
INTRODUCTION

Thanks for clicking on the FAQ. This guide will take you on a step-by-step speed run through Resident Evil 4.

To do a full speed run, you will need to have unlocked either the Chicago Typewriter and/or the HandCannon (as a precaution).

These weapons will make your speed run hella easier.

This speed run applies for BOTH difficulties. At the end of the FAQ I will reveal my own stats for comparison.


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- There are three types of players in RE4:
- BEGINNER
 - INTERMEDIATE
 - ADVANCED

What do these ranks mean? It basically shows where you stand as a gamer and how fast you can complete Resident Evil 4 for this speed run. Here's the breakdown and see where you rank:

BEGINNER:

- Has finished RE4 at least once or twice
- Spends time searching through every box for ammo
- Still gets lost through the game
- Has a difficult time with the COMMAND buttons (like DODGE)
- Has died from the first Krauser encounter numerous times
- Has not unlocked any of the other secret weapons

INTERMEDIATE:

- Has beaten ASSIGNMENT ADA
- Has unlocked all secret characters in THE MERCENARIES
- Relies on goodies left over by the enemy
- Evasive and can escape situations with little damage

ADVANCED:

- Has beaten PROFESSIONAL difficulty
- Has unlocked the HandCannon and fully upgraded it
- Can evade enemies with no problems
- Can beat bosses in less than a minute (except Del Lago battle)

The rankings for each category highlight how fast you can do a speed run. Players in each category can complete a speed run game in the following times:

- Beginner: 5-10 hours or more
- Intermediate: 3-4 hours
- Advanced: 2 hours or more

Anyway, see how you do in the speed run!


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-The best way to do a speed run is to use either the fully upgraded

HandCannon or the Chicago Typewriter. This walkthrough assumes that you are using either (or both) weapons.

-In specific areas of the game, you will encounter scripted situations. I will point them out to make sure you don't get stuck in a rut.

-When entering doors, press the A button twice to make Leon kick it open. Also, press the Start button to skip all cutscenes and transmission calls.

-Be evasive but defensive! Don't think you can just run past certain enemies without taking damage. Use the environment to your best ability.

-Use the Save Typewriter at your own pace. I'll mention a few key points on when to save but it's up to you to choose when you want to save your progress.

-If Leon dies during certain sequences, CONTINUE from the previous checkpoint, it's okay to do so.

-Before starting a speed run, be sure to purchase either (or all) of the following weapons: the Chicago Typewriter, HandCannon (any Magnum is also fine), and/or the Infinite Rocket Launcher. Leave the rest of the attache case for First Aid Sprays.

-I'm assuming that you know your way around the game. If you get lost during the speed run, STOP! Remember, the point of a speed run is to complete objectives in the shortest amount of time.

Let's start the run!


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OBJECTIVE: INFILTRATE THE VILLAGE

-Head for the house and skip the cutscene. Enter the house and skip the

cutscene.

SITUATION: Kill the crazed villager and get out of the house.
You CANNOT leave the house until you kill this villager!

-Run past all the other villagers to the village entrance. Skip the
Hunnigan call and DO NOT use the LOOK option when at the village
entrance.

OBJECTIVE: FIND ASHLEY

AREA: THE VILLAGE

Kill all villagers in this area. DO NOT ENTER ANY HOUSES! This will
ruin the speed run already!

-Skip the cutscenes and the Hunnigan call. Exit to the farm area.

AREA: THE FARM

Simply run to the next gate and exit. No bullets fired or energy lost.

SITUATION: KILLER BOULDER

Escape the boulder and continue through the walkway. Immediately run
around the shack and shoot off the lock at the house behind it. Enter
and free Luis. Skip the cutscene.

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OBJECTIVE: GO TO THE CHURCH

AREA: MENDEZ HOUSE

Head outside and mow down the chainsaw maniac and anyone in the way.
Exit to the village.

AREA: VILLAGE

Run past everyone and head straight for the door and use the INSIGNIA
KEY and enter. Head underground to the Merchant.

-Skip the Merchant cutscene and continue to the church

AREA: CHURCH

Run past the church. Skip the Hunnigan call. Head for the next area.
Run past the El Gigante area to the next area.

SITUATION: BOULDER RUN

Escape the boulder and head for the swamp.

AREA: SWAMP

Escape everyone here. Shoot all the wall mines and exit the swamp area.

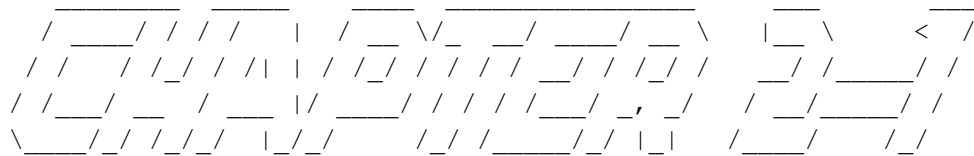
-DO NOT watch the Del Lago cutscene! Head straight for the boat.

BOSS BATTLE: DEL LAGO

GOOD LUCK! Press the A Button to CUT the rope and then skip the
cutscene after the battle.

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OBJECTIVE: GET THE ROUND INSIGNIA

SITUATION: LAS PLAGAS

Skip the cutscene and head for the door outside. Skip both villagers and head for the next area. DO NOT CLIMB DOWN THE MOUNTAIN YET!

AREA: WATERFALL

DO NOT CLIMB DOWN THE MOUNTAIN YET! Stand on the corner ledge of the mountain and shoot the hanging crates. NOW CLIMB DOWN!

-Run to the lever at the other end and operate it. Skip the cutscene and head for the waterfall. Mow down the villagers and head for the ROUND INSIGNIA. Exit to the boat.

AREA: MERCHANT

Run outside to the next boss battle.

BOSS BATTLE: EL GIGANTE

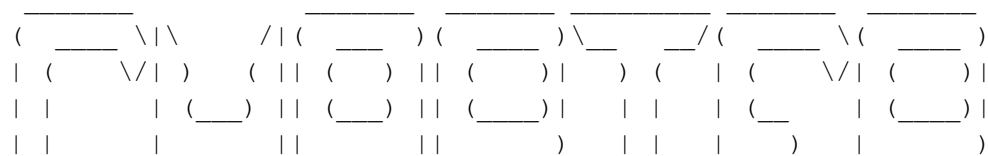
Use the Rocket Launcher to kill it in one hit.

OBJECTIVE: FIND ASHLEY

AREA: CHURCH

Head for the church and use the ROUND INSIGNIA and enter. Climb the ladder the second floor and jump on the chandelier to the other side. Solve the light puzzle: RED 2x, GREEN 3x, BLUE 1x.

-Skip the cutscene and head to Ashley's room. Skip the cutscene and exit the church. Skip the Saddler cutscene.



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OBJECTIVE: ESCAPE THE VILLAGE

SITUATION: LEFT OR RIGHT PATH
Take the right path and kill El Gigante with the Rocket Launcher. Exit the right path and head for the lift to the Mendez fight.

SITUATION: THE LIFT
Unfortunately, you'll have to deal with the SLOW lift ride. DEAL WITH IT! Kill all the villagers in the lifts. Head for the Mendez boss battle.

BOSS BATTLE: MENDEZ
Press the indicated DODGE button and skip the cutscene. Kill Mendez with the HandCannon.

-Skip the death scene and grab the FAKE EYE. Skip the cutscene and head outside and back to the lift. Use the FAKE EYE and exit.

SITUATION: RUNAWAY TRUCK
Trigger the runaway truck and shoot it down. Run past the truck and head for the Castle. Skip the cutscene.

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AREA: THE CASTLE ENTRANCE
Kill the fireball-hurling enemies as quickly as possible and operate the Crank to raise the Cannon. Fire the Cannon and head for the exit.

SITUATION: SWORD PUZZLE
Mow down the enemies and solve the Sword Puzzle: Platinum Sword in Platinum Plaque, Golden Sword in Golden Plaque. Exit the room.

-Skip the cutscene with Luis.

SITUATION: THE CASTLE GATE KEY
Mow down the enemies and get the CASTLE GASTE KEY and exit. Head for the castle gate and use the key and enter.

-Run down the hallway and skip the Salazar cutscene. Head right and skip the wall cutscene and exit.

SITUATION: THE PRISON KEY
Grab the PRISON KEY and use it at the door. Leave Ashley upstairs and

kill the Wolverine Fiend with the HandCannon. Operate the lever to turn off the Horse-fire. Exit the room and mow down enemies in the way.

AREA: WATER HALL

Mow down everyone here and head to the lower room to solve the Tile Puzzle to bring up the Crank. Exit the room and let Ashley operate the Crank as you blast fools.

-You CANNOT skip the next scene so mow down the scythe-wielding enemies and head upstairs. Have Ashley operate the Cranks as you protect her from the upper area near the Fountain. Ashley is a slow Crank-turner so DEAL WITH IT! When she's done, catch her and jump over both steps and exit.

-Run to the hallway and skip the Ashley "coughing" cutscene.

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OBJECTIVE: FIND ASHLEY

AREA: SEWERS

Run through the sewers and head for the Drainage Valve room. Mow down any Novistadors in the way. Drain the valve and exit the room.

-Run past all the swinging axes and exit the room. Climb the ladder and unlock the door. Run past all the worshipping enemies and head to the red door on the other side.

SITUATION: THE GALLERY KEY

Use the Rocket Launcher to kill the Red goat-masked zealot and grab his GALLERY KEY. Exit the room to the "Six Dead Men" portrait puzzle. Press these buttons: 3, 4, 1, 2 and exit. Skip the Salazar cutscene.

SITUATION: THE GOAT ORNAMENT

Mow down all enemies and use the switch to deactivate and bring up the large pedestal. Run to the other door and activate the switch for the walkway to the GOAT ORNAMENT. Exit the room and shoot both Rocket Launcher enemies and grab the GOAT ORNAMENT.

-Exit the room and make your way to the Garden Maze. Skip the transmission call and find both MOONSTONE pieces. Exit the Garden Maze and use the MOONSTONE pieces. Skip the cutscenes.

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OBJECTIVE: FIND ASHLEY

SITUATION: THE STEEL CAGE

Head for the dining room and RING the bell. Shoot the wine bottle and skip the cutscene. Head for the steel cage. Equip the HandCannon and shoot off the lock and exit the room.

-Run and jump down the ledge and mow down enemies in the way. Operate the lever to bring up the walkway. Climb back up and head for the walkway. Mow down all the shielded enemies and exit the room.

-Run down the empty hallway to the other door. Skip the Luis cutscene.

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SITUATION: FREE ASHLEY

Shoot the straps and free Ashley. Blast all the bad guys until she grabs the key and exits.

SITUATION: CONTROLLING ASHLEY

Run past the first enemy and crawl to the next room. Operate the Cranks as fast you can and exit to the next room

-Solve the steel bars puzzle: press the switch to Ashley's right and head for the next switch. Press it and then grab the STONE TABLET. Head for the last switch and press it. Exit the room and solve the tablet puzzle.

-Grab the SALAZAR FAMILY INSIGNIA and the SERPENT ORNAMENT and exit. Run and DODGE all the Armored Knights and exit the room. Head for the blue door and use the SALAZAR FAMILY INSIGNIA on the dais. Turn the dais and then climb the ladder. Exit the long hallway. Skip the cutscene.

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OBJECTIVE: FIND THE LAST ORNAMENT PIECE

Head for the hallway and exit the room. Head for the large metal wheel ride and head for the Dragon Room.

AREA: DRAGON ROOM

Use the Rocket Launcher for this section. Destroy all the hanging Dragons and all enemies and grab the LION ORNAMENT. Exit the room back to Ashley.

-Use the rail car to the next area of the castle. Unlock the door and exit. Solve the wall puzzle by using all three ornaments and exit at the door at the other end.

SITUATION: THE KING'S GRAIL

DODGE all the Armored Knights and grab the KING'S GRAIL. Blast all the Knights with the HandCannon and exit the room.

SITUATION: THE QUEEN'S GRAIL

Solve the tile puzzle and head for the door. Skip the Salazar cutscene. Shoot the lights to stop the spiked ceiling and exit to the long hallway. Save Ashley from death and then grab the QUEEN'S GRAIL.

-Head for the next area and use the Rocket Launcher to kill all the waiting enemies. Solve the Grail Puzzle and exit the room.

SITUATION: THE NOVISTADOR HIVE

DO NOT TAKE THE ALTERNATE PATH IN THIS ROOM! Exit the room and skip the cutscene of Ashley's abduction. Mow down any enemies and operate the lever. Shoot both chains to release the bridge and then exit the room.

-Head for the Clock Tower. Skip both cutscenes and run upstairs to the Clock Tower. Enter the door.

AREA: THE CLOCK TOWER

Shoot off all the pieces of wood jamming the mechanism and operate the lever. Exit the tower while mowing down anybody in the way.

AREA: BRIDGE

Mow down all shielded enemies and continue on. Skip the cutscene. Mow down more enemies and head for the door and enter.

-Once inside, DO NOT MOVE! Equip the Rocket Launcher and blast the Wolverine Fiends to kill them. Exit the door across the hallway. Skip the cutscene.

-Press the indicated DODGE button to skip being impaled. Run past the Merchant and climb the ladder. Head for the door on the other side and exit.

SITUATION: SALAZAR'S BODYGUARD

Skip the cutscenes and head for the elevator power mechanism. DODGE when indicated to avoid being poked around. Operate the elevator mechanism and exit the room. Press the button to trigger the next sub-boss fight.

SUB-BOSS FIGHT: SALAZAR'S BODYGUARD

Either use the Rocket Launcher method or the Chicago Typewriter. Once it's dead skip the cutscenes and head for the elevator and head down.

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OBJECTIVE: FIND ASHLEY

AREA: UNDERGROUND

Run past all villagers and head for the lever for the mine cart.
Operate the lever. Skip the cutscene. And run to the other side to
operate the power mechanism. Jump down and kill chainsaw maniac.
Operate the lever again. Skip the cutscene and grab the Dynamite. Use
the Dynamite and exit the area.

SITUATION: DOS GIGANTES

Use the Rocket Launcher and exit the area.

AREA: CAVES

Solve the light puzzle while mowing down all Novistadors in your way.
Exit the caves to a stomping block obstacle.

-Run past all the stomping blocks (make sure you turn the lever!) and
head for the pedestal. Check it to exit the area.

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OBJECTIVE: FIND THE STONE OF SACRIFICE

SITUATION: STONE OF SACRIFICE
Run past all the villagers and head for the Crank. Operate it and jump down to the Mining Area.

AREA: MINING AREA
Mow down all villagers and chainsaw maniacs and grab the KEY TO THE MINE and exit the area.

SITUATION: SPIKED CEILING
Stop the ceiling from falling (mow down the Las Plagas first!) and exit the area.

SITUATION: THE RAIL CAR
This one LONG sequence so DEAL WITH IT! DODGE all wooden bars and mow down all enemies. When the rail car starts rolling faster, JUMP off the rail car when indicated and climb up.

-Head for the door and grab the STONE OF SACRIFICE, skip the cutscene and climb the ladder up on the other side. Use the STONE OF SACRIFICE at the door and use the elevator going up.

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OBJECTIVE: FIND ASHLEY

SITUATION: THE SALAZAR ROBOT

Activate both levers to bring up both the missing bridge pieces and exit. RUN and DODGE all pillars and then shoot off the lock and exit. RUN and then JUMP when indicated and then climb up. Head for the door and enter.

AREA: THE TOWER

Skip the Salazar cutscene and be ready to DODGE the knife attack. Skip the cutscene. Run upstairs while mowing down the enemies and barrels in your way. Head for the lift and PUSH both crates out of the way and activate the lift. Mow down all the enemies until you reach the top.

-Head for the elevator on the other side and go up. Head for the door

and enter to the next boss fight.

BOSS BATTLE: SALAZAR

Use the Rocket Launcher.

-Once that's done, exit the room and then head for the other side.

CLIMB DOWN and head for the elevator and go down. Run past the Merchant to the dock. Skip the cutscene.

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OBJECTIVE: FIND ASHLEY

AREA: MOUNTAIN SIDE

Run past all the enemies and solve the rotating mirrors puzzle. Be sure to kill the machine gunner with the HandCannon. Exit the area and DODGE the boulder. Continue past the mini-bridge and climb the ladder.

-Run and jump to the other side and head up to the exit while mowing down enemies. Run to the door at the other side and enter.

AREA: FACILITY

Work your way past a bunch of dumb bad guys until you reach the room with the security cameras. Skip the cutscene and exit the room.

-Run down the hall and mow down the dynamite-tossing enemies at the open and close door. When their dead, exit the room. Head down the hall and turn left and run around to the Lab Area.

AREA: LAB AREA

Solve the security door puzzle and then grab the FREEZER ROOM KEY CARD and exit. Kill the Regenerator with the HandCannon and exit.

-Run around the hall and kill both Regenerators and head for the Freezer Room and use the FREEZER ROOM CARD KEY. Turn right and enter the room with the card re-writer. Use the FREEZER ROOM key and convert it and then exit (ignore the Regenerator). Head for the Waste Disposal Room and exit.

AREA: WASTE DISPOSAL

Mow down all enemies and head for the area past Ashley's cell. Head for the next lab area (mowing down enemies in the way) and kill the Iron Maiden and grab the STORAGE ROOM KEY CARD. Now go and free Ashley. Skip the cutscene.

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OBJECTIVE: ESCAPE The ISLAND

AREA: WASTE DISPOSAL

Mow down all enemies and head for the security room. Skip the cutscene and run for the waste disposal area. Skip the cutscenes. Operate the lever and kill the Iron Maiden and continue on. Push all the red crates and then kill the last Iron Maiden and then exit the room.

AREA: WRECKING BALL

Mow down the enemies and head for the wrecking ball. DO NOT SKIP THE CUTSCENE OF ASHLEY POINTING OUT ABOUT THE GATE! If you skip it, Leon and Ashley will automatically be surrounded! Operate the wrecking ball three times while mowing down baddies and then exit when the door is open.

AREA: AUXILIARY POWER ROOM

Waste both Regenerators and turn on the auxiliary power. Head for the half-opened door and use the SEND ASHLEY command. Save at this point if you need to.

-Solve the switch puzzle and enter the room with the truck dozer.

SITUATION: TRUCK-DOZER

This is a LONG sequence so DEAL WITH IT! Mow down all enemies until you reach the next area with the lever. Climb down the dozer and operate the lever and get back on. Mow down more enemies until Ashley points out the runaway truck. BLAST THE TRUCK!

-Once that's over, head into the next room and then enter the door at the other end. Skip the cutscene.

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OBJECTIVE: FIND ASHLEY

Head for the door and skip the cutscene. Run past the boiler room and head outside to the elevator.

SITUATION: KRAUSER
DODGE all Krauser's attacks until Ada shows up. YOU CANNOT SKIP ANY SCENES IN THIS SEQUENCE SO DEAL WITH IT! When it's done, head for the exit.

SITUATION: LASER PUZZLE
DODGE all the lasers and unlock the door and exit. Head for the elevator behind Saddler's chair and go down.

AREA: "IT" PUZZLE
Head for the hanging containers area and skip the cutscenes. Blast "IT" and solve all three button puzzles while avoiding "IT". When all three containers drop, head for the next area and skip the cutscene to the next boss battle.

BOSS BATTLE: "IT"
Use the HandCannon to kill "IT". Exit the area and climb the ladder up.

AREA: CAMP AREA
Mow down the soldiers and head underground. Climb the ladder at the other end and exit the room to the Fortress area.

AREA: FORTRESS AREA
Run and jump down to the next area. Skip the Krauser cutscene. Shoot him with the HandCannon and head for the first insignia piece. Use the HandCannon for each Krauser encounter to shorten the encounter. Grab both insignia's while dodging Krauser and his robots. Boss battle time!

BOSS BATTLE: KRAUSER
Skip the cutscene and DODGE his attacks. Use the HandCannon to stop him. Grab the last insignia when he falls and use it at the wall.

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AREA: MILITARY BASE

Mow down all enemies and activate the first lever. Remember to use the Chicago Typewriter! Exit to the next area. Activate both levers in the area and exit.

AREA: PRISON CELLS

Ignore the Regenerator here and just exit the room. Skip the cutscene and exit the area.

AREA: OUTSIDE SADDLER'S QUARTERS

Mow down all enemies here and solve the switch puzzle. When that's done head for the newly opened door and run to Saddler's quarters. Skip the cutscene.

-Run outside and save your game. Head for the door at the other end and blast all enemies blocking the surgery room. Enter the surgery room and skip the cutscene.

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OBJECTIVE: ESCAPE THE ISLAND

Head outside and make your way to the elevator. Skip the cutscenes to the last boss battle!

BOSS BATTLE: SADDLER

Use the HandCannon to finish him off. Skip the cutscene of Saddler's demise and run for the elevator. Skip the "place is gonna blow" cutscene and run for the Jet-Ski. Hightail it outta there!

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