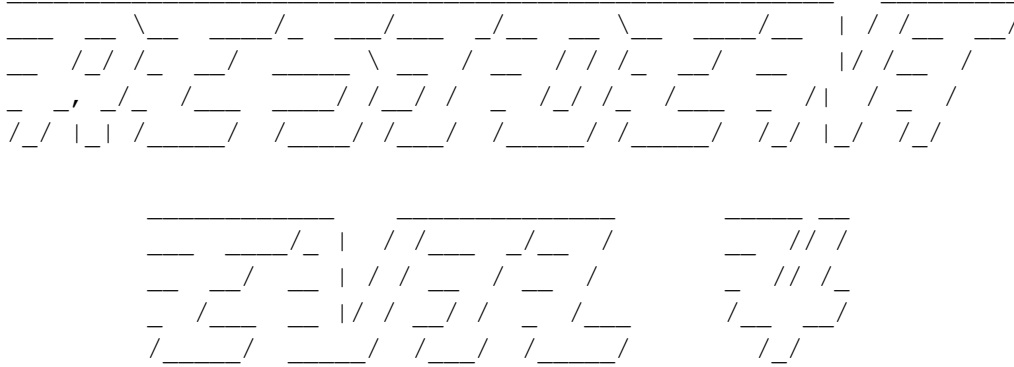


# Resident Evil 4 Enemy Guide

by ieatdirttoo

Updated to v1.10 on Jul 18, 2005

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.



## E N E M Y G U I D E

By David "Ryan\_Dunn" Donaldson  
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Started on May 24th 2005

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If you have a question or comment please drop by an email. My addresse is aragorn\_591(at)yahoo(dot)com. I would recommend including the subject "Resident Evil 4 Enemy Guide" so I don't mistake it as SPAM. Try not to be rude in your email and don't send me any porn or emails will foul excessive amounts of fould language.

This is my fourth in depth guide. I have other in depth guides for "The Chronicles of Riddick: EFBB", "Medal of Honor: AA" and "LOS: Vietnam". I have four full walkthroughs for Riddick, Call of Duty, COD United Offensive, Manhunt, and Max Payne 2. I hope to continue faq writing for several years, though its been getting tiresome lately.

Listed below are the current sites that can use my faqs. If you find them on any other sites(make sure its not affiliated with a site listed here) please email me.

- gamespot.com
- gamefaqs.com
- gamershell.com
- ign.com
- neoseeker.com
- gamerhelp.com

\*GUIDE CONTAINS SPOILERS\*

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|1. Introduction | |
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Like any other action game, even Aquaman, RE4 contains several different enemies that you will meet over the spread of the game. However, unlike most action games, RE4 has a unique system in which the health of the enemy can be very random and varied. For instance, the first Ganado you encounter has 3.4 HP, but by chapter 1-5 they can have up to 12.0 HP!

This is why I created this guide, to help people out in understanding the health and weaknesses of the many enemies. This guide is not only limited to the common enemies, in fact three of the enemies covered in this guide are actually considered to be sub-bosses. The main focus of the guide is to provide simple strategies for taking out the many enemies.

I will not display how much damage the enemies due, as it is almost impossible to figure out. Also, by the time you finish the game the average enemy will probably have around 20.0 health. However, when you have a Striker shotgun that delivers 15.0 damage per second, that's hardly a problem. Lastly the guide does cover the Las Plagas, which learn more about later in the game.

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|2. Enemies | |
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o-----o
|2.1 Los Ganados | |
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HEALTH
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Village - 3.4- 12.0  
Castle - 10.0- 16.0  
Mine Cart - 6.0- 10.0

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Description
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The Los Ganados, or "Villagers", are the first enemy you come in contact with. From first glance, they appear to be normal humans, nothing like the zombies in the previous Resident Evil games. Upon closer inspection, you can determine that while they look human, they are in fact not. The Ganados were the people who helped excavate the "Las Plagas" parasite from deep underneath the Salazar Castle.

As they worked to get the Plaga fossils, they inhaled the spores, which were in fact the real plagas. Thus they were infected. Their only goal in life is to obey orders. Basically it means that they will do whatever possible without regard to their own life. If this means chasing down a Government Agent that could easily blow their brains out, so be it.

While they aren't \*the\* weakest enemy in the game, they definitely one of the most idiotic. Their health can range anywhere from 3.4 (First Ganado) to 16.0 (Ganados in the Mines). Ganados come in wide variety of types, though when it comes down to basics their are only two different types. Melee Ganados, who using a variety farm tools will try to destroy you, and Ranged Ganados, whom have practically the same function.

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Variations
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1. Don Jose (Melee Axe)
2. Don Diego (Melee Reaper)
3. Don Estraban (Melee Fists)
4. Don Manual (Melee Pitchfork)
5. Don Pedro (Parasite)
6. Isable (Female with Bucket)

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## Method for Killing

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### Method #1 Melee Ganado

Uh, shoot them? Seriously, this is the easiest and most efficient way to take them out. Since they have low health, which peaks at 12.0, you should be able to take them out in one handgun clip (Non-upgraded). I usually go for their head since it can be a little more loose than other enemies. When you reach chapter 2-1 they will start sprouting plaga heads. One shotgun blast is usually enough to take off the plaga. Try shooting their heads then running up and kicking them. You might just kick the head off.

### Method #2 Group of Ganados

By using one of three grenades types groups of Ganados will go down pretty quickly. You can use a hand grenade to blow the group to bits, or try the more cruel incendiary grenade which will burn them to death. Last you have the more human flash grenade, which will stun them for around 30 seconds. During that time you simply shoot them or in Krauser and Weskers case use their powerful melee moves. Never waste a grenade on less than five Ganados.

### Method #3 Ranged Ganados

These bastards are usually found in hard to reach places such as towers and roofs, though they can come out with melee Ganados as well. One projectile will take away an estimated 15% of your health (fully upgraded). The best way to defeat them is to first take out a pistol and shoot their legs. This will make them fall off of whatever they are on if they happen to be on it. From there follow up with an array of bullets. Or you could just take the easy way and snipe them.

o-----o  
|2.1 Los Illuminados |  
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<http://tinypic.com/8yyself.jpg>

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Health: 8.0-20.0

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Castle - 10.0- 17.0

Red Zealot - 25.0

Machine Gun Zealot - 70.0- 80.0

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Description

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Los Illuminados, or "Zealots" as they will now be referred to as, are kind of like the second version of Ganados. They have many of the same animations and stats (excluding health) and perform similar actions. So what is the difference? Weapons. The Ganados used mainly weapons in their environment (Pitchforks, Axes, Knives). Well the Zealots are the same. Since you encounter them while in a large castle, they will come equipped with maces and shields.

This means that you will encounter Zealots carrying weapons such as Maces and even shields! Yes, some Zealots do carry around bulky shields that eat up

smaller bullets. Some of them even have bulletproof face masks to prevent you from blowing of their heads. The black robe Zealots are the weakest and most common. The red robe Zealots, or Leader Zealots, are more rare and tougher to kill.

As far as behavior goes, the Los Illuminado Zealots are the closest thing you will find to the original zombies in the past Resident Evil games. Many of them making moaning and snarling noises like Zombies. The Zealots that do not have any weapons will be more content to tear you apart with their teeth rather than strangle you.

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Variations  
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1. Zealot w/sythe (Black Robe)
2. Zealot w/Shield (Black Robe)
3. Zealot w/bowgun (Black Robe)
4. Leader Zealot (Red Robe)

\*Note\* All of the above may have a facemask\*

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Method for Killing  
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Method #1 Normal Zealot

Fight them the exact same way you would fight a normal Ganado. They have more HP, but hopefully you have upgraded some of your weapons by the time you get to the castle.

Method #2 Shield Zealots

Some of the Zealots you encounter will carry large shields that prevent you from hitting them immediatly. Too bad they haven't figured out that wood cannot protect against a shotgun for very long. Blast the top of their shields then send another cluster of pellets at their heads.

Method #3 Zealot with Face Mask

These are pretty unique. They have a large skull shaped bulletproof mask over their face. This makes it impossible to take their head off. The next option would be to aim at the middle. Yes, shoot them in the groin. Usually one or two shotgun rounds will take them down, just as any other Zealot.

Method #4 Bowgun Zealot

These guys, instead of throwing axes, shoot rather unaccurate crossbows. The bolts can do some serious damage. The main problem with this type of monk is that he runs away at about the same speed as when Leon jogs. This can become annoying as you usually will have to whip out your sniper rifle a pump a few rounds into their bodies. Also, they tend to have less health then their melee counter parts.

Method #5 Machine Gun Zealot

You will encounter this single Ganado when chasing him. He is the same as a red monk except he has almost 80hp and mounts a machine gun to prevent you from killing him. Use the door next to the gun as cover while you wait for him to reload. Pop out and aim at his head then fire when it pops up. You get a bonus for a headshot, and it usually kills him in one hit.

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|2.3 Ganado Army | |  
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<http://tinypic.com/8yysnt.jpg>

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Health  
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Chapter 5-1- 15.0- 20.0  
Gas Mask- 19.0- 26.0  
Chapter 5-2 and up- 33.5  
Bulldozer Ride- 8.0- 16.0

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Description  
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Think of these enemies as Ganado Version 3.0. Seriously, the Ganado Military soldiers have the same actions and functions as the townsfolk and the Zealots. However, they do sport some new weaponry. First off, during the time you fight them you will run across several turrets being fired by the common soldier. These soldiers are deadly and annoying.

A dose of modern weaponry is also added. One of the melee soldiers carries an electric shock stick. This does tons of damage and has to be the most annoying thing ever! Other than that they still use the basic medieval weapons such as maces and sharpened pieces of steel. For being part of an army, they sure do have some out of date weapons.

Like the Zealots, some of the soldiers have facemasks. This prevents them from being shot in the head. A new type of enemy is introduced as well, the gas mask soldier. They carry explosives and will try to hold on to you until they explode taking you along with them. Their ranged fighter comes in the form of a soldier firing fire crossbow bolts. Some of them carry around shields too.

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Variations  
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1. Soldier w/dynamite
2. Soldier w/stunrod
3. Soldier w/hammer
4. Soldier w/mace

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Method for Killing  
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## #1 Soldier w/dynamite

This is pretty simple. The soldier with dynamite is basically the equivalent of a Ganado only with more health. The basic concept to killing them is hurt them before they hurt you. This can be accomplished by shooting the dynamite in their hands thus blowing them and the surrounding enemies to bits. Try to do this when large groups are huddled together. DO NOT let him grab hold of you because he will blow up sending you along with him.

## #2 Soldier w/stunrod

These guys are EXTREMELY ANNOYING! Not only do they have an incredibly powerful weapon that will take about 1/5 of your total (full) health away, but they also have extra health. Take them out like you would any other soldier, by shooting the hell out of them. Usually two blasts from a shotgun is enough to take them down.

## #3 Soldier w/hammer

Somehow "Iron Maiden" would have been a better name for these guys. The hammer soldier is a tall fat warrior wearing heavily protective armor. There is only one real effective way to kill them. Shoot them in the groin. Yes, you will have to blow their balls off in order to kill them quickly. The reason I say this is because the hip and thigh region is the only part that isn't protected by a metal plate. You can shoot them in the face if you want, but due to the half cover face mask you won't do too much damage.

## #4 Soldier w/mace

These guys are no different from Zealots excluding their extra health. So just shoot them till they die, pretty simple.

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|2.4 Novistadors (Sewer Bugs) |
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<http://tinypic.com/8yysnt.jpg>

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Health
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Sewer - 24.0
Flying - 30.0
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Description
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In short, Novistadors are bugs. These oversized enemies first contact you in the sewers of the castle. They are annoying and can kill you in about four slashes with their enormous claws. They don't use any weaponry and are a complete natural foe. Each time you kill one they drop an "eye". These eyes come in three colors, red, blue and green. Blue is worth the most, while green is worth the least, and red is in between.

The thing that makes Novistadors so annoying is that of the two forms both have an extremely advantageous attribute. The first form, which you meet in the sewers can become invisible. The second form which you meet in the large caves and the interior of the castle can fly! You can imagine why these guys can be so

annoying.

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Variations  
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1. Invisible Novistador
2. Flying Novistadors (not invisible)

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Method for Killing  
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#### #1 Invisible Novistodar

Luckily, you will only have to face about 10 or so of these guys. Now, you could run up with a shotgun and try to blast them to bit's, which is the stupid thing to do. That is what I first did, and the only thing I accomplished was getting myself killed (I played on Pro for my first round). Hopefully, you have a sniper rifle, because your going to need it. In order to tell where on is, your going to have to look for their breath, which is a white steam. Take out your rifle and snipe them anywhere for an instant kill. That's it, easy wasn't it?

#### #2 Flying Novistodar

These guys are much easier than their invisible brothers. For one thing, if you shoot them with anything while in the air, they die instantly. When they are on the ground, their stats are pretty much identical to the invisible ones exluding their extra health. In the short time you battle these guys they will attack you in groups. This is where the shotgun becomes very important. It will probably take about two or so rounds to kill them, so make sure they are dead before moving on.

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o-----o
|2.5 Dogs |
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<http://tinypic.com/8yyuec.jpg>

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Health  
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In front of Church - 8.0 - 15.0  
Maze - 18.0 - 30.0

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Description  
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What Resident Evil game would be complete without killer dogs? Even if they aren't infected with the T-Virus and aren't covered in blood, these dogs are still aggressive and blood thirsty. While you really only meet them in two places unlike in previous RE games, they will give a pretty tough tim.

Dogs come in two basic forms. The normal version, which looks like a grey huskie, and the parasite version. The parasite version has a massive parasite on it's back. Tenticals flow freely and offer a weak spot. Dogs can have life



up to thirty, depending on where you meet them and what type they are. Parasite Dogs tend to have more health but they also have a weak spot which allows x1.5 damage.

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Variations  
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1. Dog
2. Parasite Dog

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Method for Killing  
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#### #1 Normal Dogs

Shot them? That's pretty much it. There is special way to kill them other then pumping them full of good old fasion lead. I recommend using the shotgun since they usually lunge forward and you won't have enough time to kill them any other way. Sniping is out of the questions when you consider that they usually attack in groups and it would take too long in between shots.

#### #2 Parasite Dogs

These dogs are virtually the same as normal dogs, exluding one major thing. Like all parasite enemies, if you shoot the parasite you will do bonus damage of 50%. Not that you will really have time to think about where your shooting, since this is one of the fastest enemies in the game.

=====  
From "Yogi Cabrera"  
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Hello David "Ieatdirttoo" Donaldson,

I was playing Resident Evil 4 for the 100th time in a row (not literally, but it sure does feel like it) and I wanted to share some things I noticed.

Shielded Illuminados can be easily downed with a single rifle round to the head (where the upper-center of the shield is).

Sad to say, I've never gotten hit by the dogs (Comillos, or Eye-Teeth in Spanish) in any of my games; I Harpooned the ones at the harbor by goading them to my boat. The ones at the church I Incendiary Grenaded. You can bait them towards the flames by moving towards them after it hits to kill them all. The same Grenading tactic works on the caged ones in the hedge maze. I'd love to see their attack some day but I hear it is very damaging and I'm a no-damage speedrunner so that's not an option.

I hope you found at least one of my strategies to be \_\_\_\_\_ (Damn you flamers). Feel free to call me out on any of my strategies or just to talk.

Sincerely,  
Yogi Cabrera

P.S. You talk about them, but I don't see any strategies for the Garradors. Will you be offering them soon? Oh, and it would be interesting to see some boss tips (if you have the free time, that is!).

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|2.6 Suits of Armor | |  
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<http://tinypic.com/8yyul5.jpg>

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Health  
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Cup Room - 40.0 (Parasite) - 80.0 (Armor)

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Description  
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"Suits of Armor" are exactly what the name says. A parasite has some how taken over a METAL suit of armor and can now control it. You only encounter the suits once (You can only destroy them once) when you are trying to get one of two cups to advance in the northern part of the castle.

Suits of armor are large, probably eight feet tall and their armor is natural resistance. One thing that is different about the knights (which they will be referred to as of now) is that by doing around 40.0 damage the parasite will pop out of the armor. This creates a weak point in which you can blast down on him with a shotgun. There are two forms of the knights, though like dogs the difference is truly minimal. The second "black" knight usually has more health and is faster.

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Variations  
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1. Normal Knight

2. Black Knight

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Method for Killing  
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#1 Normal Knight

Killing them is similar to killing El Gigante. Use a shotgun or pistol to do around 40 damage to them and the parasite will pop out. At this point switch to a sniper rifle and blow the parasite to bits. Or, you could just snipe the helmet right away and make him appear. They are immune to incendiary grenades so I would recommend using grenades. If you can get the three you face to group up then throw two grenades to expose the parasite.

#2 Black Knight

As I mentioned before, black knights are almost exactly the same as normal knights, though they do have beefed up stats. First and foremost it will probably take around 50.0 damage to kill them rather than the normal 40.0. Other than that there really is no difference. All of the strategies for the normal knights work so just use them.

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|2.7 Regenerators/Iron Maiden | |  
o-----o

<http://tinypic.com/8yyus4.jpg>

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Health  
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Chapter 5-1 - 150.0- 175.0

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Description  
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If I had to choose one creature in any game that scares me, it would be this one. Seriously, how can you not get creeped out by this thing? In short, the Regenerators are former human beings that have gone under intense experiments and have ended up with the ability to grow their body parts back. This is a sick process which can only be described as involving tentacles.

The regenerator itself has no weapons. It is completely naked, though you can't see any private parts (If you could then I would truly fear this thing). They are extremely tall and slightly fat. The reason for them being overweight is because they have 4 parasites inside of their body, 5 on pro. In order to see these you need the thermal scope, though you will have to face possibly three before you get it.

Regenerators come in two different forms. The first is what I have already described, as a tale naked grey creature walking on two legs. The second one is exactly the same except it is covered in \*\*\*\*ing spikes! Yes, spikes! These are called "iron maidens", though they have no affiliation with the rock band. Over the course of the game you will probably face around 10 or so regenerators and iron maidens, which is a GOOD thing.

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Variations  
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1. Regenerator (Naked)
2. Iron Maiden (Spikes)

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Method for Killing  
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#1 Regenerator w/o thermal scope

These guys can be a real pain in the ass to take on. 180.0 health? Holy crap! Now, normally you could snipe them with the thermal scope equipped, but you WILL have to face at least two without it. So what do you do? Whip out the

Killer7 or Broken Butterfly then start blasting away at the stomach section. Since Magnum bullets pierce pretty much anything, the parasites inside its body will be blown apart. If you have good aim six shots should be enough to kill them.

## #2 Regenerators w/ thermal scope

This time around things will be much easier. Equip your thermal scope in the inventory menu (combine it with your sniper rifle). Aim towards the beast and the parasites inside its body will be revealed. Snipe all of them and the Regenerator will explode. Normally there are four, but on professional there can be up to five. In order to take out this fifth one shoot it in the legs then snipe it in the back.

## #3 Iron Maidens

Iron Maidens are pretty much identical to the regenerators. They do much more damage as far as melee goes, obviously due to their spikes. One thing you do not do with an Iron Maiden or Regenerator for that matter is shoot their legs off. They have an incredibly long reach and will probably kill you. It's also worth mentioning that explosive barrels are commonly found around Iron Maidens, so use that to your advantage.

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|2.8 Parasites | |  
o-----o

<http://tinypic.com/8yyuxz.jpg>

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Health

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First Plaga (Village) 30.0- 40.0  
Zealot Plaga 60.0 - 65.0  
Garrador Plaga - 450.- (16x damage)  
Third Plaga 60.0-70.0  
Third Plaga Detached - 4.0 or 30 seconds  
Suit of Armor Plaga - 5.0 - 10.0 (1.5x damage)  
Chapter 5-1 - 65.0 - 80.0

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Description

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Plagas are "enemies within enemies" and are the whole reason that your foes even attack you. Plagas were exiled under the castle by the first Salazar eight generations ago. Ramon, thinking he would gain power, revived them as payment to the Los Illuminados. They are similar to the T-Virus, except their hosts are semi-intelligent superhumans instead of mindless zombies.

They are sensitive to sunlight and will only come up at night or while there is no sunlight (Conveniently the last 4/5 of the game takes place at night or indoors). There are several variations though most of them are the same. They all look like small creatures with no skin. When enough damage is done to something they sprout out of the neck region.

In order to survive the plagas need to take on a host. The villagers became infested while they were digging up the remains by breathing in the spores.

You can also be enjected with an egg. Three queen eggs were hatched inside Mendez, Salazar and Saddler giving them complete control over the ganados and other creatures infected with the virus.

Plagas do not appear all the time though. About 1/5 common enemies will ammit one. You do not have to blow their heads off for them to appear, they will break through the chest or neck and the head will fall off and disintegrate. They have a natural resistance to bullets and usually have higher health than their host.

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Variations

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1. Blade Plaga
2. Stationary Plaga
3. Detachable Plaga
4. Detached Plaga

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Method for Killing

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\*Flash grenades will kill any non-boss plaga)

#### #1 Blade Plaga

The strategy for killing these guys is pretty simple. After enough damage has been done to the host this will burst out of the neck region. At this point you should start shooting it up. While in this state the host can still do most of its basic actions so don't think the plaga is the only danger. A few shotgun blasts should take it out. Almost all enemies have bonuses for shooting it as well. Also, when it's on the ground it will continue to swing its blade around so watch out.

#### #2 Stationary Plaga

These guys do not attack you but rather serve as a weak point for enemies. For instance, El Gigante has one on its back. He cannot attack while it is visible and neither can the plaga. These are on the garradors and knights too. Shoot it up with a shotgun or tmp. With some bosses you have the ability to stab it using the A or B button. This usually provides a hefty amount of bonus damage, so I suggest using it.

#### #3 Detachable Plaga

These guys are similar to blade plagas but instead of cutting you they use their tentacles to rip you apart (so brutal...). Anyway, just pump them full of bullets and they will detach, where the fun begins.

#### #4 Detached Plagas

After you have done enough damage to a detached plaga, they will jump out and try to attack you. These guys are so weak it's unbelievable. They have around 5.0 health, which is VERY low for when you meet them. One flashgrenade will kill 1,000 of them. They are in fact so weak that they can only last for thirty

seconds without a host.

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|3. Sub Bosses |
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o-----o
|3.1 Verdego |
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<http://tinypic.com/8yyuzq.jpg>

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Health
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Sewers - 900.0

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Description
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This guy has the highest health of any boss besides Saddler. You only encounter him once, and even though this is an enemy faq, I decided to include him. Anyway, he's pretty creepy. The only way to describe him is that he is similar to an unarmored elite from Halo 2. He is completely brown and naked (though he does wear a robe when you see him with Salazar).

You encounter him in an underground sewer system deep underneath the castle system. Actually, the game leaves the question up to you on rather or not you should destroy him. He is definitely the hardest enemy in the game if you don't have the proper equipment, and chances are, you won't. The main reason he is so difficult is his 900.0 health, which even cut into 300.0 by the nitrogen is alot.

Nirtrogen? Yes, Nitrogen. This is a rather unique boss fight because in order to defeat Verdego without pouring 1,000 rounds into him with a Chicago Typewriter, you will have to freeze him. While in this state, he takes three times damage. For every 1.0 damage he recieves, .5 seconds will be taken off the 30 seconds that he is frozen.

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Variations
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1. Verdego (Red Robe)

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Method for Killing
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#1 w/o rocket launcher

Okay, I really recommend you not face him, but Ill try to give you a strategy. Spread out around the sewers are large canisters filled with liquid nitrogen. When tipped over these will spill out releasing air pressure and this freezing Verdego. At this point unload onto him with your most powerful weapon, and assuming you don't have a rocket launcher, that would be a Broken Butterfly or

hand grenades.

#2 w/rocket launcher

This time around it will be a hell of alot easier. First off all, the rocket launcher will pretty much kill him in one hit. If you are reading this in one, it will only cost you 17,000 pesatas after you get your reward. Spill a liquid nitrogen tank in order to freeze Verdego. You only have thirty seconds before he thaws so be careful. Fire off a rocket to finish the job and collect your reward which will be worth 15,000.

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|3.2 Garrador | |  
o-----o

<http://tinypic.com/8yyv4m.jpg>

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Health  
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Dungeon - 450.0  
Unarmored in Tower - 400.0  
Armored in Tower - 650.0

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Descriptions  
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Can you say, violent psychopathic prisoner with eyes sewn shut? These guys really freak me out. For those of you who have seen "The Green Mile", imagine John Cofry with six three foot long claws and a violent attitude. If you can forsee that horrific sight, then you know what a Garrador is. While there is no explanation as to why they had their eyes shown shut, from battling them, you can tell that they have been infected by the parasite.

In fact, in order to succesfully kill the Garrador, shooting the parasite is an absolute requirment. These guys are defintinally the most ferocious out of all the enemies you will face during the game, though when it comes down to cold hard stradegy, they can be a pushover. Why? Because they are blind. The only way they can detect you is by gunfire or if you run.

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Variations  
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1. Unarmored
2. Armored (No real difference besides health)

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Method for Killing  
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#1 w/o rifle or magnum

I pity you if you do not own a magnum or a rifle, because the garradors are going to be much harder. As mentioned before, the garradors have anywhere from 400.0-650.0 health. Now, that doesn't really mean alot when you consider that

shooting the parasite will do 16x damage. Let's say that you shoot the parasite with an shotgun with no power upgrades.  $4.5 \times 16 = 72.0$ .  $400.0$  divided by  $72.0$  equals  $5.5$ .

This means that you have to shoot him six times (The one with the lowest health) just to kill him, and you will have to be close. So, how does the garrador tell where you are? He has very sensitive hearing. No running is allowed, unless you want your head chopped off. Shooting him in the back will temporarily stun him, but once recovered, he will come back for you charging.

#2 w/rifle or magnum

Ah, much easier now. Since the magnum starts off with a power of  $13.0$ , we will just assume you left it there.  $13.0$  times  $16.0$  equals  $208.0$ . This means that in 2-4 hits you can have him down, if that. Follow the same procedure as you would if you didn't have a magnum. It's pretty simple and easy. The rifle also has great effect on him, not to mention grenades.

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|3.3 El Gigante | |  
o-----o

<http://tinypic.com/8yyv5v.jpg>

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Health  
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Chapter 2-1 and 2-3 -  $35.0$   
Mine -  $135.0$  ( $60-70.0$  damage to kill plaga)

=====  
Descriptions  
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Think of El Gigante being played by the guy who did the troll in "The Lord of The Rings: The Fellowship of the Rings". Seriously, they are both very similar in nature, though El Gigante is not magical. Don't quote me on this, but I remember someone mentioning on the RE4 message board on gamefaqs about how originally he was a bear who was mutated by the parasite.

Anyway, he is definitely one of the more tougher enemies in the game. Slow but strong, El Gigante packs a mean punch. His basic appearance consist of rough grey skin, large but few chipped teeth, small eyes (at least for his stature), a loin cloth, and no hair. That's El Gigante for you. His appearance is both intimidating and true to his character. I like to think of him as a caveman.

The main reason he is so difficult is because of his high health and strength. When you first meet him, he has a total of  $35.0$  health. Yes, that doesn't seem like alot, but due to his natural resistance to bullets and the fact that you fight him in small areas, that amount of health can seem like alot. Not to mention you fight two of them on your third encounter.

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Variations  
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1. Grey Skin w/loin cloth



## 2. Armored

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Method for Killing  
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### #1 First Encounter

This is pretty easy. Avoid grabbing items in the cabins because he will crush you. Collect all of the items around the battle area then start pumping into him with your pistol. Assuming you haven't upgraded yet, it should only take around 20 or so shots to bring him down on his knees. At this point run up and press the A button. Leon will climb onto his back and you will be prompted to push either the A or B button. Do so as rapidly as possible. 15 slashes with your knife will take him down, but you will probably have to do it 3-4 times. Repeat this stradegie several times to beat him.

### #2 Second Encounter w/normal weapons

You meet him again while trying to advance out of the village. Repeat the same stradegie as before and he should be beat in no time.

### #3 Second Encounter w/boulder

When the second encounter starts Ashley will point up at a large boulder on top of a cliff. It's held up by a small board and is overlooking the chasm in which your battling El Gigante. Wait for him to advance underneath then shoot the board. It will fall down severely damaging or killing El Gigante.

### #4 Third Encounter w/normal weapons

Two at the same time? Geesh, do they think we are Barry? Anyway, collect all the times in the room then head over to the large shelf with the slider. Climb up the ladder and wait for one of the El Gigantes to come over. Right before he grabs the shelf, jump off onto the slider rope and you will be transported to the other side. From here unload onto him with your pistol or rifle. Repeat this stradegie with both of them and this should be an easy fight.

### #5 Third Encounter w/lava pit.

In the center of the room is a lava pit. Wait until one of the El Gigantes walks on it then head over to the switch on the eastern side of the room and flip it. Bye Bye to El Giganye, though you will still have to beat the other one. When the fight is over exit then come back in to get your reward for the one that dropped in the lava. It will be on top of the now closed pit.

o-----o  
|3.4 Dr Salvador/Bellas Sisters | |  
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<http://tinypic.com/8yyvd1.jpg>

(Possibly Offensive, though if you've gotten past the first ganado your okay).

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Health  
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Village - 21.0 to 35.0  
Mendez House - 40.0

Bella Sisters - 30.0 Each  
Castle Area - 65.0 to 70.0  
Mine - 50.0 to 58.0  
Mine Cart - 30.0

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Description  
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Yikes! Leatherface wants his chainsaw back, too bad he has no head! Dr. Salvador and the Bellas Sisters, which will now be referred to as "Chainsaw Maniacs", are the definitely the most terrifying enemy in the game. Both stat and appearance wise, these guys are very intimidating. Just one rev of that extremely durable chainsaw is enough to send shivers down your spine.

Dr. Salvador probably seems like a very normal person, but when he puts on the paper bag, you better move over. With dull brown pants, xxx large grey T-Shirt and his face being covered by a bag once filled with a potato, this guy looks like your average Giant. Yes, he is huge probably standing eight feet tall. The Bella Sisters are even more disturbing. They are wearing dresses with bloody tape strapped over their eyes.

Chainsaw maniacs only have one attack, which is fatal. When you here the terrifying "charge" cry, it's time to get moving. This can be identified as a loud revving of the chainsaw usually accompanied by a "ddddyyyyyyyyyyyy". Dr. Salvador will usually swing the chainsaw around him trying to get maximum effectiveness, while the Bella Sisters will simple run at you.

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Variations  
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1. Dr. Salvador
2. Bella Sister 1
3. Bella Sister 2

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Method for Killing  
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#### #1 Knock Back

This is a pretty simple technique. When a chainsaw maniac is charging at you, whip out a powerful gun, such as a magnum or shotgun, and blast him in the head. This will give you enough time to load into him with your other weapons and do maximum damage. Repeat this stradegie over and over again until they die. This is the easist and mose effective way to lay into him.

#### #2 Ass Wiping

This is a rather stupid suggestion by my friend, but I'll put it in here for all you knifere. As before, grab a powerful weapon and shoot the chinsaw maniac in the leg. Bend down and start swiping him in the ass. This will do about one damage per swipe, so figured out with the health for the first one, thats 30 swipes. Ouch!

#### #3 Flash Grenades

Flash Grenades work real well against Dr. Salvador. Throw a few of them down to buy you some time or to follow up with an attack. Flash Grenades can perform the function of knocking back an enemy. I recommend using them when you are surrounded by groups of Ganados so that you can take them out before dealing with Dr. Salvador or the Bella Sisters.

#### #4 Bella Sisters

Yes, the \*\*\*\* we know as Lisa Trevor is back. Just kidding, but these girls are definitely no push over. In fact, they remind me of my first girlfriend. Anyway, you encounter them in a large area filled with pits and bridges. When you first meet them head up the ladder and push it down. Find a point in which everything is visible, so you don't get your head chopped off from behind. From here start taking out the villagers as they come. When the Bella Sisters do show up, chuck a few grenades to stun them for a second. Now follow up with some shotgun blasts to the head.

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|3.5 JJ |
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#### No Picture

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Health
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120-125.0

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Description
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It's Rambo! The Minigun guy, or "JJ", is the tall soldier that lugs around a huge 2000RPM Gatling gun which takes away 1/4 of your health with one hit. He is one of the easier "tough" enemies in the game, though the bullet spread can still provide a decent challenge. One could go as far as calling him the Dr. Salvador of the Island, but I think he is too easy to even be compared to a chainsaw maniac.

He looks like an ordinary Arnold Schwarzenegger rip-off, complete with the seven foot tall frame and the attitude. He is wearing a red beret with a ripped shirt. Stretched across his torso is a large ammo belt which in real life would have only held about 20 seconds of firing time. He is the only soldier to actually wear camo pants. Overall, he's pretty average. GET TO DAH CHOPPA!

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Variations
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1. JJ (only form)

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Method of Killing
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#### #1 Sniping

This is by far the easiest method of taking JJ out. It takes 1-2 shots from a sniper rifle to stun him. Follow up with around 10 more shots to the head

and he will drop like a sack of potatoes. That was simple wasn't it?

## #2 Close Range

If, for some reason, you come in contact with JJ at close range, there are several weapons that can be used. First off, equip a powerful weapon like a Magnum or Shotgun. Back up so that he can't hit you with his minigun. Now chuck a flash grenade at him then follow up with a shotgun to the head. Shoot him in the head with your most powerful weapon multiple times. He should die after a few shots.

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|4. Weapon Briefing | |  
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Kick- This move would be much more valuable if ammo was rare in this game, however, it's not, so the kick is almost useless. You could use it to knock an enemy off his feet, but in the end it's still pretty crappy.

Handgun- The standard handgun is both cheap and effective. As with all handguns, ammo is abundant so that isn't a problem. This gun has a pretty unique exclusive. By upgrading the handgun to the max you gain the 5x critical headshot rate. Don't bother upgrading unless you just want this handgun, just save up for the Red9.

Punisher- The only redeeming value this gun has is the ability to shoot through multiple targets. Other than that, it pretty much sucks. Shoot 10 medallions to get this one free, and 15 to get the 1.1 firepower upgrade. Refer to my map on where the medallions are.

Blacktail- Ah, finally a decent handgun. The Blacktail has a high rate of fire while still doing relatively good damage. Statistically, it's the same as the Red9. However, it consumes a lot of ammo while the Red9 doesn't, and the Red9 is more powerful, so the choice should be obvious.

Red9- Yes, the almighty Red9. This gun has a maximum firepower of 5.0 (6.5 in PAL version). By the time this weapon is done being upgraded it will have the power of a non-upgraded shotgun. Hot Damn! The reason you should use it over the Blacktail (which is statistically equal) is because it consumes little ammo while still doing more damage. It also fires pretty quickly.

Matilda- This handgun is unlocked once you beat the game for the first time. It shoots in three round bursts and has a peak 3.0 firepower. Because of this, it eats up ammo extremely quickly. The Red9 is a much better choice (Gesh you think they would have made the Red9 the unlocked gun).

Shotgun- The classic pump-action shotgun from the Resident Evil series. This is not only free, but it's also fun to use. Shotguns have a high decapitation rate, aka head blow off easier. This one is no different. Pretty much any time you hit someone's head with this it will blow off. Don't upgrade it though, wait for the Striker.

Riot Gun- The Assault Shotgun from REmake is back, sadly, it sucks ass this time around. While it's better than the shotgun, it still cannot compare to the Striker. The biggest problem overall is the upgrade cost and the lack of power for the money you spend. Stay away from this.

Striker- Think of this as the Automatic Shotgun. Up until you get to this point

you should not have upgraded the shotgun. The best thing about this boomstick is the incredible wide shot and the high damage rate. You can clear a room out in about 5 seconds with this gun.

TMP- The TMP is a handheld submachine gun capable of delivering fully automatic fire while having a maximum firepower of 1.9. That is NOT enough. Ammo isn't as abundant as it should be, so coupled with the low fire power and the expensive tag (400,000 Maxed) this gun just isn't worth it. The exclusive is OK, but 250 bullets per clip just really isn't that usefull.

Rifle- The "Rifle" is basically a reproduction of the Springfield 1903 Sniper. Most gamers, or people for that matter, should spot that its a copy right away due to the universal image of the Sprindfield '03. The best thing about a sniper rifle is the long range and high damage. This one is no different. It has an instant decapitation rate for head shots and can pierce several bodies. It is more powerful than the Semi-Auto Rifle as well.

Semi Automatic Rifle- This is a great all around weapon. It's exlcusive upgrade brings it down to .40 per second firing rate (five shots every two seconds). It has a 25 round clip and can do 15.0 damage per second when fully maxed. Like the normal rifle, the .223 caliber bullets can pierce several bodies and has an instant decapitation rate. The upgradable scope is also extremely usefull. The best thing about this gun is that it can be used in both close and long range. It's especially great on groups.

Broken Butterfly- No Resident Evil game would be complete without a Magnum. RE4 is no different, in fact it has three Magnums. The Broken Butterfly, like the Magnums in previous RE games, is an extremely powerful weapon that should only be used on stronger enemies and bosses. Ammo is rare, and enemies hardly ever drop it. When fully upgraded this gun has a maximum firepower of 50.0, which can take out some sub-bosses in one hit.

Killer7-A tribute to Capcoms upcoming game, the Killer7 is a semi-automatic .45 caliber Magnum capable of faster fire than any magnum in the series. Its not really all that great when compared to the BB, mainly due to the fact it can only reach 36.0 firepower. Speed isn't really important with a Magnum, power is, so this gun becomes sub-par.

Handcannon- Need I say more? If god himself had to choose one weapon to use, it would be this one. It has a maximum firepower of 99.9 when fully upgraded, not mention that once maxed it has infinite ammo. It takes care of most enemies in just 1-2 shots. The best thing about this gun is that bosses cower before you when it's in your inventory. When the toughest boss of the game goes down in less than 5 hits, you know how good this gun is.

Chicago Typewriter- In order to unlock this gun for purchase you must beat Assignment Ada, which is unlocked after beating the game for the first time. It comes fully upgraded with a price tag of one million pesatas. Not that its too expensive, considering that it is statistically better than the HC. Enemies seem less intimidating when your pumping out 600 rounds per minute. It also has infinite ammo, so fire away Chicago Style!

Rocket Launcher- Think of this as the mortal handcannon. It pretty much kills anything in the game in one hit, though you will be paying 32G in pesatas for that one shot. It isn't really worth it for one shot, so I don't recommend purchasing it unless you really can't beat a boss (one hit kill usually).

Infinite Launcher- Rocket Launcher with infinite Rockets. Costs one million pesatas, and is definitely worth it.

Flash Grenade- Grenade that stuns enemies for around 30 seconds. Pretty usefull, especially on some of the bosses.

Incendiary Grenade- This grenade will burst into flames on impact catching all enemies around you (possible you as well) on fire.

Handgrenade- The classic bouncy grenade. Arc then let go. Anything within the blast radius is killed (excluding bosses and subbosses).

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|5. Credits | |  
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- Thanks to Chris McDonald for inspiring me
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