
wall. One in the far back corner, and one in the open. The one in the  
open has a bird's nest in it, shoot it down. You will get the 'Red  
Catseye'. You can combine this with your Beerstein. Now go back to the  
main village area.

Now go to the town center where everyone ran to at the beginning, has a  
red illuminados insignia on it, and go inside, considering you have the  
key now. Turn to your right when your inside and break open the box and  
grab the 'Handgun Ammo (10)' on the shelf. Then go save your game on  
the typewriter. Go to the back room and break the barrel and then turn  
and shoot the red lantern. Stay back, it will explode. Grab the  
'Spinel' and continue through the tunnel. Get to a clearing and shoot  
the lantern, why, because you can. Then shoot the three sparkling  
objects in the ceiling of the cave. Pick them up to get a 'Spinel',  
another 'Spinel', and the 'Elegant Headdress'. All of these items you  
can sell. Then you can cut open the box to get 1000ptas. You will reach  
another clearing to see the Merchant with new toys.

Buy what you want to buy, upgrade what you want to upgrade, sell what  
you want to sell. I'd suggest buying the Attache Case M, and selling  
all of your treasure except for your 'Beerstein w/ R' and 'Elegant

Mask'.

You will continue onwards through the door and see a church and cemetery, do you think Ashley is in there? Continue on the path, there will be a shack to your right. A Lady will come out, kill her, turn around, another man will come, kill him. Pick up whatever they drop, and then break open the two boxes in the shack and get 'Handgun Ammo (10)' from the shelf. Go up thru the tombstones and look at the symbols on them. You have a backwards 'S', a 'M', and a 'V'. Remember those. Now go up to the church. You will hear people coming. One has dynamite, be careful. Take them out and then look at the tree to the right of the church, look up, shoot the bird's nest, get the 'Incendiary Grenade'. Don't bother going to the church, you can't get tin.

Now go behind the church, not the path to the right, but behind it. There will be two people, one with dynamite, kill them. There will be shiny things in a puzzle grid. You will have to turn a dial in increments in 3 or 4. This is where you need to remember the backwards 'S', 'M', and 'V'. They are located, clock-related, at 12:00, 3:30, and 5:15. Turn the puzzle in this order: 3-4-4-4-3-4-4-4-3. You now have the 'Green Catseye'. Combine that with your Beerstein. You now only need one more catseye.

Now to move one, partially. We are going to take out a few people before we deal with the rest of the blue medallions. Go back to the split in the path where you can go left behind the church, and right down a path. Take the path. You'll have a short cut-scene, and then you are going to walk along a catwalk over a river. Shoot the villagers as they come to you. Most of them, if not all, will fall over the edge. You'll get to a point where you have to jump, don't until you kill everyone in site. Then jump. Go into the shack on the left of the path. Don't slice open the box on the table, shoot it, there is a snake in it, shoot the snake. Then pick up the 'Closer of the Church' note, and then break open the last box.

Now to finish off the blue medallions, go back to the entrance of the cemetery. When you get there, turn around and head up the path. Stop at the fence, there will be a tree to your left and right that have medallions on them, shoot both of them. Then walk up the middle of the cemetery. Stop in the middle of the cemetery and look up the hill to your left to see another medallion hanging from a tree. Now go to the front of the church. In the far left hand corner of the front of the church there is a tree with a medallion hanging from it. Now go back behind the church where we got the 'Green Catseye'. Hanging from the top of the church in the back, there's another medallion. Go down to the catwalks. When you get to the jump point, don't jump. Look straight ahead and a bit to your right. There is one hanging on a post. Now look on the catwalk that you walk on. It will turn to your right, and there is one hanging under it about 50 ft. down the catwalk. Now jump over and do a 180. Look under the catwalk right where you were standing, there is the last one. Congratulations, you're a sharpshooter, 15/15.

Now you can continue on down the catwalk. You will have to make another jump because of a break in the catwalk, and then there will be one villager you must kill before going through a door. There will be a barrel on your right. You'll come to an open area with crows, foreshadowing much? Go to your left past a pile of logs to a wagon and get a 'Spinel'. Then go into the three shacks. One will have 'Handgun Ammo (10)' and a 'Spinel', another will be empty, another will have 'Handgun Ammo (10)'. Go on to a shed with two barrels, do your thing.

Then go to your right and thru a door with and insignia on it. Go down a ladder and forward to get 'Handgun Ammo (10)'. Then go on to a shed with a Merchant in it, but go behind it first to a barrel. There will also be another barrel near the typewriter. Go to the Merchant and sell stuff, buy stuff, upgrade stuff. You should be able to get 'The Punisher' for free now because you shot 10 Medallions. Now turn around and save your game. Now go back above ground the way you came.

Take a right thru the door. There will be a shack on your right with a barrel in it and a 'Hand Grenade' on the table. A rock will be pushed on you, so sprint and get ready to dodge. Turn around and look on the cliffs up on your left, and shoot out a 'Spinel'. Turn around and continue on. Now you're in a swampy area. You can either go onto a catwalk or into the water, go on the catwalk. There will be a man in your way, shoot him, or the trip-wire behind him, and he'll go bang. More people will continue to come. You'll find a shed on the catwalk with a barrel in it, along with two boxes. The box on the right will have a snake in it, so shoot it. Now jump into the water and go back to the beginning of the swamp area. There will be a 'Hand Grenade' at the base of the catwalk. People will be coming at you, I advise using a shotgun. Turn around now and walk to the other end of the swamp. There will be trip-wire mines between the trees. Kill anyone who comes. Go onto the catwalk on the far side now. At the end there will be a bench with an 'Incendiary Grenade' on it. There will be a lone tree on a slight man-made wooden slope with a bird's nest in it. Shoot it to get the 'Antique Pipe'. Move on up the path. There will be a shack on your left. There will be a man waiting inside the shack, kill him. There will be 'Handgun Ammo (10)' on the table. The box on the left has snake in it, so shoot it. Hit up the other box and move on. Continue on thru the wooden doors.

Go up the path and go strait instead of going right. You'll see a huge lake and have a cut-scene of a huge lake-monster thing. Now go back to the split and take the right fork this time. Look up at a tree on your left right before the shack on your right and shoot down the nest to get a 'Gold Bangle w/ Pearls'. There will be a shed on your right with a box, which holds a 'Yellow Herb' in it, and 'Handgun Ammo (10)'. Go to the next shed on your right. There will be a barrel, 'Green Herb', and a typewriter. Save your game and go to the dock and get on the boat.

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BOSS - Del Lago |

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So finally you get to fight a boss, and it's going to be a riveting |  
experience. Drive out to the other side of the lake. You'll get about |  
half way there when you meet a nice new cut-scene. You're going to be |  
dragged around by this frankenfish thing across the lake. The only |  
kind of steering you have is left to right. Avoid trees and the |  
monster when he pops out of the water. After going across the lake two |  
or three times, you will stop and pick up a throwing spear and be |  
given a cross-hair. Look around for the monster, if you can't find |  
him, guide arrows will appear on the sides of your screen. Throw the |  
spears to hit him. Try to throw the spears into his mouth. If you |  
don't hit him, you will get knocked out of the boat and have to swim |  
back really fast, pressing 'A'. You will be quickly thrown into |  
following the monster again. This series of events will repeat itself |  
several times until the beast is finally slain. Then you will have to |  
free yourself from a rope during and ending cut-scene, rapidly hitting |  
a button that appears. Once this is over, congrats, you beat the first |

boss and the first chapter. |

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Chapter 2

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44 44 Chapter 2-1 |  
44 44 4 -----  
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444 444 4 You have started the next chapter inside a small shack. On  
4 44 4 the bed there will be the 'Anonymous Letter'. There will  
44 4 also be 'Handgun Ammo (10)' on the table along with a  
4 'Flash Grenade' on the shelf. There is a box next to the  
4 door as well. Save at the typewriter before leaving. Go out  
the front door and turn left and go to the docks. Get on  
the boat and drive out onto the lake. Go strait to the two blue flames  
in front of you. Go thru the tunnel between them. Get off the boat to a  
little merchant cave area. There will be 3 barrels on your right and  
one to your left. On the right, shoot the torch to drop a 'Spinel'. On  
the left, after the one barrel, push the box out of the way. There will  
then be two more barrels. Break and then move on and climb on top of  
the roof. Push another box, and then another. There will be three  
barrels. One will give you the 'Green Gem' which you can combine with  
your 'Elegant Mask'. Now go and interact with the Merchant and do  
whatever you want. Now leave and go back to your boat and out the  
tunnel. Go back to the left of the lake, where you started this  
chapter.

Once you get off of the boat, move onwards up the path. Go thru the  
door with the insignia on it. Then you will have a cut-scene of a  
parasite villager. Kill him by shooting him in the head. You'll get  
5000ptas. for him, and then another villager will come. Go up some  
steps and then jump across some rocks. Move on to a small ledge between  
a fence and cliff with a barrel on it. Then continue to jump over some  
more rocks. Turn right and rappel down the rope. Turn around when you  
reach the bottom, there will be a 'Spinel' in the rocks up to your  
right. Move onwards to a tower on your right, kill the man on top and  
break the barrel. There will be 'Handgun Ammo (10)' on the ledge. Keep  
going to a wood overhang over the river. Look up to your right to see a  
box. Shoot the chain to make the box fall. Then jump across. Take a  
right and look up on a post to shoot down a shiny 'Amber Ring'. Climb  
the tower to see two boxes swing around. When you shoot the chains on  
these two boxes, make sure one is on the far left, and the other is on  
the far right. Jump down the tower and then jump across the boxes you  
just shot down. Turn right and under the tower will be a barrel, then  
go up the tower and pull the lever. The waterfall is now open. Jump  
back over the boxes to the falls. People will come from the falls and  
behind you, take them out. Then go under the tunnel under the falls. Go  
get the 'Round Insignia' and walk thru the two doors, and another pair  
of doors. There will then be two barrels to your right, hit them up,  
then get on the boat. It will take you to a merchant spot that you've  
already been to. Do whatever you want with the Merchant and then save  
your game. Now go to your right, up the ladder, up the stairs, and out  
the door. There will be two barrels in front of you to slash, be done  
with that and go left.

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BOSS - El Gigante  
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Now you get to fight the big monster that undoubtedly you've seen pictures of before playing this game. This monster is a beast. Start by going over to the wagon where you got the 'Spinel' earlier. You can now get a 'Yellow Herb', 'Handgun Ammo (10)' and a 'Red Herb'. Go into one of the three shacks to acquire 'TMP Ammo (50)', 'Spinel', and a 'Green Herb'. Another will have 'Handgun Ammo (10)' and 1000ptas. The last shack will have a 'Spinel', 'Shotgun Ammo (10)' and 1000ptas. Now it's time to fight. All you can do is unload as much lead into the beast as possible. Eventually the wolf/dog thing you saved from the beginning from the bear trap will come and help you. If you didn't free the wolf, you should've done what I said. After about 40 firepower worth of damage, the giant will keel over. Run up to it and hit 'A' to climb on its back. A Parasite will pop out of its back that you need to slice with either 'A' or 'B'. From this point on it will take about 60 firepower worth of damage to make the giant fall. Do this until the beast is defeated. It should only take 2, 3 tries max. As for the beast attacking you, he basically kicks, grabs and stomps. Occasionally he will swing a tree at you, which will give you the button option to dodge. Also, you will be required to hit a button really fast to stab him if he grabs you. Just try to keep a safe distance. One all of this is over, you are free to move onwards and are a whopping 15000ptas. richer, nice deal really.

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Once this is over, move onwards, there will be a barrel to slice. Keep running up the catwalks all the way back to the church. When you reach the church you will be attacked by three evil wolf things, Just shoot the crud out of them, get what they give, and go inside the church. Go to the right and there will be a barrel in a hallway. Go to the front alter of the church and on the left there will be 3000ptas. on a chest. Go to the hallway on the left now and go up the ladder. Turn right and jump on the chandelier and then across to another ledge. Go around to the far right to find two barrels. Now go back to the ledge you jumped onto to operate a color scheme switch. You are going to have to turn the colors to match the colors in the center circle. Turn the Red light two times, the Green light three times, and the Blue light once. Go over to the gate this unlocks and go inside the door to finally find Ashley.

Now you have Ashley, and it's time to get her out of here. There will be 6 barrels to break open. Remember, you can tell Ashley to either follow you or stay by tapping 'X'. Now leave the room and go down the ladder and catch Ashley and walk towards the exit of the church. You will get stopped by Lord Saddler in a nice cut-scene were you get thrown into a locked room.

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44 44 Chapter 2-2 |  
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444 444 4 Now your are locked in a back room of the church. There  
4 44 4 will be four barrels for you to break open. Now go up to  
44 4 the door and leave. There will be a cut-scene of a bunch of

4 people coming after you. Run towards them. On the path  
4 there will be a wagon full of barrels, shoot it, it will  
explode and take out most of your enemies. Kill any that  
survived and pick up whatever they drop. Now move onwards to the barn  
area where you first learned about the blue medallions, this area is  
denoted by a red dot on your map. You will come across a merchant that  
you can deal with. Do whatever you wish and move on to your target  
point. Go up the ladder and save your game, then move on. As you move  
thru the main village you will be attacked, and look out for bear  
traps on the ground. Never leave Ashley alone. People will grab her and  
carry her away. If this happens, make sure you shoot the person and not  
Ashley, you will lose your mission. Keep moving on into the barn area.  
Go to the house in which you can climb a ladder to get on top of the  
catwalks. Break open all of the boxes and barrels on the first floor  
and open the cabinets to get 'Handgun Ammo (10)' and a 'Green Herb'.  
Then go up the ladder and open the cabinet to get another 'Handgun Ammo  
(10)'. While you are doing all of this, people will be attacking you,  
so be aware of this. Run to the end of the catwalk and jump down and  
catch Ashley. Then break the box in front of you and go break the box  
and barrel in the shed you were just standing on. Then continue on to  
the gate. There will be a plethora of bear traps waiting. There will  
also be a guy in case you didn't kill him already. Now go over to the  
gate and piggyback Ashley over to let her unlock the door and go thru.

Move onwards to a merchant, do whatever you want and then cross the  
bridge ahead of you. You will have a nice cut-scene of a massive army  
of villagers coming after you. You will run into a house up ahead. You  
will be fighting along side of Luis in this great and epic battle.  
First off, as items go, there will be a 'Red Herb', 'Shotgun Shell  
(10)' and a 'Yellow Herb' on the first floor. Throughout the fight,  
Luis will either hand you 'Handgun Ammo (10)' or a 'Hand Grenade'. On  
the second floor there will be a 'Flash Grenade', 'Green Herb', 'Hand  
Grenade' and a 'Incendiary Grenade'. Now to worry about the massive  
army. Luis does a pretty good job at fighting, he will keep them at bay  
for a while, but you have to come in big. Shotgun is ideal for this. A  
good thing to do is run up right next to the windows when there is a  
massive group in front of it and blow them all away. Those parasitic  
enemies will be in a bigger quantity during this fight as well. Luckily  
though, there are three bookcases that can be pushed to block the three  
windows very easily. The cases will eventually get knocked over, but  
just keep plugging away with the shoty. After time, Luis will yell at  
you to go upstairs. Knock down the ladders at the windows and focus  
most of your attention to the stairs. The staircase acts as a natural  
funnel, so throw grenades a lot and just reek havoc with your shotgun.  
Be sure though, to keep checking the windows to make sure no one comes  
in. After enough villagers have been slain, a cut-scene will send them  
away and the chapter will have ended.

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44 44 Chapter 2-3 |  
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444 444 4 You start out where you just had a huge battle. Go around  
4 44 4 and pick up any items that were dropped by your  
44 4 adversaries. Then go outside. There will be a log pile out  
4 front that has 'TMP Ammo (50)'. Go around to the left side  
4 of the building to see a merchant. There will be 'Handgun

Ammo (10)' directly in front of him. Deal with the Merchant however you want. Then go into the shed next to him to get 'Two Routes', and then save your game. Now go to the giant lever. You can either take the left or right path here. The left houses a small villager army with two chainsaw people, whereas the right has another El Gigante. I would suggest doing both, which is, beat one area, and without walking out the final door of that area, run back to the lever and beat the other area. This way you get more money, more items, and more treasures. I think it's wise to do.

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#### Left Route

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You'll have a cut-scene of a huge encampment, and it will be followed by a woman running your way. There will be a giant metal box with its lid open to your right, you can tell Ashley to hide in this. No harm will come to her then. Kill anyone that comes your way. There will be a wagon with barrels on it in the back that you can shoot to blow up. You can call Ashley to follow you by hitting 'X', no matter where you are, she will come to you. Continue up the path till you get to a ladder. There is a barrel near there. Go up the ladder to be confronted by more people, kill them. Tell Ashley to hide in the box to your right. There will be a split in the catwalks, go right. You will see on your right an area you can jump down to, slice open the barrel next to you, and then jump down. There will be a barrel on your right, 'Shotgun Shells (10)' on the min-cart, and a barrel in the back off this area. You can now climb back up the ladder onto the catwalks. Kill anyone on top of the catwalks. Notice that there is an open area in the middle. Knock down any ladders into this area and then jump down. Have your shotgun out, fully loaded and ready. Two chainsaw ladies will come out at you, along with other villagers. Blow both of them away, one will be on your left, the other, your right. Use any grenades you might have as well. Once all the fighting is over, collect anything that was dropped, including a 'Ruby' and the 'Camp Key'.

Call Ashley to come to you, once every last person is dead. Catch her and go to the locked door that is down there, use the key you just got to get through. Turn to your right, and there will be a door around the corner. In here, there will be a barrel and an area you can jump down to. Down below there will be another barrel along with a 'Hand Grenade' sitting on the boxes. Climb back up and notice there is a window that is boarded up. Shoot out the boards with your shotgun. Jump through the window and run down to the end to find two barrels. Break them open, one will have the 'Red Gem'. This can be combined with your 'Elegant Mask'. Now go back out the window and thru the door and hang a right. There will be a box on your right. Continue to an open area that has a barrel. There will be a box to tell Ashley to hide in, tell her to hide. A group of people come after you, kill them. Once done, go under the hue wooden gate, there will be two barrels to the left, one to your right. After this, you can go through the huge red doors, or you can do as I advise and go back and do the right route. The choice is yours.

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#### Right Route

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You are going to go thru the door and walk down an open area. The great massive Ell Gigante will jump down in front of you. Ashley will point out a giant rock above you. You can shoot down the rock to try



and flatten the beast, but good luck with that, just take him out the old fashion way and you'll be fine. Once he is dead you are probably going to have to dodge out of the way of his fall. He is going to give you a nice 15000ptas. Move on to a chained up door, and shoot off the chains and go thru the door.

There will be a shack ahead of you. Inside is 'TMP Ammo (50)', 'Handgun Ammo (10)', 'Spinel', 'Incendiary Grenade' and 100ptas. There will be a box outside the shed next to what looks like an abandoned mine shaft. There will then be another shack which houses 'The Old Key', 'Handgun Ammo (10)', 'Spinel', 1000ptas., 'Handgun Ammo (10)', 1000ptas., 'Spinel' and 'Handgun Ammo (10)'. If you look up outside of the shack now, you will notice a rope going across the ravine with a bag hanging there attached to it with something shiny on it. Shoot the shiny to get the 'Purple Gem'. Now combine that with your 'Elegant Mask', and if you did both routes, you should now have your mask completed to sell for 20000ptas. There will also be a bench that has 'Handgun Ammo (10)' on it nearby. Continue thru another door that has chains on it, after you shoot the chains of course. Now go over to the door in front of you and use the key you just got to go thru it.

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Now, depending on which route you came out of, there is either a big open area in front of you or a bridge. Either way, there is a house down to your right, go there. On the right side of the house, there is 'Handgun Ammo (10)'. Inside the house, in the back room, there is 'Rifle Ammo (10)' in the locker along with the 'Village's Last Defense' note. Now go out of the house and over to the left there is a merchant in a outpost thing. There is a barrel next to him you can break, do that, then talk to the man. Do whatever you want, and then go back inside the house and save your game at the typewriter.

Leave the house and go up towards the door with the torches, but go past it up a flight of stairs to a gondola. To the right side of the turnabout is a barrel, get that, then get on the gondola. If you have a rifle, get it out. There will be people coming up on the gondolas coming the other way on the right. Also, there will be two more waiting on catwalks to your left. Once you get off the gondola, go around to the other side of the turnabout and go left into the building. In the back room are lockers that will give you 'Handgun Ammo (10)' along with a 'Flash Grenade'. Now leave this building and go down the stairs across a wooden bridge into a tunnel. Kill the people waiting, one will have dynamite. Jump over the sand bags and then go up the ladder. A guy will come around the bend to the right, kill him and walk on past the sacrificial tablet to a treasure chest that gives you the 'Yellow Catseye'. Combine this with the Beerstein, it is now worth 20000ptas.

Now go back down the ladder, over the sandbags, across the wooden bridge, and continue down the stairs. There will be a Merchant on your left. On the right side of him will be 'TMP Ammo (50)' and 'Shotgun Shells (10)'. Deal with the Merchant if you want, and save your game, typewriter to the left of the Merchant. Continue down the path thru the doors. Go up to a house, you will have a cut-scene, leaving Ashley outside, while you enter the building.

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BOSS - Village Chief Bitores Mendez  
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You will then Get to battle the Village Chief. You will get the chance to dodge. If you don't, he snaps your neck, so dodge. For items, there

will be 'TMP Ammo (50)', 'Handgun Ammo (10)', 'Green Herb', 'Shotgun Shells (10)'. On the second floor there will be 'Handgun Ammo (10)', 'Hand Grenade', 'Red Herb', 'Yellow Herb' and another 'Green Herb'. As for fighting, the only thing to do is shoot the man as much as possible. Throw all the grenades you can at him. If he is ever near a gasoline tank, shoot it, that will help immensely. A 'Spinel' will appear were the gas tank was as well. The rifle and shotgun work the best on him. You want to aim for his spinal column, if possible. After time his lower half, legs, will fall off him and he will just swing around the room while hanging onto wooden beams. Throughout this fight, be prepared to dodge whenever he is getting ready to attack. Use the shotgun to fling him around and then hit him with everything you got, grenades and shotgun still work well here. After time, he will parish and you will be rewarded with 30000ptas. and the 'False Eye'.

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Jump out the back of the building over a pile of rubble, Ashley will be there waiting for you. Run back to the merchant, do whatever you want and save the game. Take the gondola back up to the door with the torches you couldn't get thru earlier, if you have any confusion, consult your map. Use the eye to open the door. Take the path forward. A truck will come down after you. You need to blow it up. This can be done easily with grenades or shotgun. It will blow up and drop 5500ptas., but don't get all excited yet, a horde of people will come out of it be ready with your shotgun, or anything you own that might go boom. Move onwards, there will be a clearing to your left with two barrels, one will give you the 'Velvet Blue'. Move to where the helicopter is supposed to pick you up, just to be confronted by an army of people. You'll run to a nearby castle and to the end of the chapter.

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Chapter 3  
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44 44 Chapter 3-1 |  
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444 444 4 You start in a room with a nice amount of barrels. Break  
4 44 4 open all of there giving's to get nice stuff. There will be  
44 4 a barrel in the back with boxes next to it. The box on the  
4 right has a snake in it. There is a treasure chest behind  
4 the shack that gives you 5000ptas. Now go into the shack.  
There is a 'Green Herb' on the table. Deal with the  
Merchant if you want and then save your game. Move on up the flight of  
stairs. You will eventually get to a point were giant fireballs are  
going launched at you. One will blow up a small gazebo that will give  
you a 'Spinel'. Continue onwards and turn left down some stairs. There  
will be two monks waiting for you, kill them. These guys are your new  
enemies for the castle section of this game. Turn to your left into a  
circular room with a cannon. There will also be three barrels in this  
room. Now go back up to the main path a move onwards.

Go up the stairs and turn right and go across a bridge. Be aware of the  
fireballs. Turn right into a small house that has a man with a golden  
mask in it. Hit him up with your shotgun and kill him. There will be

two boxes in here, along with a treasure chest that gives you a 'Yellow Herb'. Tell Ashley to wait here now. Leave the room and run strait across a bridge. You are now at a platform with a circular hole in the floor. Run around it and go under the little gazebo thing. Get out your sniper rifle, hopefully you have one by now. Shoot all of the people working at the fireball launcher stations. There are four stations. There are gas tanks next to each station you can shoot if you don't want to actually shoot the people. Once all of the stations are not working, go out of the gazebo to a crank on your left and move the cannon up. Shoot the cannon to blow down a wall. Now go back over to where you left Ashley. To the left of this building is a treasure chest which houses a 'Gold Bangle'. Now go and get Ashley and go thru the wall you just broke down.

The Merchant will be to your right, if you want to interact with him. You are now in a room with 'Handgun Ammo (10)' on the table. Go take the 'Platinum Sword' off of the wall. There will also be 2000ptas. in a cabinet as well. Go up the stairs, make sure Ashley is following you. Hook a right and go to the back corner. Kill the people waiting up here. There will be two boxes on some shelves along with a cabinet that has a 'Red Herb'. The table has 1800ptas. on it. People will come up after you, kill them, there will be multiple waves. Go take the 'Gold Sword' of the wall and put the platinum one in its place. Now run downstairs and kill the red monk, he will give you 4500ptas. Now put the 'Gold Sword' in the wall and run back upstairs and go thru the door that just opened up where you put the 'Platinum Sword'.

Move onwards now up to an open area. You will then have a cut-scene with Luis. To the right will be a door you can't go thru, so go strait. You will see a monk, kill him, then more will come out of the building to your right, kill all of them. Go into the building to get 'Handgun Ammo (10)' from the table as well as 2500ptas. from the cabinet. There will also be some barrels in here. Leave the building and move onwards. There will be an overpass above you that a monk archer is shooting at you from, kill him and move on. There will be two guys with shields, shotgun works best here, unless you already have the 'Broken Butterfly' magnum, that will easily take them out. Go thru the door and notice the gas tank right to the left. Go up and get the 'Green Herb' on your left, and break the sole barrel. Now go over to the chest to get the 'Castle Gate Key'. Immediately after this, do a 180 and shoot the gas tank by the door. People will be coming in after you. Kill anyone the tank doesn't kill. After this, pick up the dropped goods and go back to the locked door and use the key you just acquired.

Walk into a fancy room and go up some stairs to have a cut-scene with your new friend, Napoleon's cousin Ramon Salazar. Once that is done with, do a 180 and look up and shoot down the shinyness from the wall to get the 'Green Gem'. Break open the two urns to the left and right and then proceed to save your game. Turn now to the right and go thru the door. Turn to the left, there are two barrels, break them. The door is locked, so don't worry about it. Now go over to the table, there is a bottle on it. Now go to the painting of Saddler, knock it down to get 5000ptas. There will be 'Handgun Ammo (15)' in a chair next to the painting. Move onwards to see fire-breathing horses. To the right of this is a painting, examine it to get the 'Prison Key'. Now go back to the door that was locked. Go down the stairs and against the left wall will be a 'Green Herb'. Go to the only cell to see a chained up man in it.

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Most people don't consider this guy a boss, but I do. This guy will charge out after you in a flailing fury. The only real attacks he has is swing his arms around and charging you. Your best strategy is to shoot the two bells next to the walls. He will charge the bells and break them, but most likely get stuck in the wall. You want to shoot the parasitic thing on his upper back. If you run out of bells to shoot, just try to get him to charge you and slip past him so he gets stuck in a wall, or just get behind him, somehow to shoot him. Do this enough times, and he will die, giving you 15000ptas.  
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Now go into the cell and pull the crank to make the horses stop breathing fire. Go back upstairs to were the horses were. You will be attacked as you do this, kill them and move onwards. Go down the hall and thru the door after you kill everyone. There will be 'Handgun Ammo (20)' sitting in between two red pillars right in front of you. Go thru the next door now.

You will now be in a huge room, and a lot of people are going to attack you. There will be two urns to your left, and two to your right. Take out the people as they come to you. Notice that there are two archers on the floor up in front of you, if you have a rifle, take them out. On the right side of the room, there is a shelf that gives you 2000ptas. More people will come after you kill enough. If you kill the guy in the red you will get 4500ptas. There will be two giant urns. Get what they give, then go down the stairs. Kill the people that come after you as you do all of this. Then break the two urns at the bottom and go thru the door. There will be a 'Green Herb' on the table and 'Shotgun Ammo (10)' on the chair. Notice the two yellow floor panels on the left and the right. Go onto one and tell Ashley to wait, and then go stand on the other. Once both of you are standing on the two panels, you will see a crank rise up from the ground. Go back out the door and up the stairs and tall Ashley to operate the crank. As you are doing this, there will be people trying to attack you, kill them, and protect Ashley as she turns the crank.

Once Ashley is done turning the crank, a new staircase will lower in front of you. People will come down after you, kill them. Be aware of their scythes, they hurt a lot. Killing the red guy with the scythe will give you 5500ptas. Now go to the left and right where the archers were shooting at you earlier. There will be urns in these rooms for you to break. Now move onwards and Ashley will point out some cranks on a catwalk above you. Go either to the left or the right and give Ashley a piggyback so she can turn the crank. Go to the open area up near the later and pull out your rifle and defend her while people come after her so she can turn the crank. People will be attacking you as well as going after her. Once she has turned both cranks and raised the two platforms from the water, run over to her and catch her so she can jump down. Then run and jump over the platforms she just raised up.

Go thru door and you are now in a new huge room. Go over to the far right corner to get a 'Spinel' and a 'Hand Grenade' from a treasure chest in a glass case. On the left there are urns by the Merchant and 'Handgun Ammo (20)'. There is also the first shooting range by this merchant, detonated by the blue door with guns on it. Now you can save your game and continue down the hall to have Ashley taken from you and end this chapter.

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Chapter 3-2 |

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444 444 4 Now that Ashley is gone, turn around to go back, there will  
4 44 4 be a door immediately to your left, go thru it. There will  
44 4 two barrels in this room for you to break. Continue onwards  
4 and jump down to a sewer. You will hear weird noises, and  
4 eventually you will be attacked by invisible bugs. Take  
them out as they come. These bugs give you either a 'Green  
Eye', 'Red Eye', or a 'Blue Eye'. These will be combined with an object  
you get later. You will come to a watery area where two bugs attack  
you, kill them and run around to pick up items in the water which  
include 'Handgun Ammo (20)', 'Velvet Blue' and 'TMP Ammo (50)'. Now  
move onwards. You will come to a jail area. There will be a cell to  
your right that you can get in that has a 'Yellow Herb' and 'Handgun  
Ammo (20)'. On the other side there is a cell with 'Shotgun Shells  
(10)' and 'Luis' Memo'. The next cell will have an 'Incendiary  
Grenade'. There will be bugs attacking you while you do this. You'll  
notice and area that is flooded.

Go and take the path that you haven't been thru yet and you will see  
a rubble blocking the path. Go into the cell to the left and go around the  
rubble, and eventually you will reach a door that you can go into. Turn  
the wheel to lower the water level. Then turn around and open up the  
treasure chest that has a 'Butterfly Lamp' in it. Combine the eyes with  
this, it will now give you 32000ptas. There will be two boxes as well. Now  
go back to where you lowered the water. You will be attacked as you go  
back by bugs. Jump down and go thru the gate, and turn around because  
there will be another bug behind you. Kill it and then go up the  
stairs. There will be two barrels to your left. Then go up some more  
stairs and hook right to see a room with swinging guillotines. Run or  
jump past them the moment after the swing in front of you. Once you get  
past them, turn right to pick up a 'Velvet Blue'. Go out the door and  
up the ladder to find two barrels to your left, and then go out the  
door. You will see a mass of people below you doing some ceremony.

Go over to the right and turn left and jump onto the chandelier and  
jump across to the other side. Turn left and there will be two urns  
waiting to be broken. Then turn back around and go to the gate and turn  
right and jump onto another chandelier and over to the other side. To  
the right will be a switch that you can pull. To the left will be a  
treasure chest that you can open to get another 'Elegant Mask'. Jump  
down now and go save your game at the typewriter and then go up the  
stairs to the Merchant, deal with him if you choose and then move  
onwards thru the door. Straight in front of you will be a 'Red Herb', get  
that and then go up the stairs. The 'Castellan Memo' will be on the  
table along with 'Handgun Ammo (20)'. Continue thru the door.

You are now in a room with a bunch of archers hooting at you and some  
guy in a red suite with a weird skull for a head. There will be a ton  
of urns in this room as well. I'd advise getting all the urns and then  
killing the two monks that area already on your level. Then go thru the  
back door. To your left will be two barrels to break. Go up the stairs  
and kill the monk with the gold mask. Go out the door and turn left to  
pick up 'Rifle Ammo (5)' from a table. Then run around to where the  
archers are. Jump down, the red guy will run away. There will be a gas

tank that you can shoot or you can just kill everyone else. Pick up whatever they give and then go thru the door to the left to go after the red guy. There will be 'Shotgun Shells (10)' in here along with four 1000ptas.

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MINI BOSS - Red Skull Leader  
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This guy really isn't a boss, but he can turn into one if you aren't fast. Chase after him and try to shoot him with your rifle if you can before he goes thru the door. If not, get out your shotgun and go after him thru the door. There will be a shield monk waiting for you, run past him and go after Red. Shoot him to knock him down, and blast him enough to kill him. Once that is done, kill the shield guy. If you don't do this fast enough, Red will run into the center of the lower level and get into a turret gun. Go back upstairs and either use your magnum or rifle, rocket launcher too if you have one, to take him out. Shoot at him when he takes breaks from shooting at you. Hide behind something when he's shooting at you. Once you kill him, go pick up the 'Gallery Key'.

Now go back up to the top level and out the door were all the archers where. Up and to your left is a moose's head. Shoot down the shiny thing to get a 'Velvet Blue'. There is one urn on the left as well as two urns on the right of the room. Now go to the tablet to operate the painting. You have to have 6 dead people showing. To do this, turn painting 2, 1, 4 and 3, and then you are done. Go thru the door that just opened to have a cut-scene. A bunch of people are now going to come after you. Kill them as they come, shotgun is your best bet here. Slice open the two urns on the stairs, and then go to break the two on the first floor. Then go up stairs to kill everyone else. People will be shooting rockets at you, so be careful. There will a switch next to the blocked door, press it to deactivate the system. On the top floor, there will be a 'Green Herb' as well as 'Handgun Ammo (20)' and a 'Spinel'. Once you've pressed the switch, go the left side of the room down a small hallway. Break the urn to push another switch. Then leave to go back to the treasure chest that has risen out of the ground. There will be people waiting with rockets, so quickly run to the right and around behind them. Kill them and open the chest to get the 'Goat Ornament'. Go to another door on the top floor that you haven't been thru yet to find a stair case housing a 'Yellow Herb'. Now go out the door that was previously bared up on the second floor.

Go thru the door and save your game. Follow the path and you will come to an open area. Break the urn and then go thru the door on your left, the steel one. Up above the door in front of you is a shiny 'Spinel' to shoot down. Continue thru the door and down the path and you will find a fountain which has two 'Velvet Blue's and a 'Spinel'. Continue down the path and you will have to break up 5 barrels and then go thru a huge double door.

Now you can see a garden in front of you. Follow the path to a door where you will have a chat with Salazar, then go down to the hedge maze. Go thru the doors and break the two barrels on your left. Then walk into the opening, dogs will attack you. Be prepared for dogs to attack you at any moment throughout this area. Turn to your left and follow the path to go thru a gate. There will be a dog cage in front of you, Shoot them with a shotgun. Then turn left and go to the end of this path. Follow it around to a chest that gives you 'Shotgun Shells

(10)'. Turn around for dogs to attack you, one thru the hedge maze. Now go back around and take your first right up some stairs and over the maze. Once you get back down, turn left and go to a chest that gives you 'TMP Ammo (50)' and then go back and take the other route to the left that takes you to a fountain where you get the 'Moonstone (Left Half)'. Now go back to the stairs to be attacked by four dogs. Go back over the maze and then down the stairs and take a right. Go down and take the first right past the gate you've already been thru. This will put you to the main opening of the maze. Break the barrel to your right and go thru the door. Turn right and go to a 'Spinel' on the ground. Go back and across to a dog trapped in a cage, kill it. There will be a barrel next to the cage. Go down to the end and turn right and take the second left to find a chest with 'First Aid Spray'. Then go back and take the first left to wind around under the bridge. You will then be attacked by a dog. Go to your right and reach a chest with a 'Red Gem'. Now go back and take a left and then a right to find a dead end with a 'Yellow Herb'. Go back and up the stairs to the fountain to get the 'Moonstone (Right Half)'. Now you can leave the maze and up the stairs and use the 'Moonstone' to open the doors. You will have a cut-scene with Ada to end this section.

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44 44 Chapter 3-3 |
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444 444 4 There will be an urn immediately to your left and 'Handgun
4 44 4 Ammo (20)' in front of you. Go to the left to see a bed.
44 4 There will be an urn next to it that can be broken. Go
4 into the room to your right that has the Merchant inside of
4 it. There will be an urn behind the dealer, the 'Female
Intruder' note on the table, as well as a 'Mirror w/ Pearls
& Rubies' in the back cabinet. Now deal with the Merchant if you want.
Go back out now and turn left and save your game and continue thru the
door.
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You are now in a dinning room. Turn left and there will be a 'Green Herb' on the first table, and 'Handgun Ammo (20)' on the second. Take the first right and go down a hallway to two urns, and then go thru a door. To your left will be a cabinet with 5000ptas. in it. There will also be two boxes in front of you and another urn to your left along with a 'Green Herb'. Go to the other side of the room and shoot the lock off of the door. There will be two barrels next to the door to break, then turn to see two urns. The right urn will have a snake in it. There will also be another box next to these urns. Leave the room thru the same door you came in. Walk down the hall and take a right and ring the bell. Shoot the wine glass/bottle on the painting in front of you and then go thru the door next to you that just opened. Go up to the treasure chest for a cut-scene.

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MINI BOSS - Cage Match w/ Wolverine Man |
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This part is quit unfair. There will be people outside the cage |
shooting you as well as some monks inside the cage going after you. |
And all the while there is still the wolverine guy. Kill the monks, |
and if you have time, shoot off the locks on the doors, but that will |
take a while. The best weapon here is the shotgun. Try to get behind |
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the wolverine and shoot him in the back like before. Once he is dead, |  
open up the chest to get the 'Hourglass w/ Gold Decor'. Be sure to |  
pick p the 15000ptas. that wolverine drops as well. Shoot thru the |  
lock and leave the cage. |

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In one corner of the room will be a cabinet that you can break the  
glass to get a 'Flash Grenade'. After this, go to the door that puts  
you in the hallway with the painting that you shot and walk to the far  
end to get 'Magnum Ammo (3)'. Now go back and thru the door you haven't  
been thru yet.

There will be an urn to your left on a table. Jump down in front of you  
a kill the monks. Break the two urns that are down there and then pull  
the lever. Climb back up the ladder and go across the catwalk you just  
arose. There will be people coming in front of you and behind you.  
There is a red lantern hanging down you can shoot and explode to help  
kill people. Keep going and turn left, don't go thru the door. There is  
1800ptas. on a table that you can get. From there, jump down and kill  
some more people, then go up the stairs and kill the archer. Go back  
down the stairs and break open the glass case to get items such as a  
'Rocket Launcher', 'Flash Grenade', 'Rifle Ammo (5)', 'Incendiary  
Grenade', 'Handgun Ammo (10)' and 'Shotgun Shells (5)'. Go back now to  
where you shot the archer and shoot the lock of the door. Go thru the  
door and across the catwalk and this time go thru the door. Go up some  
stairs and turn right. There will be two urns in this hallway. Deal  
with the Merchant at the end of the hall, and save your game. Go thru  
the door to your left to a cut-scene in which Luis dies and this  
chapter ends.

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444 444 4 Now run around this top level breaking open urns. You can  
4 44 4 also knock down a painting of Lord Saddler that gives you  
44 4 5000ptas. There will also be 'Handgun Ammo (20)' on a  
4 cabinet. At some point you will see Ashley below you. Walk  
4 down a small flight of stairs and stand on a platform. Take  
Out your rifle and shoot Ashley free. Be sure not to shoot  
her. Now you must protect her as Monks come after her with your rifle.  
Eventually she will try to get free, but the door is locked. More  
people come, shoot them. When you shoot the red guy, he will drop a key  
that Ashley will pick up after you kill everyone and go out the door.
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Now you are going to play as Ashley for the rest of this chapter. There  
will be a 'Spinel' to your left behind a cabinet, as well as a 'Yellow  
Herb' on the ground in the corner of the outcropping of the room. Go  
into the next room where you will se an enemy. There are random lamps  
throughout this room that you can throw at the monk to kill him. Two  
explosions should kill him. Run to the far end of the room and on the  
right side there will be a table you can crawl under and then crawl  
thru a hole in the wall into another room with a bad guy. There will be  
a 'Spinel' in the drawer right next to you. A dresser next to the bed  
will have 2500ptas. Kill this guy and then pull the cranks on each side  
of the next door to open the gates. Go thru the door and you will see a  
'Red Herb' to grab. Take the path down to the right and go thru the



door. Turn left and crawl under a table and then walk to the far end of this hall and press a switch. Go thru the gate you just opened and go to the old fireplace and take the 'Stone Tablet'. Now turn around and press another switch. Go thru the gate that opened and pick up the 'Green Herb' in front of you. Go down to the right and push the bookcase aside and press another switch. Go thru the two open gates to an area where you can get a 1800ptas. There is also a 'Velvet Blue' on a nearby shelf. Go thru the next door.

There will be a 'Spinel' on a chair in front of you. Follow the path to come to an empty room with knights and a podium in the middle. Foreshadowing knights attacking you much? You must solve the puzzle on the podium to move onwards. Press 'A' on the following blocks in this order to beat it: right, upper right, upper middle, middle, left, lower left, lower middle, lower right, right, middle, upper middle, upper left, left, lower left, lower middle, middle, right, lower right. Add the 'Stone Tablet' to open a new door. Go into the new room and go strait across to a chest that has a 'Gold Bangle' in it. Go to the far end and on the right side there will be a cabinet you can open to get a 'Spinel'. Now go to the knight and take the 'Salazar Family Insignia' from it and then the 'Serpent Ornament' from the chest that appears. Turn around to see that you are being attacked by all of the knights that have come back to life. Run past them thru the door and follow the same path you came in here with. You will have to dodge three knights along the way.

After time you will reach a hallway with a blue door in front of you, go in it. In this room there will be a desk to your right where you can get a 'Blue Velvet'. Strait in front of you will be a 'Spinel'. On the middle level there will be a desk with 'Handgun Ammo (15)'. Go to the podium and put the 'Salazar Family Insignia' in it and then turn the crank. Go up the ladder and turn right for 1800, and 1500ptas. Follow the path and go out the door to find Leon and end the chapter.

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Chapter 4

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444 444 4 Now instead of moving forward, we have to go back. Turn  
4 44 4 around past Luis' body, thru the catwalk room, thru the  
44 4 cage match room, turning thru down that hall to the room  
4 where a snake was in a box and I told you to blow open a  
4 lock on the door but not go thru it and out this door,  
finally. As you are doing this you will be attacked by  
people in the cage room and by bugs in the snake room. Once you are out  
the door that you had to shoot open earlier, turn right and go thru  
another door, then another and run all the way to the open area where  
there was a fountain. Go to the door that you can't open and then give  
Ashley a piggyback over to open the door. There will be four chests in  
here. From left to right, they give you 500ptas, a 'Red Herb', the  
'Broken Butterfly', and an 'Elegant Perfume Bottle'. Now that you got  
into this room that you couldn't get to earlier, run back to were you  
started this chapter and save the game.

Go down the hallway and open the door and on the left will be two urns. There will be 'Handgun Ammo (20)' to the right. Save your game. Go onto the wheel thing in front of you, you'll leave Ashley behind. Go thru the door and into a fiery lava room. Have your rifle out. Continue to a cut-scene where fire dragons get working. Zoom in to the right and shoot the guy and the dragon will fall, do this again to the dragon on the far left. This will raise treasure chests. Move on to the first chest which gives you 5000ptas. Go onto and jump into a wheel and out the other side. Kill the monks there and open the second chest which gives you the 'Illuminados Pendant'. No move on and a final dragon will fall in front of you. Hide behind one of the walls and shoot any people that come behind you. They will be jumping down from a ledge. I suggest killing all of them, then focusing on the dragon. As for the dragon, just get at an angle where you can shoot the man with your rifle. If you have a mine-thrower, shooting a dart behind him will work too. Climb the stairs to get the 'Lion Ornament'. Now leave back out of this room.

Go back across the wheel and save your game. Now go down to the right and get on the trolley cart with Ashley. You will arrive in a room with two urns, break them and leave. Save your game and use your ornaments to open the door from the very beginning of the castle that you most likely forgot about. Go thru and get on another cart. This will take you to the back of the castle again to a room with one urn. Break the urn and leave the room to come to a foyer type area. Turn right and go thru a door that has a Merchant in it. Pick up the 'Handgun Ammo (20)' from a cabinet and break open the urn. Deal with the Merchant, shoot at the gallery, if you want, and save your game.

Now leave and turn right. Go down the hallway to a room that has a 'Spinel' in a cabinet to the left as well as a 'Yellow Herb' on the bale along with a 'Sample Retrieved' note. Go thru the door and go to the lion which will give you 'Handgun Ammo (20)'. Continue down the hall, you will have to dodge two knights. Go thru the door and take the 'King's Grail' in the middle of the room. There will be a 'Green Herb' and 'Shotgun Shells (10)' in this room. Knights will come out at you, two waves, the second being more powerful. Use any grenades you need. The shotgun, mine-thrower, and magnum work well here too. Each of the big knights will give you 6500ptas. Now leave and go back towards the Merchant.

Go thru the other door and notice four floor tiles. Put Ashley on one and the two statues on another and then you stand on one. Go thru the door that opens with Ashley and you will see Salazar. The roof will fall. Shot the four red lights for it to stop. There will be 'Handgun Ammo (10)' in one of the corners of this room. Continue thru a hallway and go to the end and Ashley will get separated. Get out your rifle and shoot thru the gates at the two men operating the drill coming towards you. Once they are dead the gate will open and Ashley will go thru, but still stay away from the door, because the drill doesn't stop till it hits the wall. In this next room you will get the 'Elegant Chessboard' from the cabinet and 'Handgun Ammo (10)' next to it. There will also be several boxes and barrels to break. Go to the chest to get the 'Queen's Grail'. Now leave the room and then the next and turn left down a hallway.

There will be a 'Flash Grenade' on a chair to pick up. Get that and move on. There will be enemies at the end of the hall to kill. Use your rifle to pick them off. Then shoot down the shiny objects from the

statues on your left. These include two 'Spinel's, a 'Velvet Blue' and a 'Purple Gem'. Place the two grails at the end of the hall, king on the right, queen on the left. Then go thru the door. There will be two urns on your left and right. In regards to the two on your right, the left urn will have a snake in it. Go down this already battered hallway and get to the end. Jump out one of the windows to a catwalk. Turn left to get a 'Red Herb' and then turn around and go up a ladder. Walk to the end to get a 'Butterfly Lamp' from a chest, then jump down the window. Go around and across the middle to see Ashley get taken away. Turn around now and put your back to the wall and shoot and bug that comes your way, get whatever they drop. Finally, shoot the huge thing hanging from the ceiling enough so that it falls. It will lay out a bunch of shiny new Green, Red, and Blue Eyes. Go across the way and pull the lever. Notice the bridge won't fall, so shoot the chains to make it fall. Go over the bridge and out the door. There will be 'Handgun Ammo (10)' you can get. Then deal with the Merchant and save your game. Continue thru a new door.

You are now outside. Break some barrels and have a nice cut-scene with Salazar. Go across the bridge and follow the path up to the top level. Kill everyone up there and then get out your rifle and look across the ravine and take out the people shooting fireballs at you. There will be some barrels up here that you can break, if you haven't already. Now go in the door on the top floor still and get inside the clock tower. Go around to a ladder that takes you up to the next floor, which has 'Handgun Ammo (20)' and a box. The top level there is a 'Green Herb' and a 'Ritual Preparation' note. The note tells you about the gears being jammed, so go from level to level shooting out the wood jamming the gears, then go back to the top and pull the lever. Then go all the way back to the bottom. People will attack you as you do this. At the bottom there will be three boxes to break. A swarm of people will attack you, including people throwing dynamite from above. Once everyone is dead, go out the door.

Go across the bridge and kill the initial wave, only to be shown a hug wave coming. Troops will come from in front and behind, throw some grenades and use your shotgun, or magnum, and take out everyone. The guy with the skull will drop a nice 'Gold Bangle'. Once everyone is dead, go thru the doors ahead.

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MINI BOSS - Wolverine Man x 2  
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If you have a rifle, shoot the two monks really fast and then duck out to the right to find a 'Green Herb'. Now get out either your shotgun or your magnum. Go up and tango with the wolverines. There are three levels in this room. On the 2nd and 3rd levels there are bells for you to shoot. Just do as you have done before and get behind the beasts to shoot their backs. More and more monk people will attack you as you do this. For items, on the 2nd level will be an 'Incendiary Grenade' on the right and 1200ptas. There will be an urn on the top level. You will get 15000ptas. for each wolverine guy.  
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Continue thru the next door now. There will be statues to the left and right that have 'Spinel's in them. Go thru the next door to have a cut-scene with Ashley and Salazar. Be ready to dodge during this scene or you will die.

You are going to fall into a pit with a bunch of spikes. There will be

dead bodies all over the place. One body will have a 'Crown' on it. By the Merchant there will be 'TMP Ammo (50)', 'Magnum Ammo (5)', a 'Yellow Herb', as well as a 'Incendiary Grenade' next to the typewriter. Deal with the Merchant, save your game, and go up the ladder.

Follow the path thru this drainage area. There will be a 'velvet Blue' in the first pipe to your left. There will be a 'Red Herb' on your right by a gate, and further on there will be a 'Spinel' in another pipe on your left. Now you will start having small scenes of some creature chasing after you. Go thru the door and run to the far end of the hallway. As you are doing this, be aware of having to dodge, because you will be attacked from above and below. Go thru the open door and follow the path and get 'Shotgun Shells (15)' off of the machine. Turn right and see a tank, this is a Liquid Nitrogen Tank that will be your new friend. Go to the back right corner of the room and operate the switch to activate the elevator. Go to the back left corner and get the 'Green Herb'. No go to the door that closed shut and try to open it, it will say it has to wait a bit. Turn around and see your new enemy.

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BOSS - Salazar's Personal Bodyguard
Don't do anything to this alien body/predator faced movie rip-off |  
creature, just run past him. Go to the tank and knock it over, it will |  
freeze the creature. Shoot him now with your powerful weapons, a.k.a. |  
magnum, shotgun, rifle, mine-thrower. One single rocket launcher shot |  
will destroy him though. The door won't open immediately, so run |  
around the room dodging until it does. When the door opens run out and |  
go down the hallway. There will be another tank in the hallway. To the |  
right will be a room with 'TMP Ammo (50)' and another tank. To the |  
left will eventually be the room with the elevator. This room will |  
have another tank along with 'Handgun Ammo (25)' and 'First Aid |  
Spray'. At each tank, do as you did with the first one: knock it over, |  
freeze the boss, shoot him, move one. Eventually he will die, and he |  
will give you the 'Crown Jewel' which can be combined with the 'Crown' |  
you just got. |  
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Now go into the elevator and go down and enjoy at cut-scene with Saddler and an old friend to end this section, finally.

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44 44 -----  
44 44 Chapter 4-2 |  
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444 444 4 Leave the elevator and pick up the 'Green Herb' in front of  
4 44 4 you. Go down the stairs, there will be three barrels next  
44 4 to the Merchant. There will also be 'Luis' Memo 2' and  
4 'Handgun Ammo (25)' by the typewriter. Deal with the  
4 Merchant and then save your game. You can also shoot at the  
shooting range if you want. Continue thru the door.

Follow the path and you will come to two guys working, kill them, take what they drop. There will be a 'Velvet Blue' in the mine cart to your right. Keep going, you will reach a clearing with a bunch of people in

it. You can snipe everyone below with your rifle. Jump down and take the rest out with your shotgun that you didn't already kill. Go over to the left and pull the lever, a mine cart will fly down some tracks. Go to the far other end of this room. You will have to go up some stairs and pull the circuit breaker lever. Once you do this the cart will lower half-way. Jump down and run back over to pull the lever you already pulled again. Chainsaw dude will appear, but he won't notice you if you are far away. Rifle him from a distance. He will give you 10000ptas. Three more villagers will jump down after you as well. Go pull the lever again and the cart will lower. Go to the cart and take the 'Dynamite'. Go put the newly acquired explosive on the huge rock next to the lever that is blocking your path. It will explode, kill the people in the other side and move on thru another door.

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BOSS - El Gigante x 2  
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This really isn't that bad. You've already fought at least one of these guys, maybe two, so you're going to know what to do. In this room there will be a 'Flash Grenade', 'First Aid Spray' and 'Shotgun Shells (15)'. Notice a tower at one side of the room. Climb up it and lure the giants near you. Once they are close, slide down the zip-line to the other side of the room. Don't stay on the tower too long, you will get shaken off. Once you slide to the other side choose to operate the switch. You will then look behind you, once one of the giants is over the big circular trap-door in the center of the room, pull the switch so he can drown in lava. This will leave you with only one beast. Kill him the same way as before, nothing new. You can't do the trap-door again, it won't let you, but you can still use the zip line as a means to get across the room fast and behind the remaining adversary. Once you kill him he will drop 15000ptas. If you want, you can kill both bosses the old fashioned way to get 15000ptas. from each.

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Go thru the door that opens up and break open the two barrels to the left, and then go thru another door. You will reach a huge open cavern that has bugs flying around all over the place. Take the path and go up to the right and you will reach a platform with 'Shotgun Shells (15)'. Turn right and then left down a small tunnel to a small room. There will be a 'Green Herb' in here, along with a switch you have to push to activate a light, do this. Turn around and a bunch of bugs are going to funnel down the tunnel. Use your shotgun and any grenades you might have to fight them. Then go back out and turn left and continue on the path. You will eventually reach another path that has 'TMP Ammo (50)'. Go down the tunnel to your left. There will be another 'Green Herb' and another button to push. Turn around and defend yourself as you just did with your shotgun. Now leave this little room and run straight across a bridge to the door you melted open. There will be a 'Red Herb' to your left. Go now thru the door.

Follow the tunnel. There will be rocks crunching the ground, time it right and run under them. After the first two, there will be a switch on the left wall, pull it. There will be three rocks falling in front of you; the switch de-activates the middle one. Run under the first, wait, and then run under the third. Run up to this giant opening and grab the 'Royal Insignia' and combine that with the 'Crown'. The 'Crown' is now complete. Then check the podium to raise up thru the ground and end this chapter.

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44 44 Chapter 4-3 |

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444 444 4 Move on to a shack with two barrels next to it and a  
4 44 4 'Letter from Ada' pinned to the wall. Deal with the  
44 4 Merchant and then save your game. Continue down the path.  
4 You will come to a clearing with a single tree in it, shoot  
4 the bird's nest to get a 'Spinel'. Go on thru an old  
run down entryway. There will be people here to fight. On  
your right, thru the door will be a 'Spinel'. To the left will be  
2200ptas. and a barrel. Continue on. There will be a tower you can  
climb. You can look down to see a bunch of villagers around a fire.  
Shoot them with your rifle. Eventually they will come after you, so  
jump down and go after them with your shotgun. To your right will be  
another area with 1800ptas. In the far back of this area is a building  
with a barrel next to it and a box inside of it. Pull the crank to open  
a door, jump down it.

Follow the tunnel, there will be a box on your left, and then on your  
right. You will come to a room that is in ruin with a bunch of people  
in it and a plentiful amount of bear traps. Avoid the traps and kill  
the people. There will be two 'Velvet Blue's in this room. Go down the  
tunnel under the area you first walk into the room on to kill some  
people and get the 'Staff of Royalty' from a tomb. To the left will be  
an area where you can either climb up a ladder to the top floor, or  
walk around thru a door on the bottom floor. There is a chainsaw man on  
each floor. Use your shotgun and all of your grenades here. Each  
chainsaw guy gives you 10000ptas. More villagers will come in this  
fight as well. There will be several barrels and boxes throughout these  
to floors. One the second floor will be a 'Key to the Mine'. Get it and  
go to the door that was locked. There will be a 'Red Herb' to pick up  
before going thru the door.

There will be a box on your left, Go thru another door into a room  
where the ceiling is again falling, only this time, there are things  
attacking you. Don't worry about the creatures, just stop the ceiling,  
then kill the creatures. There will be a tomb with 1800ptas., 1500ptas.  
and 2000ptas. Go thru the next room and down some stairs, there will be  
three barrels in here on the right wall, now go thru the next door.

To your left will be two barrels, continue on to a 'Green Herb' on the  
ground. Go over and jump down into the mine cart. There will be a lever  
to the left that you have to shoot to start the cart. Stay in the back  
of the cart. People will jump into the cart as it is moving, kill them  
as they come, your shotgun is your best bet. You can hop from cart to  
cart to get whatever is dropped if you want, but is kind of a risk to  
take. Throughout the rollercoaster ride there will be low beams that  
you have to dodge. Also, chainsaw men will jump down too to try and  
kill you, and again, they will give you 10000ptas. Just use your  
shotgun to keep them at bay. You will reach a point in which the cart  
will be stopped and a bunch of people will attack. There will be  
'Handgun Ammo (20)' on a beam to your right towards the back of the  
cart, as well as 'Shotgun Shells (10)' on the left towards the front of  
the cart. Once everyone is killed, go back to the back of the cart and  
shoot the lever that is in front of the cart to the left. Eventually  
you will spiral down a helix and ahead of you the track will end. Watch  
for an 'L & R' of 'A & B' to jump over the drop off. Then you will have

to push 'A' to climb. Now continue on and grab the 'Stone of Sacrifice'. Go out the door that opens in the back of the room and up the ladder. You will find yourself in the area from the beginning of this chapter. Go out of this area to the left and go to the door with the lion on it and give it the sacrifice you just got. The door will open, get on the elevator to end this chapter.

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44 44 Chapter 4-4 |
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444 444 4 Go down the hall and turn right to get 'Handgun Ammo (15)'
4      44 4 and 'Handgun Ammo (10)'. Save the game. Go down the hall,
      44 4 there will be urns to your left, break, then go up the
      4      ladder. There will be another urn up there to break. Walk
      4      forward into a new big room.
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This is a huge room with a big statue of Salazar. You will start on a lower level, break the urn in this room and then walk forward and you will see the statue. Try to walk onwards down the path, but you will see it sink under water and the statue start moving its hands up and down. Go back into the first area of this room and go up the ladder. There will be people attacking as you do this. Break the urns in this room and the jump on to the hand and go up to the next floor. Break the urns up here and pull the lever to raise part of the path up from the water. Jump back onto the hand and then jump onto the middle area between the hands. Pull the lever so the right hand goes up and down now and not the left. Jump onto it and go to the top floor. Break the urns up there, one is out on a pathway that goes behind the statue, and then jump back on the hand. Jump off at the middle level and jump down the ladder and pull the second lever to completely raise the path out of the water. As you do this, a bunch of people will jump down after you, kill them and then go thru the door and run down the path over the water. The statue will come to life and chase you, so press 'A' to sprint. Columns are going to get knocked over and you are going to have to dodge with 'L' and then 'R' and then 'L & R'. You will get to the end, quickly shoot the, lock off of the door and go thru it, because your still being chased. Keep sprinting and you'll notice the statue fall. Get ready to press buttons to jump, and then hit 'A' to climb.

Go thru the doors in front of you. You will have a cut scene with Salazar, be prepared to dodge, you will get a knife thrown at you. One there gone, walk to the gate they left thru and hang a right, behind some boxes is a treasure chest that has a 'Yellow Herb' in it. Now go up the spiral staircase. And turn left and go onto the catwalks. Kill anyone who gets in your path, there will be several barrels to break open as well. Climb the ladder and go up the staircase to the very top to get a 'Green Herb'. Go down and onto the lift in the center of this area. There will be barrels that you can break before getting on the lift. There will be two boxes on the lift that you have to push off because it is too heavy. Then operate the lift to go up. As it is going up people will be jumping onto the lift to attack you, use your shotgun. There will also be archers shooting at you from the sides that you have to kill.

Once you get to the top, get off of the lift and walk around the outside of the tower on the catwalks. You will break open barrels as

you do this. Eventually there will be a 'Red Herb' on the ground. There will be an area you can jump down to get a 'Gold Bangle' from a treasure chest over to the right. Now take the elevator up. Follow the stairs around a tower to a Merchant. There will be 'Rifle Ammo (5)', 'First Aid Spray', 'Magnum Ammo (5)' and 'TMP Ammo (50)' to pick up. Deal with the Merchant and then proceed to save your game. Then go through the doors.

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BOSS - Ramon Salazar

You finally get to fight the little Napoleon dude. As items so, on the top floor there will be a 'Green Herb' and 'Handgun Ammo (20)' to the left. There will be 'Shotgun Shells (15)' on the right. On the bottom floor there will be 6 barrels along with annoying spider parasite things. They never stop, there are about four to start, and after that, Salazar keeps spawning more. I'd suggest just staying on the top level. Now for fighting this annoying being. He will have two tentacles on the left and the right that he will swing at you, always be ready to dodge. His head will bounce along the ground every once and a while as well to squash you. Watch his mouth at all times, if it ever opens, run. If he bites you, it is an instant kill. As for his weakness, it's his eye. You want to shoot the tentacles so they retract to get them out of the way, but this isn't necessary, just a help. From here, shoot his big yellow eye. On the back of his neck there is a pod that Salazar is in. He looks like a pale white ghost, kind of. Once you hit his eye, the pod will open, shoot him. Magnum and rifle work the best here. This could take several tries to finally slay the beast. Just remember to shoot the eye, and then actually shoot the body behind him. Once you kill him, jump down and go over to the ledge that was under him, climb the ladder, get 50000ptas. and walk out of the door.

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There will be two barrels to the left, break them then go and repel down the rope. There will then be two barrels in front of you, the one on your right has a snake in it. Go into the elevator and go down. Leave the elevator. There will be barrels and boxes to break, along with a 'Flash Grenade', 'Shotgun Shells (10)', 'Rifle Ammo (5)', and 'Handgun Ammo (15)'. Deal with the Merchant and then save your game. Go through the door and walk to a cut-scene with Ada in which you ride off into the sunset and a lovely day-spa, your mission is over. Well no, not really. Off to the island to save Ashley.

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Chapter 5

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44 44 Chapter 5-1 |  
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444 444 4 Follow the path ahead. Eventually you can turn right across  
4 44 4 a wooden bridge, but don't do that right now. Keep going.  
44 4 Climb some rocks to break open some boxes. One will give  
4 you an 'Emerald', which is the found everywhere treasure  
4 for the Island like the 'Velvet Blue' is for the Castle.



Now go back and go across the wooden bridge. There will be a cut-scene in which you see Ashley get taken away. Jump across to this encampment. A lot of people will come your way, kill them as they come, shotgun will work well here. Ahead of you will be 'Handgun Ammo (10)' on a box in front of you. Go around the sandbags to your left and you will see a huge guy come with a chain gun. The best thing to do here is chuck some grenades. The Magnum or rifle will do good as well to kill him. He will give you a nice 15000ptas. In an area to the left under an overhang there will be a 'Green Herb'. Go up to the door they took Ashley to and activate the light on the left. Now go to the first tower the light hits, there will be a ladder behind it. Rotate the mirror so that it reflects off of the other mirror to your right. Go under the building you are on to get 'TMP Ammo (50)'. Now go onto that roof and turn that mirror so that it hits the switch on the right side of the door. There will be 'Magnum Ammo (3)' on this roof as well. Now go thru the door that you just opened.

There will be 'Shotgun Shells (5)' on the other side of a bunker strait in front of you. Follow the path and get ready to dodge a rock. There will be two barrels on the right to break, cross the bridge, and then you will come to an opening with two people to kill. Go on past the ladder to get 'Shotgun Shells (5)' and then go up the ladder. To the left there will be a guy to kill and 'TMP Ammo (25)' behind him. Continue on the path and jump thru a window on your right to get 'Rifle Ammo (5)' from the table. Turn to your right to kill some people coming at you with cattle prods. Keep going to your left and then another left to find a 'Red Herb'. Go now to the right and shoot the red barrel and go inside the yellow glowing room. Climb the rock and open the chest to get the 'Golden Lynx'. Now go back around and go down the path to a bunch of crates. Use these for cover and get out your rifle and take out the people in front of you. There will be a red barrel to shoot to explode and kill a bunch of people. There will also be 'Handgun Ammo (10)' nearby to grab. There will also be a box in front of you with 'Shotgun Shells (5)' on it. Go up the path to your left and kill anyone in your way. Go to the end and you will get 'Shotgun Shells (5)' and a 'Green Herb' on the ground. Now go jump back down and move on. There will still be people chasing you, kill them as they come. There will be a cart at the top of the hill you can shoot to explode, and then it will roll down the hill. Keep going, you will go thru a door and then reach a Merchant that you can deal with on your left and a save point. Save your game.

Continue on down the path. People will drop down in front of you, kill them and go thru the door on your left. In the lockers to your left there will be 2000ptas. Keep going down the hall. The door on your left is locked, keep going. On your right you can open a dumpster to get an 'Incendiary Grenade'. Keep going and open the door. Here will be a guy on your left waiting. There will be a 'Green Herb' on the table and 'Shotgun Shells (10)' in a briefcase in the back. Keep going and a door will explode in front of you around a left turn. A man will jump out after you. Kill him before he gets to you. Keep going, there will be a 'Hand Grenade' in the sinks to your left. Keep going. You will hear Ashley ahead. A huge guy with spiky armor will be in you way. Avoid his giant hammer and shoot his groin and upper legs where he is not protected. You can also aim for his neck. The magnum and shotgun work well on him. Go down to the end of the hall and down the stairs to your left. There will be a case with the 'Red Stone of Faith' inside of it. Another hammer warrior will be down here along with an archer. Kill them as more people come down the stairs after you. Under the stairs will be two barrels, one has a 'Yellow Herb' in it. Go back up the

stairs and thru the door on your left you passed earlier. There will be 'Handgun Ammo (10)' in front of you. Keep going to see a cut-scene with Ashley from a security camera.

Continue on and out the door to your right. On your left will be a file drawer with 'Shotgun Shells (5)' inside. To the right will be a room. Break some glass to get 'Rifle Ammo (5)' and strait in front of you will be 'Shotgun Shells (5)'. There will be a Merchant here too. Deal with the Merchant and go into the shooting range if you want, and then move onwards. Keep going. There will be a file drawer with an 'Emerald' in it on your left. Ahead of you will be a shudder door. People will be throwing dynamite out at you. The only way the door opens is if you are far away. Get back, and when it opens, use your pistol or toss some grenades. The rifle works too. Keep going on down the path once the door stays open. There is a red cabinet on the wall that has 'TMP Ammo (50)'. To the right, behind a wall, will be a 'Red Herb'. Go thru the door. There will be a 'Green Herb' to the left. There will also be a door you can unlock. There will be another room in the back that has a box with the 'Brass Pocket Watch' in it, and a typewriter to save your game.

Go back out and up the top of the stairs. You can either go left or right, go left. There will be a bow on the right that has an 'Incendiary Grenade' in it. Keep going thru a two doors and into a room. Walk forward to see something on an operating table. Turn right to the far door. Operate the system to open the door. Turn the colors in this order: Blue, Yellow, Green, Green, Red, Red, Red. Go inside the room. On the left will be 'Luis' Memo 3'. Read this carefully, this describes the creature you saw on the table. On the right the will be 'TMP Ammo (50)'. Go around to the other side of the room and get the 'Freezer Card Key' off of the dead body. Now turn around and go to the door.

As you open the door, the Regenerator will be coming after you, just run past it to the left and don't turn back. Keep running thru the hall and there will be another Regenerator to dodge. Go thru the wire doors and turn left and go into the freezer. The doors will lock and a Regenerator will come to life as you come in. Go strait to your right and Go to the keypad and change your 'Freezer Card Key' into a 'Waste Disposal Card Key'. Turn to your right and operate the cryogenic device to un-freeze the room. Then go to the room in the back right corner, open the glass, and get the 'Infrared Scope'. Mount this on your rifle and get in a position in the room were you are at a distance from the Regenerator. Shoot the red leeches in him to kill him. He will give you 5000ptas. Now you can leave the freezer, but not before picking up the 'Rifle Ammo (5)' next to the door.

Go out into the hall and kill all the other Regenerators in it for more money. There will be a small dead end hallway that has a case at the end which has an 'Emerald' in it. Continue on to a red case on the wall that has 'Rifle Ammo (5)'. Keep going and unlock the door with the key you just transformed. Keep going to the end to get 'TMP Ammo (25)'. Go thru the door on your right. There will be a 'Hand Grenade' on the ground. Don't worry about operating the system. If you want, you can pick up the bad guys and drop them down the pit to the right, but you don't get as many items that way. Just go thru the door, jump down the ladder, and kill the people down there. There will be a 'Green Herb' on the other side of one of the dumpsters. Go thru the door, there will be 'TMP Ammo (25)' at the far end. There will be 'Shotgun Shells (10)' on the table, and a 'Yellow Herb' on the desk. One of the lockers has a

'Flash Grenade' in it. Keep going thru the door.

Run down the path, there will be a cabinet on your right that has 'Handgun Ammo (10)'. Keep going to see to hammer soldiers guarding Ashley's cage. Throw grenades of the wall and bounce them into the corner where they stand. Then get out your shotgun and wait for them to come around to finish them off. Try to save Ashley, but then the door will be locked. Keep going on thru the next door. There will be 'shotgun Shells (5)' on the ground. More people will be in the room ahead, have your shotgun ready. One person will come running at you, so turn right and shoot him as fast as possible. On the far shelf across the room there will be 'Rifle Ammo (5)'. There will also be a 'Flash Grenade' on the right side of the room. Go down the stairs. At the bottom behind the stairs, there will be a cabinet that has 'Magnum Ammo (5)' in it. Keep going thru the next door. Go up the stairs to your left. Strait ahead is a room with a 'Green Herb' and a typewriter, save your game.

Turn around and go out the door and thru the door to your right. Go thru the door and front of you, you will see and wicked Regenerator coming. Get your rifle out with the I.R. Scope. In front of you will be 'Rifle Ammo (5)'. Turn to your right and look out the door. Kill the Regenerator. This one will have four leeches. Plus, once you kill all of the leeches, you are going to have to keep shooting it. One that is done, go to the back of the room you are still in and break some glass on the left to get 'TMP Ammo (25)'. Go pick up the 'Storage Room Key Card' that the Regenerator dropped. Turn right and go to a case that has 'Rifle Ammo (5)' in it. Jump thru the broken window. On the left side of the room there will be a 'Green Herb' and a 'Red Herb' in some glass to break. You can also get 'Shotgun Shells (5)' and 'Rifle Ammo (5)' on the right side of the room. Go out the door in the back left corner and then go out the door strait in front of you. Walk down the end, there will be three barrels to break and a Merchant to deal with. Go up the elevator and there will be a 'Green Herb to your left. Go inside the tower, Leon will try to contact people. There will be 'Shotgun Shells (5)' up here. Go back down the elevator and run all the way back to Ashley's cell. This is noted by a blue flashing door on your map. Once you get to a stairwell, there will be people attacking you from up top, run up to them and blast them away with your shotgun. Once you open Ashley's cell and go to the back where she is, this chapter will finally be over.

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  44 44  Chapter 5-2      |
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444 444 4  Next to Ashley there will be 'Shotgun Shells (10)'. As you
4      44 4  try to leave you will see the window and pick up the 'Paper
      44 4  Airplane'. You can hear people coming. Have your shotgun
      4      ready and turn to your left. There will be a bunch of guys
      4      waiting including a hammer warrior. Kill them and move
              onwards down the hall. Go to the red dot on your map, down
the waste vent. Keep going to a room where they lock the doors. Go over
and unlock the doors, this will bring a flood of people into the room.
Turn around and blow them away with your shotgun. After this you will
probably have to heal yourself and Ashley. Keep going out the door that
you just opened. Go jump down the vent.
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Once you get back up, get out your rifle with the I.R. Scope. Go operate the lever to the right and turn around to destroy the Regenerator. This one has four leeches. It will give you 20000ptas. Go thru the door. To your right will be 'Rifle Ammo (5)'. Operate the next lever to keep going. Then push a huge metal box with Ashley to keep going. Walk over to get 'Rifle Ammo (5)' and a 'Green Herb'. Another Regenerator will come to attack you, kill him for another 20000ptas. Keep following the path. There will be another box to push, once done, go thru the door to your right. Go thru the door with the green light over it. You will be confronted by a hammer guy as you go on. There will be a barrel you can break open as well. There will be a 'Green Herb' on the ground. Keep going and jump down into a room with a round lava pit in the middle of it.

Ashley will point out a gate, and then people will attack. Run to the back right corner of this room into a control area and tell Ashley to operate the machine. While she is doing this you must protect her and yourself against some oncoming enemies. There will be 'Handgun Ammo (10)' as well as a 'Red Herb' in this small control room. Once Ashley is done breaking thru the concrete, go thru the door. Go down to your right, there will be a door. In there, there will be an 'Incendiary Grenade' in a cabinet as well as 'Rifle Ammo (10)' from an oven in the back. Get your rifle out and go back out the door. You will have to fight more Regenerators. Operate the crank on the right and kill the Regen strait in front of you. Go down thru the hall on your left into a room. In here is a 'Green Herb' and a switch in the back corner to operate. There will also be a locker with 'Shotgun Shells (10)'. Go back out of the room to kill another Regen. Each of these Regens will give you 5000ptas. Go to the door that is half-open and check it. Tell Ashley to go thru and then you will follow.

Strait ahead will be a 'Yellow Herb'. To the right will be a room. In here there will be a 'Red Herb' in a locker. There will also be a Merchant to deal with. Save your game. Go back out to the locked door. Tell Ashley to wait in front of one, and then you go to the other. Operate it and pull the lever when the red light gets to the middle circle. Go thru the door.

There will be three boxes to your right and one to your left. Also to your left there will be 'Rifle Ammo (5)' and 'Shotgun Shells (5)'. Now get on the bulldozer. Ashley will drive as you stay on the back and kill anyone who tries to jump on, your shotgun will be a good weapon, and even your rifle, if you are quick enough. Soon a truck will come after you, hit it as much as possible with your shotgun to blow it up. Keep killing more enemies as they come. You will get to a point where the bulldozer stops and you have to get out. Go up the ladder to your right to get a 'Green Herb'. Run down the catwalk, killing people as you go, pull the lever and then run down the other side and pick up the 'TMP Ammo (25)'. Then hurry back to the dozer. Do this quick, because there will be people going after Ashley. Kill more and more people as they come. Ashley will stop the dozer to break down a door, and after it is broken, she will yell at you. Turn around and face front to see a truck coming at you. Blow it away and the dozer will drill thru a wall. In this new crumbled up room, pick up 'Handgun Ammo (10)'. Go thru the door to get 5000ptas. from a cabinet to your left as well as 'Hand Grenade' in a cabinet to your right. There will be 'Shotgun Shells (10)' on a chair in front of you and the 'Green Stone of Judgment' in a case to your right. Deal with the Merchant and save your game. Go thru the door to see Saddler and end the chapter.

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44 44 Chapter 5-3 |

44 44 4 -----

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444 444 4 To the left side of the stairs in front of you, you can  
 4 44 4 pick up 5000ptas. Up the stairs and on the alter you can  
 44 4 get the 'Our Plan' document. Now leave thru the door to  
 4 your left. You will have a cut-scene of Krauser and Ada  
 4 talking. Continue onwards, there will be 'Shotgun Shells  
 (5)' eventually on your left. Keep going down some stairs.  
 There will be a 'Green Herb' in front of you. Go thru the door and  
 there will be people immediately to your right to kill, and more will  
 come. Use your shotgun. Keep going around and thru a door to your right  
 to get a 'Flash Grenade' and 3000ptas. Go strait out and up the stairs  
 to your left. There will be a locker on your left with 1300ptas. and  
 'Shotgun shells (5)' in front of you. Go down the stairs thru a door in  
 front of you. Keep going thru another door and ahead of you will be  
 'Shotgun Shells (10)', turn and go up the elevator.

Walk strait ahead and into a nice cut-scene. This will be a scene that  
 you can't even watch. Just be ready to dodge at all times. Have your  
 fingers on 'L & R' and 'A & B' at all times and just look at the bottom  
 middle of the screen. This is a knife fight with Krauser that is an  
 instant kill you if you don't dodge fast enough. Towards the end you  
 are going to have to hit 'B' and 'A' as fast as possible. Eventually it  
 will end and you will jump down a ladder, and go thru the door on the  
 right. Tere will be lasers that appear in front of you. Time it right  
 and run thru. This will happen again with a more complex set of lasers.  
 Then again, only this time the lasers will move to you and you have to  
 dodge. Again, more lasers will come and you have to dodge twice. You  
 walk down to the end of the hall and press a button to operate the door  
 ahead, and you'll turn around to see more lasers coming at you. You  
 will have just but a split second to dodge these lasers. Once you get  
 past this, go thru the door.

This is a nice throne room. If you want to sit in the chair, you can  
 just for kicks. Above you on one of the metal beams is a nice shiny  
 'Elegant Headdress' for you to shoot down. Go around behind the throne  
 and go down an elevator. Follow the path and go down some stairs. Under  
 the stairs will be an 'Emerald' and a 'Green Herb'. Keep tugging on. On  
 the right will be 'Luis' Memo 4' on a box next to the Merchant. Behind  
 the arms-dealer will be a cage that has a 'Red Herb' and 'Magnum Ammo  
 (5)'. Now go deal with the Merchant and save your game.

Turn around now and go thru the giant wooden doors. On the left there  
 will be a cage with a hole in it, inside is a 'Yellow Herb'. Go across  
 a bridge to find 'TMP Ammo (50)' on the ground. Keep going and  
 eventually you will see a rig hanging over a chasm. Run forward.  
 Eventually you will be attacked by a giant creature and knocked onto  
 the rig.

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BOSS - It

All you want out is either you shotgun or your magnum. Your not going |  
 to kill this guy. All you want to do is knock him away enough so that |

he runs away. This fight starts off on a giant rig that has three parts to it. Start by running strait ahead and turning right to get 'Shotgun Shells (10)'. Turn left and go to a gate and shoot the button to the right. The door will open, operate the system. Run back around to the other side. There will be a 'Green Herb' to pick up and another door to shoot open. The entire time this is happening you might have to duck to avoid being swept up and away. The creature will also sporadically jump down after you. Go and operate the second button and then run and go thru the giant red door, the first part of the rig will fall. Go to your left for an 'Incendiary Grenade'. Turn around and go strait thru the path in front of you, a door will shut and the creature will jump down after you. Shoot him so that he goes away. The door in front of you will have a button to shoot up and to your right. Go thru and operate the first part of this rig. Now go strait across to a 'hand Grenade'. Go on to the next door that has a switch above it and to the left. Go thru and operate the second button. Run back to the giant red door to jump off this rig and onto the next. Go to your right and activate the first switch. The It will jump down in front of you and grow these razor pincers from his back, ooo, he kind of looks like the Illuminados symbol now. Shoot him as much as possible to get him to leave. Go thru the silver hallway to your right. Go all the way around and you will see a switch at about knee level thru a gate to shoot and a door will open. Go back around thru the hallway and activate the second switch. Run back around to the red doors now. Walk out onto a ledge and jump. The rig will drop behind you. Start running away, the It will climb back up after you. In this area there will be 'Green Herb' and 'Shotgun Shells (10)'. There will also be a cave that is blocked off that you can pull a lever to get to that has 'Handgun Ammo (10)'. There will be two red barrels around here you can shoot if need be. Just hit the beast with all you have. Grenades, magnum, rifle, shotgun all will do wonders here, just don't let him near you. Eventually he will die and give you 50000ptas.

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Go out of this area that you just fought in and go thru the door to your right. Follow the path to a stairwell. On the other side of the stairs there will be a 'Green Herb'. Go up the stairs and onto the left on your left. Ride the lift across the chasm. There will be another 'Green Herb' over here. Ride the cart back over to where you just where. Run over to your left and go up a ladder. Go up another ladder directly in front of you. There will be 'Shotgun Shells (10)' in front of you along with a cabinet that has a 'Hand grenade'. Go out the door and break open the barrel. Look over the edge and rifle the people below you. Jump down, there will be several boxes and barrels in this area. There will also be 'TMP Ammo (50)' on a box by the fire. Continue on down the path to get a 'Yellow Herb', then go inside the giant tent and break open all of the boxes and barrels in there. Jump down the ladder inside the tent.

Down here will be a barrel to break open. Keep going and turn to you right to get the 'Blue Stone of Treason' from a case. Combine this with your now completed Lynx. Keep going and turn down a path to your left. There will be two boxes, and one gives you 5000ptas. Keep going, there will be a barrel head and 'Krauser's Note' on the table. Go to the shooting range and deal with the Merchant if you want. Then save your game.

Turn around and go up the ladder. Turn to your right to find a barrel. Keep going up the stairs and move forward thru the doors. Jump down a cliff in front of you and just keep going strait. Eventually you will

come to a cut-scene with Krauser. You have to collect three pieces to a door, one in the North, on East, and Krauser has the last one. Keep going on up the path and thru the door in front of you. Have your shotgun out at all times and always be ready to dodge throughout the entire rest of this chapter. Once you go thru the door to get a 'Green Herb' and break a box. Climb the ladder to get a 'Flash Grenade' and a barrel, and then jump back down and try to open the next door. By now, your advisory will undoubtedly have attacked you. You can't kill him, at least not yet. The only thing you can do is hit him enough so that he goes away. He has more agility than you could possibly fathom and will be able to avoid a lot of your incoming fire, just try your best. Eventually he will throw a 'Flash Grenade' and leave. The best thing to do is just hit him with your shotgun, especially when he is close. Also, don't let him get behind you, he will slit your throat. Go thru the door now that just unlocked and continue onwards. There will be 'Shotgun Shells (10)' on the ground. Krauser will then be around the corner waiting for you, have another small truffle here. Be ready to dodge, a lot.

Move ahead. You will go across a bridge, kind of, and Krauser will shoot arrows at you and then jump down at you. Have another fight. Go inside the building he was just on. There will be two barrels inside and 'TMP Ammo (50)' on the top. Now leave this shack and keep going. You will go around a corner to find a 'Green Herb'. Go up some stairs to pick up the 'Piece of the Holy Beast, Panther'. Up ahead will be a 'Red Herb'. Have another scuffle with Krauser and a statue will rise from the ground. Move the statue on top of the white tile on the ground. This will open a switch. Go to the far back corner to get 'Handgun Ammo (20)'. Now go pull the lever to unblock the door and go back to the shack that had some barrels in it. There will be another switch here to pull, but not after you fight your enemy again. Go thru the gate you just opened.

Go down to a 'Green Herb' in front of you. Now turn to your left to see some robots on the ground. Shoot them. If they sense you, they will act as proximity bombs and run up to you and explode. Continue on down one of the many ways to your right. You will eventually come across more spider-mines. You will also come across a new type of machine that flies around and has a turret gun on it that will shoot at you. Blow these up as you see them. Keep going to find Krauser, have a nice conversation with him, and then destroy the machines he puts up against you. Use your shotgun. Go up the tower to your left, you will get locked inside. In front of you will be a 'Yellow Herb'. Run up the stairs and then go up a ladder onto the roof. Turn left and go down to the end to get 'Magnum Ammo (3)' and a 'Green Herb'. Now run back to the other end and walk out onto a wooden catwalk. At the end will be 'Piece of the Holy Beast, Eagle'.

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BOSS - Jack Krauser  
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Now you will have a nice scene in which Krauser grows a parasitic arm | and you have to dodge. Once this happens you will see a set of trip- | wire mines laced around the tower's base. You have three minutes to | kill this vile being before the tower goes and you die. In my opinion, | this guy is the hardest boss in the game. He will use his arm as a | shield whenever he is walking up slowly, shoot his feet with your | shotgun and then whip out your magnum and blast him while he is on the | ground. As for when he is jumping around, just have your shoty out and | ready to shoot at any moment. Always be ready to dodge. If you play |

this right, you will probably spend more time dodging than shooting. |  
Eventually, this best will die, but it takes quit a lot of ammo. If |  
you have any grenades, or perhaps a rocket launcher, you might want to |  
use it here, especially because of the time limit. Once he dies he |  
will drop the 'Piece of the Holy Beast, Serpent'. But your not done, |  
quickly jump out the ladder and run out the door to your right and |  
jump into the clearing. Run strait across to pick up 'Handgun Ammo |  
(10)'. Then run really fast to the door and put all of the pieces in |  
the door, then go thru the door to end the chapter. |

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44 44 -----  
44 44 Chapter 5-4 |  
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444 444 4 Notice the sound of a big explosion right when this chapter  
4 44 4 starts? Yeah, that was the tower you were fighting on. Keep  
44 4 going to take a 'green Herb' in front of you, then save  
4 your game. Keep going, you'll eventually reach a Military  
4 Encampment. You will then be saved by a helicopter that  
comes and blows everyone away. This guy will stay around  
you to shoot things. Whenever he says to find cover, do it, because he  
is about to blow something up. Go ahead and in the tent to your left to  
get 'Shotgun Shells (10)'. On your left as well, there will be two  
barrels to break. Keep to the path. To the left will be a sandbag  
bunker. Inside of here will be a 'Hand Grenade'. Go down the stairs now  
to your right.

There will be a barrel in front of you that you can break. Keep going  
thru the door in front of you and go into the tunnel on your right.  
There will be people with shields waiting, so have your shotgun ready.  
Go up the ladder to your right, but only after the guy in the chopper  
blows this building up. Climb up another ladder onto the top of the  
building and then jump down inside of it. Leave out the door to your  
left to hit up a barrel. Then go back inside and pick up the 'Handgun  
Ammo (10)' and 'Green Herb' that are sitting on the ground. Then unlock  
the door to your right and go thru it. You will see a guy with a giant  
chain gun up and to your left that will be shooting at you, pick him  
off with your sniper rifle. Then go to your right and up the stairs.  
Eventually, you will come to a spot where you can slide down a zip  
line. Do this and pick up a 'Hand Grenade' that await you, as well as  
the 15000ptas. Jump down and operate the switch on the wall to your  
left. Then jump down to the ground. To the left is the door you just  
opened, but we will come back to that. Go to your right and jump down.  
In these tents and small tunnels you will fin a 'Green Herb', a barrel,  
a 'Red Herb', and 5000ptas. Now go back up out of this ditch and thru  
the door you just opened.

Go immediately into the tunnel to your left, just wait here a while and  
break the barrel next to you. Go up the ladder and kill everybody as  
they come. Once you friend blows up the first building, follow the path  
all the way to the end, there will be a door you can kick down. You  
will see two lights go red in color. Go to the switch in front of you  
and pull the lever. Then go over to the building that was blown up and  
jump down into the middle of it. In the middle of this area of war is  
'TMP Ammo (50)'. Run across to the other side and climb a ladder to get  
on top of this building. Walk down to the end of the path and pull the



second lever to open the door. Go back and jump down into the area that used to be a building. Here there will be a 'Green Herb'. By now everyone should've been killed by the chopper, just go thru the door you opened. Go up some stairs and watch one of the coolest cut-scenes in the game.

Once this is done, shoot the shiny object at the top of the pillar to your left to get an 'Emerald'. Go ahead and collect the spoils of war. If you want, you can look over the cliff at the chopper. To the left will be a path that has a barrel at the end of it that gives you 'First Aid Spray'. At the entrance to this skinny path is two more pillars. One has another 'Emerald' on top of it. Continue on down the path and go thru the giant double doors. Follow the path and jump down a ladder. Turn around and get the 'Pearl Pendant' that is sitting on a tomb. Go on to a rather interesting scene with Ada. Once this is done, get the 'Handgun Ammo (10)' from the table. Keep moving forward. Go thru several doors. To your left will be a 'Flash Grenade' as well as a cabinet that has 'Magnum Ammo (3)'. A green box by the desk will have 'Shotgun Shells (10)' as well. Save your game and move on.

There will be a 'Yellow Herb' to your right on a table. Keep going to some cells that are in front of you. The first cell on your right will have 'Rifle Ammo (5)'. Go back out into the hall with your rifle ready to fight Regens. One will come out of the second cell on the left. Back up and shoot at him, he will have four leeches and give you 5000ptas. By the stairs will be a 'Red Herb'. Climb up onto the stairs on the left side and go thru the door. Go down the stairs and turn right to get a 'Green Herb' and break a box, and then keep going.

Go up some stairs to your right. There will be sandbag bunkers to your left and your right, even one strait in front of you about 5' off of the ground. Kill the archers waiting for you inside these, and more people as they come to you. There will be red barrels around here that you can shoot. Go over to your right, there will be three barrels that you can break open. Thru the door on your right, you will find a 'Red Herb' on the ground. By now, another guy with a chain gun will come after you. You can kill him the same way as last time with your rifle. Or, you can hide somewhere where he can't see you and force him to jump down after you. This lets you have a close up fight with say a shotgun, or even a magnum? Pick up the 15000ptas. he drops and then run over to the locked door in the back right corner of this area to start a scene. Turn around and kill the people coming after you. One will drop the 'Emergency Lock Key Card'. Go to the ladder under the building strait in front of you. There will be three barrels here you can break open. Climb up the ladder. On the table will be a 'Flash Grenade'. Continue on down the catwalk and go up the ladder to your left.

In this room there will be a locker to the left that has 'TMP Ammo (50)'. There will also be a box to break. Follow the catwalk to the right to another room. In here there will be a card reader, insert the card you just got. There will also be two barrels next o this that you can break. In the case on the table will be 5000ptas. There will be a cabinet to the left that has 'Rifle Ammo (5)'. Now go back and jump down the ladder onto the lower of the two catwalks. Turn left and go into another room. To the right will be a button you have to push. There will be a locker in here that has 'Handgun Ammo (10)'. Go back to the catwalks and run all the way back to the first room you were in on these catwalks. Press the second button to open the door. Jump down and go thru it.

Go thru another and on your right will be a cabinet with 'Shotgun Shells (10)'. Turn to see people with shields coming, so be ready. Keep going down the path. There will be a door on your left you can open. You will find Ashley laying in some cryogenic tube. Watch this captivating scene.

Leave thru the door with Ashley. On the ground to your left will be a 'Green Herb', 'TMP Ammo (50)', and 'Luis' Memo 5'. Go deal with the Merchant on your right and look back at the door you came from. There will be a path that has two barrels at 5000ptas. a piece. Keep going thru the next door. Your path will split. Go to the right and back into the room you just had a cut-scene in. Ahead of you will be 'Shotgun Shells (10)'. Go up the ramp into a room to get a 'Red Herb' and 'Magnum Ammo (5)'. No go back out this room the way you came in. Keep going and go down the other side of the fork, to your right. Go thru the doors to watch a nice scene for your health, now get ready for the end.

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  44 44  The Final Chapter  |
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444444444444
444 444 4  Coming Soon!
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RESIDENT EVIL 4.5 (BOUNS ASSIGNMENTS!)  
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  44 44  Assignment Ada    |
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444 444 4  Coming Soon!
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   44 44  -----
  44 44  The Mercenaries  |
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444444444444
444 444 4  The Mercenaries sub-missions game is, in my opinion, one of
 4    44 4  the hardest things in the game to beat. The concept is quit
     44 4  simple to understand. Kill as many people as you can in the
      4    4  allotted amount of time. You have two min to kill people
      4    4  a helicopter picks you up and your mission if over. There
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Will be a counter on the top left hand corner of your screen. Once there is thirty seconds left, you can hear a helicopter coming your way. You can extend your time by picking up hourglasses throughout the level you are fighting on. There are also special hourglasses in treasure chests that multiply your kill points by a thousand within the next thirty seconds. All you want to do is kill people for points. There are four levels to play on. The Village, The Castle, The Island, and the Military Encampment. On each level there will be your regular everyday bad guys to kill, but there will be one special enemy that is harder to kill. For the Village you have the chainsaw sister. The castle has wolverine man. The island has the double-bladed chainsaw man, and the encampment has the big guy with the chain gun. These guys will take a lot more to kill, and don't like to listen to physics much. They can jump on top of anything, no climbing ladders for these guys. So just be careful of them. You will be able to hear them if they get close to you as well. The object first off is to beat every level and unlock every character. To unlock a character you must get a 4 star rating on a level. To do this, you need at least 30,000 points. Your starting fighter to do this with is Leon S. Kennedy. Once you have unlocked all of the characters, you want to get a five star rating on every level with every character. To get a five star rating you are going to need 60,000 points. Once this is accomplished you can get the 'Handcannon' for free in single player mode, which is a wicked powerful magnum. You will die a lot when you play this, and it will be very frustrating at times. Don't expect to beat it all at once, your not that good. Plan on trying for this multiple times.

Here are your starting weapons for all of the characters that can be used in this game, once you've unlocked all of them. One thing you must know about one of your characters is about Krauser. You can use his parasitic arm that he uses against you in the game. Whenever his left arm glows red you can hit 'X' to transform into the parasite arm. Pressing 'A' lunges you forward to attack, and is an instant kill to anything. Hitting 'B' will give you your normal arm back. Here are your starting weapons:

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Leon Scott Kennedy |
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Blacktail w/ 21 Capacity |
Riot Gun w/ 13 Capacity |
Handgun Ammo (30) |
Shotgun Shells (10) |
First Aid Spray |
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Ada Wong |
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Punisher w/ 20 Capacity |
TMP w/ 100 Capacity |
Rifle (Semi-Auto) w/ 12 Capacity |
Scope (Rifle Semi-Auto) |
Handgun Ammo (30) |
TMP Ammo (100) |
Rifle Ammo (5) |
Incendiary Grenade x 3 |
First Aid Spray |
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Jack Krauser

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Parasitic Arm  
Compound Bow  
Arrows (30)  
Flash Grenade x 3  
First Aid Spray  
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HUNK

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TMP w/ 100 Capacity  
TMP Ammo (100)  
Hand Grenade x 3  
First Aid Spray  
-----

Albert Wesker

-----  
Handgun w/ 25 Capacity  
Killer7 w/ 10 Capacity  
Rifle (Semi-Auto) w/ 24 Capacity  
Silencer (Handgun)  
Flash Grenade x 3  
Incendiary Grenade x 1  
Hand Grenade x 4  
First Aid Spray  
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Now to deal with actually beating the levels, I'm going to give you a rundown on every level and how I beat them:

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The Village  
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This level has no specific spawn point. Just, when the game starts, start running around the outskirts of the level picking up every item you can from boxes, barrels, or things just lying around. Also, pick up all of the time extensions that you can. There will be useful items up in the tower for you to get as well. Once you get all of the items in the level, checking the cabins as well, then you can start unloading on people. You've probably killed a few people by now, and that is fine. Start by going to the locked cabin that you have to jump thru the window to get the extension. Get the time bonus from the chest and turn around and start shooting people out of the window. Kill as many people as you can ins this allotted 30 seconds for bonus Points. Always try to keep your killing streak going as well for even more points. Once the timer has gone out run around to the barn with the cow. Try to get people by the barrel, and then shoot it to blow them all away. Now go get the time bonus behind the cabin with Spanish shingles. Kill everyone that followed you, use the bonus well. By now there are undoubtedly chainsaw sisters following you. Go into the two-story barn and climb up the ladder and then knock it down. Keep knocking down the ladder until a bunch of people are below you, including some chainsaw ladies, 2 or 3 if your lucky. Run over and get the time bonus from the chest, knock down the ladder one last time, and then shoot the red barrel below. This will take out a ton of people. If you have grenades, keep throwing them down, make sure the chainsaw people are dead before you drop down and get any items that were dropped. Raise the ladder, and go back up and continue to stand you post up there. If you did a

good job, you should have 60,000 points by the end. Just remember never to jump down when there are people down there, your story will end really fast.

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The Castle

Coming Soon!

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The Military Encampment

Coming Soon!

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The Island

Coming Soon!

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44 44 -----  
44 44 The Blue Medallions |  
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444 444 4 This submission can only be completed during the Village  
4 44 4 section of the game, considering that's where all of the  
44 4 medallions are. There are 7 medallions in farming area of  
4 the Village which is just Northwest of the village centre.  
4 There are 8 more in the village cemetery and pathway to  
the village lake. If you destroy 10 of these medallions,  
the Merchant, being the kind sole that he is, will give you a brand new  
Punisher handgun for free. Destroying all 15 gives you nothing more  
than a pat on the back, but hell, you might as well do it for fun.

#### Farming Area Medallions:

As I've stated, there are seven medallions here. Go to the tree to the right of the entry-way to this area that is fenced in. It has, or had depending if you already got it, a blue document on it. Take it to read what I've already told you. The first medallion is hanging from a branch on that tree. Now that you've got the first one in the tree, turn and face the front of the barn with all of the animals in and around it. There is a big window over the door with a medallion hanging in it. There is another one in the same location in the front window of the other barn. There is one hanging from the tree behind the animal barn, and another hanging from the roof in the back of the barn with the catwalks. Now go onto the catwalks and you can get the last two. One is hanging from the rotating windmill, while the other is hanging above the door in the Northwest corner. If you're having trouble with any of these, consult your map, because all medallions appear as blue dots on your map.

#### Cemetery/Lake Pathway Area:

Now to finish off the blue medallions, go to the entrance of the cemetery. When you get there, head up the path. Stop at the fence, there will be a tree to your left and right that have medallions on them, shoot both of them. Then walk up the middle of the cemetery. Stop in the middle of the cemetery and look up the hill to your left to see another medallion hanging from a tree. Now go to the front of the

church. In the far left hand corner of the front of the church there is a tree with a medallion hanging from it. Now go back behind the church where we got the 'Green Catseye'. Hanging from the top of the church in the back, there's another medallion. Go down to the catwalks. When you get to the jump point, don't jump. Look strait ahead and a bit to your right. There is on hanging on a post. Now look on the catwalk that you walk on. It will turn to your right, and there is on hanging under it about 50 ft. down the catwalk. Now jump over and do a 180. Look under the catwalk right where you were standing, there is the last one. Congratulations, you're a sharpshooter, 15/15.

```

      4
     444
    4444
   44 44  -----
  44 44  The Shooting Range  |
 44 44 4  -----
44444444444
444 444 4  The second submission in Resident Evil 4 is completing the
4      44 4  shooting range. Although this one doesn't give you any new
      44 4  and snazzy guns, it will give you the money to buy new and
      4      snazzy guns. This submission can only be done in the Castle
      4      and Island sections of the game. In five places throughout
              those two sections, there are shooting ranges next to
merchant locations. Those five spots are denoted by blue dots on your
map. The shooting range is behind a blue door with golden decor and two
gold revolvers on it. The way the game works is simple. You can choose
either to use 'Rapid-Fire' weapons or 'Sniping' weapons. You enter a
range and choose what game type you wish to play. The game types are A,
B, C, and D. If you couldn't guess, they games get harder as you
proceed through the alphabet. Once you choose a game type, cut-out
villagers will appear, you can guess what to do then. A head-shot on a
male villager is worth 100 points, whereas on a female villager, you
can receive 200 points. If you get a body shot, you get 50 points. If a
villager comes out holding a stick of dynamite, shoot the dynamite for
100 points, plus it destroys all the other villagers and multipliers
your score. If you hit five targets in a row, at the far end of the
range, a small cut out will appear of Salazar's head. Blowing it up
will give you 500 points. One point reducer though, is Ashley. Shooting
Ashley will result in losing 1000 points. The objective is to get 3000
points by the end of the round. If you do, you will get a prize. Your
prize is a small bottle cap figurine of a character from the game.
There are 6 bottle caps for each game type, so 24 bottle caps total. If
you get over 4000 points a round, you get a special prize, ooo. Once
you collect all six bottle caps from one game type, you will receive a
cash reward. For game type A: 15000ptas., B: 25000ptas., C: 35000ptas.,
D: 50000ptas. Your bottle caps can be viewed in your Keys/Treasure
Menu.

```

```

=====
WEAPONS
=====

```

```

      4
     444
    4444
   44 44  -----
  44 44  Handguns           |
 44 44 4  -----
44444444444

```

444 444 4 This is your basic side-arm weapon throughout the game, and  
4 44 4 will quickly become your best friend. Always have at least  
44 4 one handgun in your attache case.

4

4

-----  
Handgun: Starting weapon

Price: Free/8000ptas.

Starting Stats:

1.0 Firepower

0.47 Fire Speed

1.73 Reload Speed

10 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 1.0 ---	Lvl.1: 0.47 ---	Lvl.1: 1.73 ---	Lvl.1: 10 ---
Lvl.2: 1.2 7000	Lvl.2: 0.40 5000	Lvl.2: 1.47 4000	Lvl.2: 13 4000
Lvl.3: 1.4 10000	Lvl.3: 0.33 12000	Lvl.3: 0.87 10000	Lvl.3: 16 6000
Lvl.4: 1.6 15000			Lvl.4: 19 8000
Lvl.5: 1.8 18000			Lvl.5: 22 10000
Lvl.6: 2.0 20000			Lvl.6: 25 12000
Exc.: 2.0 57000			

-----  
Red9: Village tunnel merchant

Price: 14000ptas.

Starting Stats:

1.4 Firepower

0.53 Fire Speed

2.37 Reload Speed

8 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 1.4 ---	Lvl.1: 0.53 ---	Lvl.1: 2.37 ---	Lvl.1: 8 ---
Lvl.2: 1.7 15000	Lvl.2: 0.47 10000	Lvl.2: 2.20 6000	Lvl.2: 10 6000
Lvl.3: 2.0 20000	Lvl.3: 0.40 15000	Lvl.3: 1.67 10000	Lvl.3: 12 8000
Lvl.4: 2.4 24000			Lvl.4: 15 12000
Lvl.5: 2.8 28000			Lvl.5: 18 16000
Lvl.6: 3.5 45000			Lvl.6: 22 22000
Exc: 5.0 80000			

-----  
Punisher: Free with destruction of 10 medallions

Price: Free/20000ptas.

Starting Stats:

0.9 Firepower

0.47 Fire Speed

1.70 Reload Speed

10 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 0.9 ---	Lvl.1: 0.47 ---	Lvl.1: 1.70 ---	Lvl.1: 10 ---
Lvl.2: 1.1 10000	Lvl.2: 0.40 10000	Lvl.2: 1.47 8000	Lvl.2: 13 8000
Lvl.3: 1.3 15000	Lvl.3: 0.33 20000	Lvl.3: 0.83 18000	Lvl.3: 16 10000
Lvl.4: 1.5 20000			Lvl.4: 20 15000
Lvl.5: 1.7 25000			Lvl.5: 24 18000
Lvl.6: 1.9 35000			Lvl.6: 28 24000
Exc: 1.9 40000			

-----  
-----

```

Blacktail: Castle merchant
Price: 24000ptas.
Starting Stats:
    1.6 Firepower
    0.47 Fire Speed
    1.70 Reload Speed
    15 Capacity
Upgrades:
Firepower-      Fire Speed-      Reload Speed-      Capacity-
Lvl.1: 1.6 ---   Lvl.1: 0.47 ---   Lvl.1: 1.70 ---   Lvl.1: 15 ---
Lvl.2: 1.8 15000 Lvl.2: 0.40 10000 Lvl.2: 1.47 8000  Lvl.2: 18 8000
Lvl.3: 2.0 18000 Lvl.3: 0.27 20000 Lvl.3: 0.83 15000 Lvl.3: 21 10000
Lvl.4: 2.3 24000                               Lvl.4: 25 15000
Lvl.5: 2.7 30000                               Lvl.5: 30 20000
Lvl.6: 3.0 40000                               Lvl.6: 35 25000
Exc:   3.4 80000
-----

```

```

Matilda: Play a new round after beating the game
Price: 70000ptas.
Starting Stats:
    1.0 Firepower
    0.47 Fire Speed
    1.73 Reload Speed
    15 Capacity
Upgrades:
Firepower-      Fire Speed-      Reload Speed-      Capacity-
Lvl.1: 1.0 ---   Lvl.1: 0.47 ---   Lvl.1: 1.73 ---   Lvl.1: 15 ---
Lvl.2: 1.2 15000   Lvl.2: 1.47 6000  Lvl.2: 1.47 6000  Lvl.2: 18 7000
Lvl.3: 1.4 17000   Lvl.3: 0.87 15000 Lvl.3: 0.87 15000 Lvl.3: 21 10000
Lvl.4: 1.6 20000                               Lvl.4: 24 12000
Lvl.5: 1.8 25000                               Lvl.5: 27 16000
Lvl.6: 2.0 35000                               Lvl.6: 30 20000
Exc:   100 35000
-----

```

```

    4
   444
  4444
 44 44  -----
44 44  Shotguns      |
44 44 4  -----
444444444444
444 444 4 Now, in my opinion, you should always have a shotgun on
4 44 4 you. It's more powerful than the handgun and will send
44 4 everyone back to give you nice breathing room. The shotguns
4 are my favorite weapon type, and the only good reason to
4 get rid of yours, is for a newer version.
-----

```

```

Shotgun: Pick off wall in village
Price: Free/20000ptas.
Starting Stats:
    4.0 Firepower
    1.53 Fire Speed
    3.03 Reload Speed
    6 Capacity
Upgrades:
Firepower-      Fire Speed-      Reload Speed-      Capacity-
Lvl.1: 4.0 ---   Lvl.1: 1.53 ---   Lvl.1: 3.03 ---   Lvl.1: 6 ---
Lvl.2: 4.5 15000 Lvl.2: 2.43 7000  Lvl.2: 2.43 7000  Lvl.2: 8 8000

```



Lvl.3: 5.0 20000	Lvl.3: 1.50 15000	Lvl.3: 10 10000	
Lvl.4: 6.0 25000		Lvl.4: 12 12000	
Lvl.5: 7.0 30000		Lvl.5: 15 15000	
Lvl.6: 8.0 45000		Lvl.6: 18 20000	
Exc: 8.0 90000			

-----

Riot Gun: Castle merchant

Price: 32000ptas.

Starting Stats:

5.0 Firepower  
1.53 Fire Speed  
3.03 Reload Speed  
7 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-	
Lvl.1: 5.0 ---	Lvl.1: 1.53 ---	Lvl.1: 3.03 ---	Lvl.1: 7 ---	
Lvl.2: 5.5 20000		Lvl.2: 2.43 7000	Lvl.2: 9 10000	
Lvl.3: 6.0 24000		Lvl.3: 1.50 20000	Lvl.3: 11 12000	
Lvl.4: 6.5 28000			Lvl.4: 13 15000	
Lvl.5: 7.0 32000			Lvl.5: 15 20000	
Lvl.6: 8.0 50000			Lvl.6: 17 25000	
Exc: 10.0 120000				

-----

Striker: Spike pit in the sewers under the castle

Price: 43000ptas.

Starting Stats:

6.0 Firepower  
0.73 Fire Speed  
3.00 Reload Speed  
12 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-	
Lvl.1: 6.0 ---	Lvl.1: 0.73 ---	Lvl.1: 3.00 ---	Lvl.1: 12 ---	
Lvl.2: 7.0 25000		Lvl.2: 2.40 8000	Lvl.2: 14 10000	
Lvl.3: 8.0 28000		Lvl.3: 1.50 15000	Lvl.3: 16 12000	
Lvl.4: 9.0 32000			Lvl.4: 20 16000	
Lvl.5: 10.0 40000			Lvl.5: 24 18000	
Lvl.6: 12.0 60000			Lvl.6: 28 25000	
			Exc: 100 60000	

-----

```

      4
     444
    4444
   44 44  -----
  44 44  Magnums
 44 44 4  -----
444444444444
444 444 4  These are the 'beast' guns of the game. Nothing is more
4  44 4  powerful, not even the rifles. Will give you a nice kick
  44 4  while it blows the crud out of anything and everything.
    4
     4

```

-----

Broken Butterfly: Castle room where Ashley needs piggyback

Price: 38000ptas.

Starting Stats:

13.0 Firepower

0.70 Fire Speed  
3.67 Reload Speed  
6 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 13.0 ---	Lvl.1: 0.70 ---	Lvl.1: 3.67 ---	Lvl.1: 6 ---
Lvl.2: 15.0 25000		Lvl.2: 3.00 15000	Lvl.2: 8 15000
Lvl.3: 17.0 30000		Lvl.3: 2.33 20000	Lvl.3: 10 20000
Lvl.4: 20.0 35000			Lvl.4: 12 25000
Lvl.5: 24.0 50000			
Lvl.6: 28.0 70000			
Exc: 50.0 150000			

-----  
Killer7: Island merchant

Price: 77700ptas.

Starting Stats:

25.0 Firepower  
0.70 Fire Speed  
1.83 Reload Speed  
7 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 25.0 ---	Lvl.1: 0.70 ---	Lvl.1: 1.83 ---	Lvl.1: 7 ---
Lvl.2: 30.0 62000		Lvl.2: 1.53 20000	Lvl.2: 10 30000
Lvl.3: 35.0 78000		Lvl.3: 0.93 30000	Lvl.3: 14 40000

-----  
Handcannon: Play a new round after beating the mercenaries game

Price: Free

Starting Stats:

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
------------	-------------	---------------	-----------

4  
444  
4444  
44 44 -----  
44 44 Rifles |  
44 44 4 -----  
44444444444  
444 444 4 These are your long distance weapons where you can  
4 44 4 pin-point as to where you are going to shoot. This is pure,  
44 4 high-caliber awesomeness.  
4  
4  
-----

Rifle: First merchant of the game

Price: 12000ptas.

Starting Stats:

4.0 Firepower  
0.67 Fire Speed  
4.00 Reload Speed  
5 Capacity

Upgrades:

Firepower-	Fire Speed-	Reload Speed-	Capacity-
Lvl.1: 4.0 ---	Lvl.1: 0.67 ---	Lvl.1: 4.00 ---	Lvl.1: 5 ---
Lvl.2: 5.0 10000		Lvl.2: 3.23 8000	Lvl.2: 7 6000
Lvl.3: 6.0 12000		Lvl.3: 2.33 18000	Lvl.3: 9 8000

Lvl.4: 8.0 20000 Lvl.4: 12 12000 |  
Lvl.5: 10.0 25000 Lvl.5: 15 18000 |  
Lvl.6: 12.0 35000 Lvl.6: 18 25000 |  
Exc: 18.0 80000 |

-----  
Rifle (Semi-Auto): Castle merchantant |

Price: 35000ptas. |

Starting Stats: |

7.0 Firepower |

1.43 Fire Speed |

2.33 Reload Speed |

10 Capacity |

Upgrades: |

Firepower-	Fire Speed-	Reload Speed-	Capacity-	
Lvl.1: 7.0 ---	Lvl.1: 1.43 ---	Lvl.1: 2.33 ---	Lvl.1: 10 ---	
Lvl.2: 8.0 15000		Lvl.2: 1.90 9000	Lvl.2: 12 10000	
Lvl.3: 9.0 18000		Lvl.3: 1.33 18000	Lvl.3: 14 12000	
Lvl.4: 11.0 24000			Lvl.4: 17 15000	
Lvl.5: 13.0 30000			Lvl.5: 20 20000	
Lvl.6: 15.0 40000			Lvl.6: 24 25000	
	Exc: 0.40 80000			

4  
444  
4444  
44 44 -----  
44 44 Automatics |  
44 44 4 -----  
44444444444  
444 444 4 As everyone in their right mind knows, automatic machine  
4 44 4 guns are just simple fun. Who doesn't like mowing down a  
44 4 wave of oncoming disgruntled villagers?  
4  
4

-----  
TMP: Village valley merchantant |

Price: 15000ptas. |

Starting Stats: |

0.4 Firepower |

0.10 Fire Speed |

2.37 Reload Speed |

30 Capacity |

Upgrades: |

Firepower-	Fire Speed-	Reload Speed-	Capacity-	
Lvl.1: 0.4 ---	Lvl.1: 0.10 ---	Lvl.1: 2.37 ---	Lvl.1: 30 ---	
Lvl.2: 0.5 7000		Lvl.2: 1.93 5000	Lvl.2: 50 7000	
Lvl.3: 0.6 14000		Lvl.3: 1.17 15000	Lvl.3: 100 15000	
Lvl.4: 0.8 18000			Lvl.4: 150 20000	
Lvl.5: 1.0 24000			Lvl.5: 200 25000	
Lvl.6: 1.2 35000			Lvl.6: 250 35000	
Exc: 1.8 100000				

-----  
Chicago Typewriter: Play a new round after beating the game |

Price: 1000000ptas. |

Starting Stats: |

10.0 Firepower |

0.10 Fire Speed |

```

1.63 Reload Speed |
--- Capacity |
Upgrades: |
Firepower- Fire Speed- Reload Speed- Capacity- |
Lvl.1: 0.10 --- |
Lvl.3: 1.63 --- |
Exc: 10.0 --- Exc: --- --- |
-----

```

```

4
444
4444
44 44 -----
44 44 Explosives |
44 44 4 -----
44444444444
444 444 4 One word...BOOM!!!
4 44 4
44 4
4
4
-----

```

```

Rocket Launcher: Village valley merchant |
Price: 30000ptas. |
Starting Stats: |
*NOTE: There are no stats for the weapon |
Upgrades: |
*NOTE: There are no upgrades for this weapon |
-----

```

```

Infinite Launcher: Play a new round after beating the game |
Price: 1000000ptas. |
Starting Stats: |
*NOTE: There are no stats for the weapon |
Upgrades: |
*NOTE: There are no upgrades for this weapon |
-----

```

```

Mine Thrower: Castle merchant |
Price: 28000ptas. |
Starting Stats: |
2.0 Firepower |
1.33 Fire Speed |
3.43 Reload Speed |
5 Capacity |
Upgrades: |
Firepower- Fire Speed- Reload Speed- Capacity- |
Lvl.1: 2.0 --- Lvl.1: 1.33 --- Lvl.1: 3.43 --- Lvl.1: 5 --- |
Lvl.2: 4.0 25000 Lvl.2: 2.57 18000 Lvl.2: 7 25000 |
Lvl.3: 6.0 45000 Lvl.3: 10 40000 |
Exc: 6.0 30000 |
-----

```

=====

TREASURE

=====

4  
 444  
 4444  
 44 44 -----  
 44 44 Non-Combination |  
 44 44 4 -----  
 444444444444  
 444 444 4 These are little goodies that you can turn around and sell  
 4 44 4 right to the merchant without feeling bad about it. You  
 44 4 can't combine these treasures with any others.  
 4  
 4

Name:	Value:	Location:
Amber Ring	10000ptas.	Village waterfall
Antique Pipe	10000ptas.	Swamp of village
Brass Pocket Watch	10000ptas.	Chief Mendez's house
Dirty Brass Pocket Watch	1000ptas.	Well first typewriter
Dirty Pearl Pendant	1000ptas.	Well after village cliffs
Elegant Chessboard	13000ptas.	Cabinet in castle armory
Elegant Headdress	10000ptas.	Village tunnel/castle
Elegant Perfume Bottle	10000ptas.	Outer castle wall
Emerald	3000ptas.	Throughout island
Gold Bangle	8500ptas.	Throughout castle
Gold Bangle w/ Pearls	10000ptas.	Village lake
Hourglass w/ Gold Decor	12000ptas.	Castle painting hall
Illuminados Pendant	12000ptas.	Dropped by Red Leader
Mirror w/ Pearls, Rubies	12000ptas.	Castle courtyard
Pearl Pendant	10000ptas.	Military encampment
Ruby	10000ptas.	Dropped by chainsaw people
Spinel	2000ptas.	Throughout entire game
Staff of Royalty	20000ptas.	Castle ruins
Velvet Blue	2500ptas.	Throughout castle & island

4444  
44 44 -----  
44 44 Combinable |  
44 44 4 -----  
444444444444  
444 444 4  
4 44 4  
44 4  
4  
4

Name-separate value	Combined Value:	Location:
Pieces-separate value		Location:
Beerstein-3000	20000ptas.	Village farm area
Green, Red, Yellow		Village cemetery/village
Catseye-3000		tree/gondola cave
Butterfly Lamp-4500	32000ptas.	Ballroom and prison area
Blue, Green, Red		Dropped by large bugs
Eye-3000/1000/1500		
Crown-9000	48000ptas.	On corpse in spike pit
Crown Jewel, Royal		Castle station/past
Insignia-11000/13000		stomping blocks
Elegant Mask-3000	20000ptas.	Village adobe
Green, Purple, Red		Lake cave/village path/
Gems-3000		village path
Golden Lynx-15000	35000ptas.	Castle cliffs
Blue Stone of		Island military base/
Treason-3500		castle dinning hall/
Green Stone of		island monitoring
Judgment-3500		station
Red Stone of		
Faith-3500		

=====  
ITEMS  
=====

4  
444  
4444  
44 44 -----  
44 44 Keys |  
44 44 4 -----  
444444444444  
444 444 4 These are items used to unlock new areas of the game that  
4 44 4 you were not capable of entering prior to getting these  
44 4 keys.  
4  
4

Name:	Location:
Camp Key	Dropped by chainsaw woman on Ganados path

Castle Gate Key	Castle gate area	
Dynamite	Mine cart in mining shaft	
Emblem (Left Half)	Village valley	
Emblem (Right Half)	Village Valley	
Emergency Lock Key Card	Dropped by worker in military base onslaught	
False Eye	Falls out of Mendez after battle in shed	
Freezer Card Key	On corpse in autopsy room	
Gallery Key	Dropped by red leader	
Goat Ornament	Castle gallery	
Golden Sword	Castle quarters	
Insignia Key	Chief Mendez's house	
Jet-Ski Key	Given by Ada after beating Lord Saddler	
Key to the Mine	Castle ruins	
King's Grail	Castle armory	
Lion Ornament	Chest in lava room of the castle	
Moonstone (Left Half)	Castle hedge maze	
Moonstone (Right Half)	Castle hedge maze	
Old Key	El Gigante path	
Piece of the Holy Beast, Eagle	Catwalk on high fortress tower	
Piece of the Holy Beast, Panther	Top of East fortress wall	
Piece of the Holy Beast, Serpent	Show Krauser who's boss on fortress tower	
Platinum Sword	Castle quarters	
Prison Key	Hanging on horse painting	
Queen's Grail	Castle weaponry room	
Round Insignia	Past waterfall in village	
Salazar Family Insignia	Receive as Ashley, above fireplace in castle	
Serpent Ornament	Receive as Ashley, chest in far castle room	
Stone of Sacrifice	Get after mine cart rollercoaster ride	
Stone Tablet	Receive as Ashley, on fireplace	

-----  
Storage Room Key Card | Island research lab |  
-----

Waste Disposal Key Card | Transformed from Freezer Key inside freezer |  
-----

4  
444  
4444  
44 44 -----  
44 44 Weaponry |  
44 44 4 -----  
444444444444  
444 444 4 These are the items that you can pick up throughout the  
4 44 4 game to help defeat your enemies that come your way.  
44 4 Whether you shoot these items, or throw them, they are  
4 your friends.  
4  
-----

Name: | Location: |  
-----

Flash Grenade | Throughout entire game |  
-----

Hand Grenade | Throughout entire game |  
-----

Handgun Ammo | Throughout entire game |  
-----

Incendiary Grenade | Throughout entire game |  
-----

Magnum Ammo | Throughout entire game |  
-----

Scope (Rifle) | Bought for 7000ptas. |  
-----

Scope (Rifle Semi-Auto) | Bought for 10000ptas. |  
-----

Scope (Mine Thrower) | Bought for 8000ptas. |  
-----

Infrared Scope | Inside freezer, bought for 4000ptas. |  
-----

Shotgun Shells | Throughout entire game |  
-----

Stock (Red9) | Bought for 4000ptas. |  
-----

Stock (TMP) | Bought for 4000ptas. |  
-----

TMP Ammo | Throughout entire game |  
-----

4  
444  
4444  
44 44 -----  
44 44 Health |  
44 44 4 -----  
444444444444  
444 444 4 These are the items that can restore your health meter,  
4 44 4 which is in the bottom right corner of your screen.  
44 4  
4  
4



Name:	Location:
Black Bass	Shoot fish in water
Black Bass (L)	Shoot the big fish in the water
Brown Chicken Egg	Wait by chickens, shoot snake
Chicken Egg	Wait by chickens, shoot snake
First Aid Spray	Throughout entire game, by for 10000ptas.
Gold Chicken Egg	Wait by chickens, shoot snake
Green Herb	Throughout entire game
Red Herb	Throughout entire game
Yellow Herb	Throughout entire game

=====  
DOCUMENTS  
=====

```

      4
     444
    4444
   44 44  -----
  44 44  Village Files   |
 44 44 4  -----
44444444444
444 444 4 This is a collection of all of the files, documents, and
4    44 4 papers found in the Village section of the game.
      44 4
        4
        4

```

-----  
Playing Manual 1 |

1. Shooting - Hold down the 'R' Button then use the Control Stick to aim the laser sight. |
2. Combat Knife - Press and hold the 'L' Button to ready your knife then press the 'A' Button to swing the weapons. |
3. Action Button - You'll be able to perform various actions by pressing the appropriate buttons that appear on the screen. |
4. Camera - You can change the camera angle by moving the 'C' Stick. |

-----  
Info on Ashley |

Name: Ashley Graham |  
Age: 20 |  
Daughter of the United States President |

She was kidnapped by an unidentified group while on her way home from her university. The kidnapper's motives are still unknown. Although there's reliable information that the perpetrator is an insider. Only a handful of people know about this kidnapping. It's been kept under

wraps mostly due to the fact that we can't determine who the traitor is. The guys in intelligence say they have reliable information that Ashley's been sighted somewhere in Europe. But until we find out who the insider is, I don't know what to believe. It could be a ploy. We have found very few leads as to the whereabouts of Ashley. But members of the Secret Service and anyone else related to Ashley are being question by an investigation team. Even active agents are being investigated for any information. It's just a matter of time before the kidnapper is exposed.

-----  
-----

#### Playing Manual 2

-----  
-----

1. Reloading - Press the 'B' Button while holding down the 'R' Button to reload your firearm.
  2. Kicks - Approaching enemies that are either stunned or on their knees will allow Leon to perform kicks as prompted by the action button.
  3. Changing Inventory Screens - Use the 'L' and 'R' Buttons to switch back and forth between the Weapons/Recovery and the Keys/Treasure screens.
- -----

#### Alert Order

-----  
-----

Recently there has been information that a United States government agent is here investigating the village. Do not let this American agent get in contact with the prisoner. For those of you not yet informed, the prisoner is being held in an old house beyond the farm. We will transfer the prisoner to a more secure location in the valley when we are ready. The prisoner is to stay there until further notice. Meanwhile, do not let the American agent near the prisoner. We do not know how the American government found out about our village. But we are investigating. However, I feel that this intrusion at this particular time is not just a coincidence. I sense a third party other than the United States government involved here. My fellow men, stay alert!

-----  
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#### About the Blue Medallions

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15 blue medallions  
7 in the farm... 8 in the cemetery...  
For those of you who destroy more than 10 medallions you will be rewarded...(The rest is illegible.)

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#### Chief's Note

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As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive? I do not fully understand what the Lord's intentions are. I would, however, think he'd keep them separate; not confine them together as has been ordered. I don't expect Luis would trust a stranger but if by chance they did cooperate, the situation could get a bit more complicated. If for some reason, an unknown third party is involved, I don't think they'd let a chance like this slip by. But maybe it's all Lord Saddler's ploy - leaving use vulnerable so that the third party will surface, if they even exist that is... It's an unlikely possibility, but if a prowler is already amongst use, then our plans could be ruined. I guess the Lord thinks

it's worth the risk, if we're able to stop whatever conspiracy is at work. At any rate, it's the Lord's call. We will trust his judgment as always.

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#### Closure of the Church

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Regarding the two fugitives, the apprehension of Luis is our top priority; the American agent a distant second. What Luis stole from us is far more important than the girl. Unless we get it back, the girl will become useless to us. We must get it back to execute our plan to the end. If it gets in the wrong hands, the world would become a totally different place from what Lord Saddler has envisioned. At all costs, we mustn't let that happen. Nevertheless, we're not letting go of the girl. To ensure that the agent does not get to her, I have locked the church door where the girl is being held. Anyone who needs access to the church must first get approval by Lord Saddler. There is a key beyond the lake but it should be safe now that the "Del Lago" has been awakened by our Lord. No one will get across that lake alive. Plus, our same blood courses through the agent's veins. It'll be just a matter of time before he joins us. Once he does, there will be nobody else left that will come looking for the girl.

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#### Anonymous Letter

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There's an important item hidden in the falls. If you are able to get it, you might be able to get Ashley out of the church. But I'll warn you, the route to the church isn't a walk in the park by any means. They've deployed what's called an "El Gigante," so God bless. About what's been going on in your body... If I could help you, I would. But unfortunately it's beyond my power.

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#### Playing Manual 3

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1. Commands - Leon can give commands to Ashley to either "WAIT" or "FOLLOW" by pressing the 'X' Button.
  2. Ashley and the Action Button - Depending on the situation, Leon and Ashley can cooperate to get past various obstacles.
  3. Ashley's Health - You can use recovery items not only on Leon but on Ashley as well.
  4. Ashley and Game Over - Leon has failed his mission if Ashley is either killed or carried away by the enemy.
- 
- 

#### Sera and the 3rd Party

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The whereabouts of Sera are still unknown. Most likely he's using an old secret passage taught to him by his grandfather who used to hunt in this region long ago. I'm pretty certain that he's hiding our property somewhere in the forest. If his grandfather was still alive, I would have used him to find Sera... But how did he find out about the egg injected into his body? And the fact that he was able to remove it before it hatched is concerning. Another factor that concerns me is that Sera escaped without property just before the American agent arrived. I don't believe that was just a coincidence. There has to be another player involved in this. In order to settle this whole situation, we have to capture Sera and wait for the effects of the drug to wear off before we inject him with another egg.

Once this is done, whoever is behind all of this will surface. Nobody shall interfere with our plans. Those who do shall suffer severe consequences.

-----  
Two Routes

-----  
Just a while ago, I was informed by Lord Saddler that our men has shot down a United States military helicopter. There shouldn't be any more outside interference for a while now. Unless the United States government determines who the traitor is, they can only initiate very small covert operations. We must use this time to our advantage and recapture the girl. The two Americans can only get out of our territory by using one of two routes. This is where we will stop them. We shall make use of our forces to the greatest degree. We will deploy a large number of Ganados in one of the routes to ensure that they do not slip by us. For the other route we shall leave the task to El Gigante. Whichever route they take, the agent will never leave here alive. Not with the girl at least.

-----  
Village's Last Defense

-----  
I clearly underestimated the American agent's capability. He's still alive. I thought that we could wait until the egg hatched, but at this rate, he could destroy the whole village before it does. We must take care of this nuisance. We shall change our priorities - for the time being, we will cease our hunt for Luis and ambush the two Americans. There is a building used to enlighten betrayers just beyond the point where you get off the lift. It's a perfect place for ambushing them. If all else fails, they still would need to face me in order to get past the last gate that leads out of the village. For only before my sight will the gate open.

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44 44 Castle Files |  
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444 444 4 This is a collection of all of the files, documents, and  
4 44 4 papers found in the Castle section of the game.  
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Capture Luis Sera

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I have confirmation that Sera has entered the castle. Why would he return during his escape leaves me to question his motives. But we must seize this moment to capture him. We will get the other two Americans after we apprehend Sera. It appears he took some vaccines when he stole our "sample." The vaccines we can do without but we must retrieve the "sample" for it is our life blood. I feel there is somebody else or some other group involved in this whole affair. If the "sample" were to get into the hands of that other entity, the world which we seek to create will not come. We must apprehend Sera as quickly as possible.

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## Target Practice

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### Game Rules

1. Receive prizes by scoring above 3000 points.
2. Bonus points will be awarded for headshots.
3. A high-scoring Salazar target will appear with 5 consecutive hits.
4. Shooting an Ashley target will deduct points.

### Prizes

1. Normally 1 bottle cap will be awarded as a prize.
2. Special bottle caps will be awarded by either shooting all the wooden targets except Ashley or scoring above 4,000 points.
3. There are 24 bottle caps in all. Each time you enter a new Shooting Range, 6 new bottle caps will become available.

### Special Bonuses

1. Each time you complete a row on the collector's base, you'll earn bonus points!
2. There are a total of 4 rows. You have 4 bonus chances!

\*NOTE: Bottle cap collections can be viewed in the Key/Treasures screen.

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## Luis' Memo

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There are some parasites that have the ability to control their hosts. It's basic knowledge among biologists but not much is known as to how the parasites do it. Studying these parasites specifically might reveal some clues to as to how the powers of the Las Plagas work. And perhaps provide more insight on the victims of the Las Plagas, the Los Ganados. Here is a list of some of the parasites that have the ability to manipulate the behavioral patterns of their host:

Dicrocoelium - Once the larvae of this parasite migrates to the ant's esophagus, it alters the behavior of the ant. When the temperature drops in the evening, the infected ant climbs to the top of a plant and clamps onto a leaf using its mandible. It stays there immobile until the next morning, placing the ant where it's most vulnerable to be eaten by a browsing herbivore such as sheep. One could conclude that the parasite is manipulating the host's behavior to its way into the body of its definitive host.

Galactosomum - The larvae of this parasite makes its home inside the brain of a fish such as the yellowtail and the parrot bass. Once infected, the fish make their way up to the water's surface where they'll swim until eaten by seabirds. Once again, the peculiar behavior can only be explained by the parasite's desire to get into the bodies of the seabirds.

Leucochloridium - This parasite's sporocysts develop in the snail's tentacles. The sporocysts are vivid in color and pulsate continually somewhat like a worm. Surprisingly the infected snail makes its way to the top of a plant where it is most visible to the eyes of birds, therefore more likely to be eaten. Once eaten by a bird, the parasite

will complete its metamorphosis into an adult.

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Castellan Memo

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For many years the Salazar family has served as the castellans of this castle. However, not everything is bright, for my ancestry has a dark past. Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellan of the castle took away their rights and powers. As a follower of this religion and as the 8th Castellan, I felt that it was my duty as well as my responsibility to atone for that sin. I knew the best way to atone for that sin was to give power back to those who we once took it away from, the Los Illunimados. As expected it took a little time, but we were able to rejuvenate the once sealed Las Plagas. With this success I was one step closer to the revival of the Los Illuminados. The reason why I released the Las Plagas from deep under the castle and gave them to Lord Saddler was not only to repay for the sins of my ancestors but I felt certain that the Lord would make better use of this power to help save the world. To save those that have sinned with the power of the Las Plagas and to cleanse their souls creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they will find their reason to live. And after the Lord has succeeded in creating the world in which he has envisioned, then the sins of my Salazar family will be atoned for.

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Female Intruder

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There seems to be a female intruder among us. We believe she's connected with Sera. We also believe that she was the one who removed the egg injected into Sera before it hatched. She may have had him retrieve the "sample" before the American agent's arrival. It's obvious that her objective is the "sample". We must get to her before she is able to reestablish contact with Sera. There's also reason to believe that she's working for somebody. We need her alive for interrogation. The female should be able to answer all our questions. After we have captured her, Sera will no longer be of any concern. As long as we retrieve the "sample", you may dispose of him as you see fit.

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Butler's Memo

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Knowing that Sr. Ramon Salazar has no family, Lord Saddler must have used his strong faith in the Los Illuminados to his advantage to talk Sr. Salazar into undoing the seal of the Las Plagas once done by his ancestor. Sr. Salazar would never do such a thing unless he was in some way being used unknowingly. I should have sensed the Lord's dirty scheme sooner. I feel I'm partly responsible for all of this. I have no idea as to what the Lord is planning but Sr. Salazar was just being used. It is too late now however, Sr. Salazar has already taken the Plaga into his body. There is no turning back once the Plaga has turned into an adult in the body. The Plaga parasite will not die unless the host dies. There's no cure. Perhaps, Sr. Salazar may have been vaguely aware of the Lord's plan all along. But it's so hard to tell. Nevertheless, there's nothing I can do about it now. I have served the Salazar family for generations. I am prepared to continue my services until the very end.

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Sample Retrieved |

-----  
As you may have heard, Luis Sera has been disposed of by Lord Saddler. |  
The "sample" is back where it belongs. I had hoped that the whole |  
matter could be resolved without troubling the Lord. However, as long |  
as the "sample" is safe we can all rejoice, for our time is nearly at |  
hand. Now that the "sample" is back in our safe hands, it'll be a bit |  
more difficult for that troublesome woman to get it. In light of all |  
this, it's unfortunate that Sera had to go. Like us, he would have had |  
a bright future if only he had shown more faith in our beliefs. As for |  
the other two Americans, the Lord has left the matter in our hands. We |  
must not disappoint the Lord. We shall capture Ashley and take her to |  
the Lord and dispose of the American agent.

-----  
Ritual Preparation |

-----  
Thanks to the efforts of the "Novistadors," we have been able to |  
recapture Ashley. We shall prepare for the sacred ritual as quickly as |  
possible. And make Ashley an official member of the Los Illuminados. |  
While we prepare for the ritual, those of you who feel inclined can |  
attend to our American friend. We should be able to hold off our |  
friend at least for a little while by jamming the gears in the clock |  
tower with something. I think if we jam the gears in 3 places, it |  
should give us enough time to prepare everything for the ritual. Now |  
go and entertain our American tourist.

-----  
Luis' Memo 2 |

-----  
The first castellan buried the Las Plagas deep underground below the |  
castle to hide their very existence. But when Salazar released the Las |  
Plagas, no one thought he could bring them back to life. Because when |  
Salazar found them they were all just fossilized remains. Everyone |  
knew that the parasitic organisms could not survive without their |  
hosts. That they couldn't sustain life on their own. But when Salazar |  
and his men excavated the remains, it almost appeared as if the Las |  
Plagas were just waiting to be discovered so that they could |  
resurrect. Several years later, unexplainable convulsions started |  
occurring among the villagers who helped with the excavation of the |  
Las Plagas. Then one day, all of a sudden, these villagers turned into |  
violent savages. They later found out it was caused by the Las Plagas. |  
Although they appeared fossilized, they were able to survive the long |  
years by lying in a dormant state at the cellular level remaining in a |  
spore-like form. Apparently during the excavation, the villagers |  
inhaled the spores and within their bodies the parasites became active |  
again. This is how the Las Plagas were resurrected. Even as I'm |  
writing, the excavation of the Las Plagas continues. God only knows |  
how many of these Plagas have been resurrected. Not to mention the |  
countless number of Ganados that have been created. Their inhumane |  
activity must be put to an end. If they are not stopped, people around |  
the world could turn into victims of this crazy cult organization.

-----  
Letter from Ada |

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Once a Plaga egg hatches, it's nearly impossible to remove it from the |  
body. But if it's before it hatches, then it can be neutralized by |

medication. If it does hatch you might be able to get it out by surgery before it turns to an adult. But it won't be easy. There's a high chance you won't survive the operation. As far as I know the girl was injected with the egg before you. Her time is ticking. You should prepare yourself for the worst case scenario.

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44 44 Island Files |  
44 44 4 -----  
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444 444 4 This is a collection of all of the files, documents, and  
4 44 4 papers found in the Island section of the game.  
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Luis' Memo 3

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The hideous creatures such as the El Gigante and the Novistadors are merely by-products of the diabolical and inhumane experiments conducted on the specimens that were once human. But there's one type of creature that clearly distinguishes itself from the rest. These creatures are called Regenerators. Regenerators have a superior metabolism that allows them to regenerate their lost body parts at incredible speeds. I've never seen anything like it...It is this characteristic that makes them almost invincible to conventional weapons. But like any living creature, there's a way to kill it. Apparently there are Plagas that live in its body somewhat like leeches. To stop its regeneration process, these leech-like Plagas must be located and then destroyed. But they can't be seen with the naked eye. They can only be located through thermal imaging. As far as I know, most of the Regenerators most a number of these leech-like Plagas. To kill the Regenerators, each one of these leech-like Plagas must be killed.

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Paper Airplane

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Perhaps you have figured it out already, but you might be able to get out of here by using the waste disposal vent.

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Our Plan

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Because of that agent we lost Chief Mendez and Ramon. Nevertheless, everything will proceed according to plan. I must admit however, the loss of my loyal men is a bit disheartening. But I will deal with it. Replacing that loss will not come easy. I must choose wisely; for the Plaga reflects the conscience of their hosts. If chosen poorly, they could betray me. I need men who will; swear their allegiance to me. I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

-----

Luis' Memo 4



-----  
I'll report my findings about the Plagas here. The Plagas have 3  
distinct characteristics.

1. As mentioned previously, the Plagas have the ability to manipulate  
the behavioral patterns of their hosts.

2. The Plagas are social organisms. By this I mean that instead of  
living individually, they live in perfect social harmony. It is  
believed that they have a collective intelligence. This type of  
behavior can be seen among insects such as bees and ants. However this  
kind of social behavior is rarely seen among parasitic organisms.  
Perhaps it was a learned behavior by the Plagas. I'm finding out if  
this has any relationship with their first characteristic.

3. The Plagas have exceptional adaptation skills. They are able to  
live off many kinds of organisms by creating a symbiotic environment  
quickly. This ability, when combined with their social behaviors,  
allows them to interact intelligently between hosts regardless of the  
host organism.

I am ashamed to admit that my pure fascination with the Plagas, in  
hindsight, has blinded me to the true research objectives of the Los  
Illuminados. Even with the knowledge that Saddler was going to abuse  
the results of these experiments, I could not pull myself away from my  
research. As a result, I am just as responsible for this whole mess as  
he is. I see now that I was wrong, but can I stop their evil plans  
alone...?

-----  
Krauser's Note

-----  
It turns out that old man Saddler wasn't buying me from the start.  
Even though I succeeded in kidnapping Ashley, I sort of sensed this  
when Saddler didn't completely let me in the loop. Under the  
circumstances, I had no other alternative but to call for her  
assistance. Perhaps she knew this was the way it was going to turn out  
all along... My guess is that her ultimate goal might be different  
from Wesker's and mine. This is just the perfect opportunity to find  
out. And after I get rid of Leon and retrieve the sample, I'll put  
her in a body bag along with Leon and send them both to Wesker.

-----  
Luis' Memo 5

-----  
From the initial stages of the research, we have been searching for a  
safe and practical removal of the Plaga. Ironically, it turns out that  
the real objective of this research was not to find a way to remove  
the Plagas from the infected persons but to find a way so that the  
Plaga could not be removed from the body easily. In the end, we were  
able to find out that the Plagas could be removed only by exposing  
them to a special radiation. The only drawback with this method is  
that is a very painful procedure. Since the Plaga attaches itself  
to the nerves, there is a possibility that it may impair the  
consciousness of the host. Another fact that must be mentioned is that  
once the Plaga grows into an adult, the removal procedure could kill  
the host. But perhaps death isn't so bad when you think about the  
alternative.

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Our Mission

The real power of the United States lies in three areas. The Justice Department, the Administrative bodies, and the Military. In order to take control of these areas, we must influence the minds of the people who advise the President. After this is done, the rest of the departments will quickly fall under our sway. If by chance the United States were to figure out our plan, the damage caused should be minimal. We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly. As already stated, if our first plan doesn't go as smoothly as expected, we'll proceed with out secondary plan. By sending in our "special" forces we will infiltrate the country from within. Fear and chaos will spread through the nation like a virus. It'll only be a matter of time before the country loses its stability. At that time, when they're most vulnerable, we will strike. Rejoice my brethren; the world shall soon be cleansed.

MERCHANT PRICES

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44 44 Merchant Prices  
44 44 4  
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444 444 4 These are the consistent prices of items that will be sold  
4 44 4 throughout the game by your friendly neighborhood merchant.  
44 4 This also includes the resale value if you where to turn  
4 around and sell the item right back to the Merchant. In  
4 regards to weapons, that means that they aren't upgraded.

# Merchant Sales	Prices	Resale#
#Attache Case XL	73000ptas.	---#
#Attache Case L	40000ptas.	---#
#Attache Case M	30000ptas.	---#
#Tactical Vest	30000ptas.	30000ptas.#
#Treasure Map (Village)	10000ptas.	---#
#Treasure Map (Castle)	10000ptas.	---#
#Treasure Map (Island)	10000ptas.	---#
#Handgun	8000ptas.	4000ptas.#
#Red9	14000ptas.	7000ptas.#
#Punisher	20000ptas.	10000ptas.#
#Blacktail	24000ptas.	12000ptas.#
#Broken Butterfly	38000ptas.	19000ptas.#
#Killer7	77700ptas.	38850ptas.#
#Matilda	70000ptas.	35000ptas.#
#Handcannon	Free	---#
#Shotgun	20000ptas.	10000ptas.#
#Riot Gun	32000ptas.	16000ptas.#
#Striker	43000ptas.	21500ptas.#
#Rifle	12000ptas.	6000ptas.#
#Rifle (Semi-Auto)	35000ptas.	17500ptas.#

#TMP	15000ptas.	7500ptas.#
#Chicago Typewriter	1000000ptas.	500000ptas.#
#Mine Thrower	28000ptas.	14000ptas.#
#Rocket Launcher	30000ptas.	15000ptas.#
#Infinite Launcher	1000000ptas.	500000ptas.#
#Stock (Red9)	4000ptas.	2000ptas.#
#Stock (TMP)	4000ptas.	2000ptas.#
#Scope (Rifle)	7000ptas.	3500ptas.#
#Scope (Rifle Semi-Auto)	10000ptas.	5000ptas.#
#Infrared Scope	4000ptas.	10000ptas.#
#Scope (Mine-Thrower)	8000ptas.	4000ptas.#
#First Aid Spray	10000ptas.	5000ptas.#
#-----#		

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LEGAL

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CREDITS

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Thanks to Capcom(r) for a great game that inspired me to write my first ever gameFAQ. Thanks to Andrew and Dan for pushing me to finish, mainly Dan for not thinking I could do it, so I had to finish it just to spite him. Special thanks to Alex Eagleson, this was my first walkthrough ever, and I have to say that without his help, without his spectacularly amazing walkthrough for this game, I would be lost. Thanks to all of my friends for being my friends. Jay, you're my boy.

Dedicated to:  
Trey; may you live on without fear, don't let whatever comes your way trouble you. You will always have friends to help you.

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