

Resident Evil 4 Assignment Ada FAQ

by ChandooG

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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.

NOTE : PLEASE READ THIS GUIDE IN ONLY COURIER NEW FONT SIZE 10.

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Welcome people, this is a separatre small FAQ just for the assignment Ada mini game that comes with Resident Evil 4. In this mini game you get to play as none other then good old Ada Wong herself, so lets go to her mission now.

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Assignment Ada is one of the two mini games that you can unlock once you beat the main game, its a fairly simple game in which you will be playing with none other as Ada Wong and her quest to find the five Los Plagas samples, you can say that this one is actually a fairly big part of the story, just like the 4th Survivor was the only mini game related to the story before this.

One thing I should tell all you right now is that Ada can take twice the amount of damage Leon does in a single hit, meaning that she can die really really quickly if you let her get attacked continously. Be aware of that.

Mission Objective : Collect the Five Las Plagas samples and make your way to the check point.

START

When the game starts, head straight down the path and keep going down it until you come to a fork in the way, ignore the right way for now and head for the left direction. You will encounter some resistance from here on, but since ammo can be scarce very quickly you should try to save it and use as many kicks as possible. Work fine too.

Since Ada doesn't start with a knife its really hard to save ammo as her as you have to use bullets for just about everything. On the left side of the fork continue forward and climb up the ledge and shoot open the crates and boxes up here to find some items in here, take all them. Head back to the fork and this time head for the other direction, on this side continue forward and blow the crate to find some handgun ammo inside it. From here head inside the window on the right side and take the ladder up to the second floor. Up the ladder you will find a first aid spray, take it and head back down the ladder.

From the ladder, head to the small enclosed area to find some TMP machine gun ammo, take it. You will probably be attacked by some more enemies at this time, ignore them for now and head quickly right now out of the room and take the herb on the left side of the room. From this place go in the opposite direction and enter the other room, find some handgun ammo in here and take the ladder up to the above area, here you can find some rifle ammo.

From this high vintage spot you can take care of any enemies who

are following you through out the room, once the area is clear head back down and head in the north eastern direction now, you will see some stairs here. Find the TMP ammo near the stairs and also search the surrounding area to find a green herb. Go through the door near the stairs now, and take the yellow herb from the room here. Head to the south corner of this area now and take the red herb here. Watch out for any enemies attacking you.

Take the ladder up here, and head left, there's some crates here, so destroy them and take whatever is inside, jump the gap to the north and you will be attacked by some enemies on the ledgy area's, if your good enough you can save some ammo here by kicking the enemies off the ledges. From the ledge area head right and you'll find some items in a small area, take the handgun amm, grenade and the yellow herb from inside this room. Head back to the path and head north.

Now here, I would first ask you to kill anyone who was behind you or who you thought we could run away from since this is a sniping area and you cant have distractions. From the path take cover behind the box and equip the rifle. First aim at the red barrel on the bridge in the distance and take it out. Then try and take out the dynamite villager as quickly as you can, afterwards take out any normal villager you see from this distance.

When your done here, take the right path heading into the open cave like area, and head inside. Keep going through it and you will find a red herb at the end of the path. Head back to the bridge area now and while crossing it, jump down and take the path heading north, you will have to go through a tunnel now. Whilst going through the tunnel you can find a green herb and some rifle ammo, and there will be a ladder on the left to climb. After that you can find an open vent shaft and in typical RE fashion, you should enter it.

Right from the bat here, head north ignoring all other paths, and take the stairs down on the north path. Down the stairs go through the small room on the right to find some needed TMP ammo, there's a box here too so break it and see. Now head all the way back to the place where we started this area from and take the south part. Take the green herb lying next to some barrels on the way and go left to find a cupboard with some handgun ammo inside. Take it. Keep going down this path and open the boxes where the path is turning, take whatever's inside and head to the south path leading to the autopsy room at the end.

You can spot 2 enemies from where you are and they cant, so equip the rifle and snipe their heads off. Grab the TMP ammo from the desk in front of the entrance, now head where the two enemies were standing and take the yellow herb from the break-able glass. Take the east door now. You'll see an enemy at the other end of this hall, you can take him out with the rifle from here if you wish. After taking the guy out, take the handgun ammo from the bed to the left and take the first Los Plagas sample from the dead body laying on the floor. When you try to exit you will be attacked by three armed enemies so be aware of them and take them out quickly.

Head back to the main area of this place. This time head via the door on the west end, in here take the red herb from inside the cupboard on the other side. There's a cross bow wielding maniac here too, take him out and check the briefcase behind him to get some TMP ammo. Take the north door now leading into the freezer.

In here you can find a green herb and another grenade from the break-able glass on the north end of the room. Also, there's the second Los Plagas sample to be taken here from the freezer on the north east corner. Now exit this freezer area.

Back in the previous area, head for the north western door this time and be aware of the new enemies here. Take these enemies out and go to the north western door ASAP. Once through it, go down the hallway taking the handgun ammo at the end of the hall. Take the door into the next room now, kill any enemies you find in here and grab the rifle rounds too. From here you should equip the rifle and try to take out as many enemies on the lower ends as possible. Since it all helps out for the better.

Once your done shooting, head eastwards. Keep going and you will find 2 dynamite wielding enemies, get close to them and let them see you but then quickly head back so their fuses run out before they can reach Ada, killing them. Take the red herb hiding behind a crate and exit through the door on the southern corner. Directly in front of the door is a green herb and some TMP ammo can be taken from the desk. Now you'll be locked in this room and its time for some fierce shooting so equip the TMP for quick killings.

Kill any enemies here but be sure to save ammo by using the kick command more then often, after that is done check the computer console and you can unlock the door from there, but you will be attacked by more enemies once that happens. These new enemies may be too hard to kill with the TMP so take the time when ever you can to take out the rifle and use that to kill if the TMP isnt doing the trick for you. Once that is done go through the door that we just unlocked. Woohoo.

In here, take the path forward and turn left when you can, grab the yellow herb from near the cupboard then check it to find a grenade inside it. Head forward now and go near where the cell is. Take out any enemies in the area and after the area is clear take the handgun ammo from the table and some TMP ammo near it. Take them, now go through the case in the corner of the room to get your third Los Plagas sample. Exit this area once you've got it and take the path north. Continue north and when you enter a new area, you will find some enemies in there, take them out any way you suit and take the TMP ammo from the table next to the door you entered from. Take the green herb from near the stairs here.

Head down the stairs and you will see some items laying around in the area, like a red herb and handgun ammo. There's a door too but before you can go through it you will be attacked by some new enemies here, the quickest method to take them out is to use a grenade so they're damaged a little, then run back up the stairs and from there use the rifle to take them out safely and efficiently. One of the enemies will leave a first aid spray on death, so you should take it and this time go through the door we were about to before. (you can't go through it when there are enemies here since its mysteriously locked at that time.).

In this new area you will probably be attacked immediately, so take out the TMP for close quarter combat and take out any one you see here. Head for the doors on the lower end and you will be attacked by two dynamite enemies, try to shoot one from a

distance so that when he explodes he will take out the other one too. Nifty. Enter the door that they just came out of and inside you will find some TMP ammo and another yellow herb on a table. Go through the door on the east side now, in this new room you will find a green herb and a single enemy. Go a little to the south and you can shoot at some of the enemies through a window. Head through the southern path and on your way take the TMP ammo from a crater on the left side.

Keep going and you will eventually come to a lab area, take the green herb, red herb and yellow herb from the shelf on the left side. This should be indication enough that the game isn't that far from being over now. Afterwards, see the cylinders, break it to find another Las Plagas sample, four now. After that break the glass on the right to find more rifle ammo, TMP ammo and handgun ammo. Take all of it. On the upper corner of the room you will find some more TMP ammo. Once you've taken all the items get ready for enemies attacking through windows.

You will be attacked by some more enemies, take them out as best as you can, after you have cleaned the area, go through the window they came out yourself now. Once through, see the case on the western end to find more handgun ammo. After taking it check the control panel on the right side to open the doors. After doing that head in the southern direction going through the attacking enemies. One of them will drop another first aid spray for the taking. Take it and head for the door on the south side. Go through it killing any enemies that you might encounter on your way or through the door. After that go east and you'll be out of the labs area for good. Continue down the path now, and pop open any barrels you might find on your way there. Your about to enter the boss fight so be prepared.

BOSS FIGHT : JACK KRAUSER

This can be a real hard or not that hard fight depending on how well you have managed to learn the dodging and aiming straight at a target, the good thing about the battle however is that Jack isn't that strong of a boss and you can take him out in a little time if you use the right technique. The best method to take him out is to use the standard TMP on the legs and try to knock him down or when he's not moving try to throw a grenade at him so that it takes a good chunk of his health quickly. Now if you are good enough and manage to knock Jack off his feet then quickly go a little back and take out the rifle, then start pumping him full of lead, try to aim above the waist area for the most amount of damage that you can deal. To avoid his attacks you should keep your dodging fingers ready also always try to step backwards for this fight and not turn your back to Jack, that way you can dodge his attacks even more easily. An easier method to get through this fight safely is to just walk backwards when fighting him, I mean no turning around and running, just pressing the down key to walk a step back at a time, you'll be able to dodge his attacks like this too.

The fight shouldn't be that hard and Jack will eventually fall down and die and leave the final Las Plagas sample behind for the taking. Take it. After that is done and you have all the samples that you

need, take the elevator up and use the control panel there to call for your backup, and the game is over.

The Rewards : Once you finish this assignment you will be able to purchase the chicago typewriter gun for the main game on your next play. Its priced at 1 million peseta's.

END OF ASSIGNMENT

LEGAL AND CONTACTING INFORMATION

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