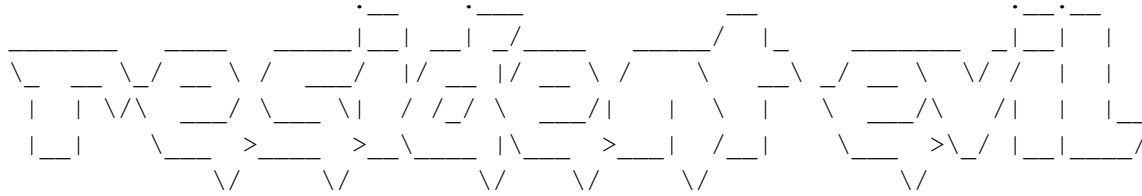


Resident Evil 4 Combat FAQ

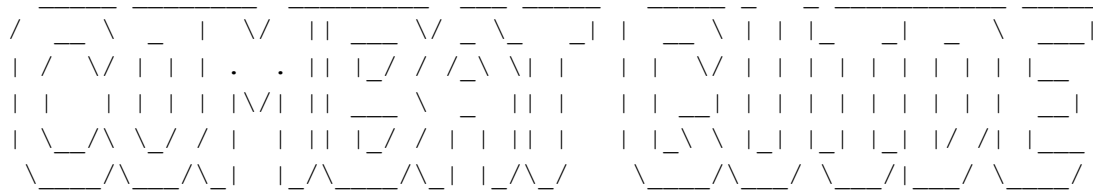
by samthebigkid

Updated to v1.55 on Feb 8, 2005

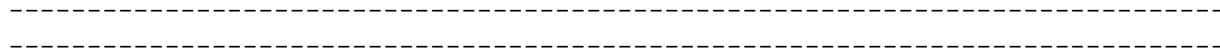
This walkthrough was originally written for Resident Evil 4 on the GC, but the walkthrough is still applicable to the PS2 version of the game.



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by samthebigkid



INTRODUCTION:

Welcome to my FAQ. As you probably know, Resident Evil 4 isn't actually the 4th game, but is still a great game. The previous style for the RE games has been change in some significant ways. The camera is always behind you. Also you can perform action commands. But things that really stick out are the weapons system similar to that of Dino Crisis 2 and that of advanced techniques. Instead of no more than 4 zombies at once, you're up against 20 villagers who just want to rip you apart for the Great Lord Saddler. This FAQ will give you information on all weapons of the game, all special attacks of the

game, and the best strategies when given certain situations. Each weapon is unique and can be exploited to your advantage differently. Read on to learn all about this new Combat System...

I'd like to mention this guide may have a few spoilers so be aware of that.

Weapon layout will be simple:

Name: (Name of Weapon)
Description: (What weapon looks like)
Ammo: (Type of Ammo used)
Dimensions: (Length and Width measured in blocks)
Firepower: (Initial Strength), (1 upgrade), (etc...)
Firing Speed: (Initial Rate of Fire), (1 Upgrade/cost), (ect...)
Reload Speed: (Initial time it take to reload), (1 upgrade/cost), (ect...)
Capacity: (Initial Clip Size), (1 Upgrade/cost), (ect...)
Exclusive: (What features are added when exclusive is bought/cost)
Accuracy: (How accurate and stable the weapon is)
Price: (Cost of Gun in Shop)
Total Price: (Cost of gun with all upgrades)
Other Upgrades: (Upgrades that are seperate items[dimensions])
Comments and Rating: (My comments and score on the gun)
Info thanks to: (If necessary, people who gave me info on the weapon)

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Letters in () are Search key

1. Main Game Guns (MGG)
2. Special Guns (SG)
3. Mercaneries Only Guns (MOG)
4. Other Weapons (OW)
5. Ammo Description (AD)
6. Which Guns are Best? (BG)
7. Special Attacks (SA)
8. Combat Techniques (CT)
9. Spanish Translations (ST)
10. FAQ (FAQ)
11. Legal Information and Contacts (LIC)

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(MGG)

These guns can acquired through the normal game 1st time through.

Name: Handgun
Description: A standard 9mm pistol
Ammo: HandGun Ammo
Dimensions: 2x3
Firepower: 1.0, 1.2(7000), 1.4(10000), 1.6(15000), 1.8(18000),
2.0(20000)
Firing Speed: 0.47, 0.40(5000), 0.33(12000)

Reload Speed: 1.73, 1.47(4000), 0.87(10000)
Capacity: 10, 13(4000), 16(6000), 19(8000), 22(10000), 25(12000)
Exclusive: Increases Critical Headshot Chance 5x (57000)
Accuracy: High
Price: 8000
Total Price: 206000
Other Upgrades: Silencer (MERCANERIES ONLY [Wesker])[1x2]
Comments and Rating: 6/10. You start with it. Aim for the head.
Good for 1-4 guys. If more than that then I suggest a more powerful weapon. Cheapest to upgrade. The exclusive is good for quick kills.

Name: Red9

Description: A Mauser Pistol (same pistol as Luis)
Ammo: Handgun Ammo
Dimensions: 2x4
Firepower: 1.4, 1.7(15000), 2.0(20000), 2.4(24000), 2.8(28000),
3.5 (45000)
Firing Speed: 0.53, 0.47(10000), 0.40(15000)
Reload Speed: 2.37, 2.20(6000), 1.67(10000)
Capacity: 8, 10(6000), 12(8000), 15(12000), 18(16000), 22(22000)
Exclusive: 5.0 Firepower (80000)
Accuracy: Very High
Price: 14000
Total Price: 389000
Other Upgrades: Stock (4000)[1x3]
Comments and Rating: 8/10. A Good handgun. Like the Handgun, only use it on smaller groups. Upgraded, it will be useful all game.
I suggest buyin the stock. It is better for accurate powerful shots.
Info Thanks to: Drake Felon

Name: Punisher

Description: Another 9mm Handgun (similar but different)
Ammo: Handgun Ammo
Dimensions: 2x3
Firepower: 0.9, 1.1(10000), 1.3(15000), 1.5(20000), 1.7(25000),
1.9(35000)
Firing Speed: 0.47, 0.40(10000), 0.33(20000)
Reload Speed: 1.70, 1.47(8000), 0.83(18000)
Capacity: 10, 13(8000), 16(10000), 20(15000), 24(18000),
28(24000)
Exclusive: Ammo will penetrate up to 5 bodies (40000)
Accuracy: High
Price: 0 (Shoot 10 Blue Medallions), 20000
Total Price: 272000
Other Upgrades: None
Comments and Rating: 6.5/10. Slightly better than the handgun, but I stil would pick the Red9. Later though with it's exclusive, you can take on a lot more enemies at once so treat it as a shotgun.

Name: Blacktail

Description: Yet another 9mm Handgun (slightly different from others)
Ammo: Handgun Ammo
Dimensions: 2x3
Firepower: 1.6, 1.8(15000), 2.0(18000), 2.3(24000), 2.7(30000),
3.0(40000)
Firing Speed: 0.47, 0.40(10000), 0.27(20000)
Reload Speed: 1.70, 1.47(8000), 0.83(15000)
Capacity: 15, 18(8000), 21(10000), 25(15000), 30(20000),

35(25000)

Exclusive: 3.4 Firepower (80000)

Accuracy: High

Price: 24000

Total Price: 434000

Other Upgrades: None

Comments and Rating: 8/10. Ties with the Red9. It has superior Firing Speed and Capacity but lacks in Firepower compared to the Red9. I would recomend buying one of these though. It can be fun to use. It is better for quick shooting.

Name: Broken Butterfly

Description: A Revolver

Ammo: Magnum Bullets

Dimensions: 2x4

Firepower: 13, 15(25000), 17(30000), 20(35000), 24(50000),
28(70000)

Firing Speed: 0.70

Reload Speed: 3.67, 3.00(15000), 2.33(20000)

Capacity: 6, 8(15000), 10(20000), 12(25000)

Exclusive: Increases Firepower to a whopping 50 (150000)

Accuracy: High

Price: 38000

Total Price: 493000

Other Upgrades: None

Comments and Rating: 9/10. "It's about reloadin'." This gun rocks. Though costly, it can kill most bosses really quick. It looks sweet and reloading is addictive. Save, then go on a killing spree with it, very satisfying.

Name: Killer7

Description: A Pistol-esque Magnum

Ammo: Magnum Bullets

Dimensions: 2x4

Firepower: 25, 30(62000), 35(78000)

Firing Speed: 0.70

Reload Speed: 1.83, 1.53(20000), 0.93(30000)

Capacity: 7, 10(30000), 14(40000)

Exclusive: None (grrrr)

Accuracy: High

Price: 77700 (Get it?, 777 for luck)

Total Price: 337700

Other Upgrades: None

Comments and Rating: 8.5/10. A good gun, but very costly.

It's no exlusive makes behind some of the other guns.

It still is very good as a boss killer. If you don't want to upgrade the Butterfly, buy this.

Note: There is a title by Capcom coming up called "Killer 7"

Name: Shotgun

Description: A standard shotgun

Ammo: Shotgun Shells

Dimensions: 2x8

Firepower: 4.0, 4.5(15000), 5.0(20000), 6.0(25000), 7.0(30000),
8.0(45000)

Firing Speed: 1.53

Reload Speed: 3.03, 2.43(7000), 1.50(15000)

Capacity: 6, 8(8000), 10(10000), 12(12000), 15(15000),
18(20000)

Exclusive: Significantly increases destructive force for long

range targets.(80000)

Accuracy: Medium

Price: 20000

Total Price: 394000

Other Upgrades: None

Comments and Rating: 7/10. The first shotgun you get. It is very useful against larger crowds of enemies and tougher enemies. Aim for the head it will explode easily. With exclusive, the gun has a much longer range.

Name: Riot Gun

Description: The Assault Shotgun from REmake (a SWAT Shotgun)

Ammo: Shotgun Shells

Dimensions: 2x8

Firepower: 5.0, 5.5(20000), 6.0(24000), 6.5(28000), 7.0(32000), 8.0(50000)

Firing Speed: 1.53

Reload Speed: 3.03, 2.43(7000), 1.50(20000)

Capacity: 7, 9(10000), 11(12000), 13(15000), 15(20000), 17(25000)

Exclusive: Increases Firepower to 10.0 (120000)

Accuracy: Medium

Price: 32000

Total Price: 415000

Other Upgrades: None

Comments and Rating: 8/10. A Good well balanced shotgun. It is very useful and I would suggest keeping it the whole game. It has good firepower and Firing Speed. It blast enemies way back and has a higher chance of critical hit than the Shotgun. Good on Bosses when Magnums aren't available.

Name: Striker

Description: Odd looking compact shotgun with circular ammo holder

Ammo: Shotgun Shells

Dimensions: 2x5

Firepower: 6, 7(25000), 8(28000), 9(32000), 10(40000),12(60000)

Firing Speed: 0.73

Reload Speed: 3.00, 2.40(8000), 1.50(15000)

Capacity: 12, 14(10000), 16(12000), 20(16000), 24(18000), 28(25000)

Exclusive: Increases Capacity to a whopping 100 shells (60000)

Accuracy: Medium

Price: 43000

Total Price: 392000

Other Upgrades: None

Comments and Rating: 8.5/10. A great shotgun. It takes less room, has more firepower, shoots faster, you name it. With exclusive, you can have 100 shells at once. It is great against enemies or bosses. It also is very cheap despite the higher initial cost.

Name: Rifle

Description: Springfield 1903 Rifle

Ammo: Rifle Ammo

Dimensions: 1x8

Firepower: 4, 5(10000), 6(12000), 8(20000), 10(25000), 12(35000)

Firing Speed: 0.67

Reload Speed: 4.00, 3.23(8000), 2.33(18000)

Capacity: 5, 7(6000), 9(8000), 12(12000), 15(18000), 18(25000)

Exclusive: Increase Firepower to 18 (80000)

Accuracy: Insanely High

Price: 12000

Total Price: 296000

Other Upgrades: Scope (7000)[1x3], Thermal Scope (Found in Lab only)*
[1x3]

Comments and Rating: 7.5/10. A good Sniper Weapon. Though you have to cock it after each shot, it is the more powerful of the 2 rifles. Though reload time is high, when using it that should be a problem. I used the entire game my first time through.

Name: Rifle (Semi-Auto)

Description: H&K Greysporter Rifle

Ammo: Rifle Ammo

Dimensions: 2x7

Firepower: 7, 8(15000), 9(18000), 11(24000), 13(30000), 15(40000)

Firing Speed: 1.43

Reload Speed: 2.33, 1.90(9000), 1.33(18000)

Capacity: 10, 12(10000), 14(12000), 17(15000), 20(20000), 24(25000)

Exclusive: Decreases Firing Speed to 0.40, fast huh?(80000)

Accuracy: Insanely High

Price: 35000

Total Price: 361000

Other Upgrades: Scope (10000)[1x3], Thermal Scope (Found in Lab Only)*
91x3]

Comments and Rating: 8.5/10. A good Sniper Weapon. It's advantage over the other Rifle is it is Semi-Auto. Though not as powerful, you can fire it a lot quicker, especially after the exclusive. REALLY useful in Mercaneries.

*This "Thermal Scope" can supposedly be used to see parasites in bosses bodies and kill them very quick.

Name: TMP

Description: A Small Submachine gun

Ammo: TMP Bullets

Dimensions: 2x3

Firepower: 0.4, 0.5(7000), 0.6(14000), 0.8(18000), 1.0(24000),
1.2(35000)

Firing Speed: 0.10

Reload Speed: 2.37, 1.93(5000), 1.17(15000)

Capacity: 30, 50(7000), 100(15000), 150(20000), 200(25000), 250(35000)

Exclusive: Increases Firepower to 1.8(100000)

Accuracy: Low

Price: 15000

Total Price: 339000

Other Upgrades: Stock (4000)[2x2]

Comments and Rating: 7/10. The only machine gun in the game that you can acquire with easy. It's relatively weak but it's ammo is plentiful. On the otherhand you use it quick. Good against large crowds, bad against bosses (since you don't want to waste all your ammo). I suggest getting the stock.

Name: Minethrower

Description: A Thick, big, box-like gun. Similar to a grenade launcher

Ammo: Mine Darts

Dimensions: 2x5

Firepower: 2, 4(25000), 6(45000)

Firing Speed: 1.33

Reload Speed: 3.43, 2.57(18000)

Capacity: 5, 7(25000), 10(40000)

Exclusive: Adds Homing to Mines and increases Blast Radius (30000)

Accuracy: -Without Exclusive: High

-With Exclusive : Very High (Homing)

Price: 28000

Total Price: 219000

Other Upgrades: Scope(8000) [2x2]

Comments and Rating: 8/10. I love this gun. Alright what it does is shoots a mine with a timer. It blinks red and beeps for about 5 seconds then BOOM. Though not powerful, the blast kills lots things around it. Get the Scope and Exclussitize it and you have a very sweet and fun weapon. Save, and shoot Ashley in the head, it's fun to watch.

Name: Knife

Description: A Knife with black handle and an engraving of a snake

Ammo: None

Dimensions: None (takes no space)

Firepower: ~0.5

Firing Speed:N/A

Reload Speed:N/A

Capacity:N/A

Exclusive:N/A

Accuracy: Medium

Price:N/A

Total Price: N/A

Other Upgrades:None

Comments and Rating: 5/10. It's your knife. It's weak but you always have it and it take no room. Use to break boxes or slash people to kick them. Other than that it's just cool to have.

Name: Rocket Launcher

Description: Long tube with rocket sticking out front (green)

Ammo: None

Dimensions: 2x8

Firepower: High (Number unknown)

Firing Speed: 1

Reload Speed: N/A

Capacity: 1

Exclusive: N/A

Accuracy: High

Price: 30000

Total Price: 30000

Other Upgrades: None

Comments and Rating: 6.5/10. 6.5?!?! It's a Rocket Launcher! Yea well for the room it takes, and the fact you only get 1 shot, makes more of a burdern than a savior. It does kill most bosses with it's shot or pretty close to it. But it's not so hot as it's other 2 varients.

Name: Rocket Launcher Special

Description: Same as rocket launcher, but with a red rocket

Ammo: None

Dimensions: 2x8

Firepower: High (Number Unknown, slightly more powerful than regular version)

Firing Speed: 1

Reload Speed: N/A

Capacity: 1

Exclusive: N/A

Accuracy: High

Price: 60000 (Cannot be bought though, but is sold for 30000)

Total Price: Same as Price

Other Upgrades: None

Comments and Rating: 6.5/10. 6.5?!?! It's a Rocket Launcher! Yea well for the room it takes, and the fact you only get 1 shot, makes more of a burdern than a savior. It does kill most bosses with it's shot or pretty close to it. You get in the final fight with Saddler from Ada. You can keep it but it's kind of pointless to do so. Hmmm... doesn't this look familiar?

Name: Spear
 Description: A Throwable Spear
 Ammo: None
 Dimensions: None
 Firepower: Medium (Number Unknown)
 Firing Speed: ~1.5
 Capacity: Infinite
 Exclusive: N/A
 Accuracy: High
 Price: N/A
 Total Price: N/A
 Other Upgrades: None

Comments and Rating: 7/10. This is only usable on the boat. The only time you ever really use it is to kill the Lake Monster Del Lago. Just keep throwing them, infinite spears. It's fun to use, just it can be hard to aim with them. After the fight, it's the best way to kill Fish, which can be easy health.

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These Guns are acquired by methods other than playing through the normal game.

(SG)

Name: Chicago Typewriter
 Description: A Tommy Gun (.45 Thompson)
 Ammo: None
 Dimensions: 3x7
 Firepower: 10 (starts maxed)
 Firing Speed: 0.10
 Reload Speed: 1.63
 Capacity: ---(Infinite)
 Exclusive: Increases Firepower to 10 and give Infinite Ammo(Starts with it)
 Accuracy: Medium
 Price: 1000000
 Total Price: 1000000
 Other Upgrades:None

Comments and Rating: 11/10. Jackpot. Other than the price, this gun is gold. Fully Automatic with each bullet having power of 10. You'll never need ammo again. Works great against virtually anything. To unlock, beat Assignment Ada then purchase for 1000000 in the shop. Worth every penny.

Name: Infinite Launcher
 Description: Same as Rocket Launcher
 Ammo: None
 Dimensions: 2x8

Firepower: High (Number unknown)

Firing Speed: 1

Reload Speed: ~2

Capacity: --- (Infinite)

Exclusive: N/A

Accuracy: High

Price: 1000000

Total Price: 1000000

Other Upgrades: None

Comments and Rating: 9.5/10. A great weapon. A rocket launcher with infinite ammo. The only drawback is it is deadly to use at close range. Kills most bosses very quickly. Though pricey, It's still worth the pleasure, though I suggest the Chicago Typewriter first.

Name: Matilda

Description: A Pistol with a stock built in

Ammo: Handgun Ammo

Dimensions: 2x5

Firepower: 1.0, 1.2(15000), 1.4(17000), 1.6(20000), 1.8(25000), 2.0(35000)

Firing Speed: 0.47

Reload Speed: 1.73, 1.47(6000), 0.87(15000)

Capacity: 15, 18(7000), 21(10000), 24(12000), 27(16000), 30(20000)

Exclusive: Increases Ammo Capacity to 100 (35000)

Accuracy: Medium-High

Price: 70000

Total Price: 303000

Other Upgrades: None

Comments and Rating: 9/10. A great pistol. It uses ammom rather quickly, but can be used in most any non-boss situation. It has 3 round burst and can fire very quickly. If you cannot get anything else, get this.

Name: HandCannon

Description: A Huge Revolver (like in RE0)

Ammo: HandCannon Ammo

Dimensions: 2x4

Firepower: 30, 35(40000), 40(50000), 45(70000), 50(90000), 60(120000)

Firing Speed: 1.17

Reload Speed: 1.10, 0.86(25000), 0.55(50000)

Capacity: 3, 4(15000), 5(20000), 6(25000), 7(35000), 10(50000)

Exclusive: Increases Firepower to 99.9 and Give Infinite Ammo (200000)

Accuracy: High

Price: 0

Total Price: 790000

Other Upgrades:None

Comments and Rating: 10/10. A Great weapon. Once you get it all souped up, it becomes a dominant weapon. Great for virtually everything. To unlock get a 5 star rating on all levels with all characters in Mercaneries. It's really hard but worth it. A Magnum of huge proportions.

Info Thanks to: DarkShadowMan6 and DevilsCabanaBoy

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(MOG)

These weapons are only available for use in Mercaneries.

Name: Krauser's Bow
Description: A Red Bow
Ammo: Arrows
Dimensions: 3x7
Who uses it?: Jack Krauser
Firepower: 10
Firing Speed: 0.03
Reload Speed: 0.03
Capacity: Unlimited (not Infinite)
Accuracy: High
Comments and Rating: 9/10. Great Weapon. A bow that shoots very powerful arrows. Ammo is plentiful. Aim for the head.

Name: Custom TMP
Description: Like the TMP, but with built in Stock and better sight
Ammo: TMP Bullets
Dimensions: 2x4
Who uses it?: HUNK
Firepower: 1.0
Firing Speed: 0.10
Reload Speed: 1.17
Capacity: 100
Accuracy: Low-Medium
Comments and Rating: 8/10. Better than the regular TMP. Great for racking combos. The only downfall is how fast it uses ammo fast.

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(OW)

These aren't actually guns but are still weapons acquired throughout the game. They have no numerical values.

Note that you can hold as many of these as you want, as long as you have the room. Each egg or grenade takes up the given dimensions, so don't be afraid to use a few if they get overabundant

Name: Egg (White, Brown, or Gold)
Description: An Egg (either White, Brown, or Gold)
Ammo: Eggs
Dimensions: 1x1
Strength: Weak
Lethal: No
Sell Price: White- 300
 Brown- 600
 Gold - 3000
Rating, Uses, and Comments: 3/10. Stick to eating them. You are much better off. They can be used by throwing them at an enemies face to stun them, allowing you to kick them or something, but don't bother unless you're bored. It is pretty funny though.
Note: Eggs are alos health items. White gives about 1.5 health segments, Brown gives as much as a Green Herb, and Gold is full health.

Name: Flash Grenade

Description: A Blue Grenade

Ammo: Flash Grenades

Dimensions: 1x2

Strength: Weak

Lethal: No

Sell Price: 500

Rating, Uses, and Comments: 7.5/10. A good way to stun a huge group of enemies if you're low on ammo or just need to run away. They're pretty abundant so you'll usually have at least one lying around. Good for bosses too. Also, they can be used to instantly kill a La Plaga enemy instantly (assuming the Plaga is exposed).

Name: Incendiary Grenade

Description: A Red Grenade

Ammo: Incendiary Grenades

Dimensions: 1x2

Strength: Medium

Lethal: Yes

Sell Price: 1000

Rating, Uses, and Comments: 8/10. A grenade that explodes on impact with flames. Good against most enemies and bosses. Try to hit the middle of a group. Usually kills common enemies in one grenade.

Name: Hand Grenade

Description: A Green Grenade

Ammo: Hand Grenades

Dimensions: 1x2

Strength: High

Lethal: Yes

Sell Price: 2000

Rating, Uses, and Comments: 9/10. What can I say? It bounces once or twice, then has a big BOOM. Pretty useful against most bosses and enemies. Common throughout the game.

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(AD)

Ammo: Handgun Ammo

Appearance: Red Box with some black

Max in Box: 50

Amount Found: 10,15,20,30

Dimensions of Box: 1x2

Words on Box: Red Hawk

Guns Used In: Handgun, Punisher, Red9, Blacktail, Matilda

Sell Price: 50

Frequency: Very Common

Ammo: Shotgun Shells

Appearance: Green box with some yellow

Max in Box: 15

Amount Found: 3,5,10,15,20

Dimensions of Box: 1x2

Words on Box: Heavy Field

Guns Used In: Shotgun, Riot Gun, Striker

Sell Price: 150

Frequency: Common

Ammo: Rifle Ammo

Appearance: White box with some red

Max in Box: 10

Ammount Found: 3,5,10

Dimensions of Box: 1x2

Words on Box: Dragonfly

Guns Used In: Rifle, Rifle (Semi-Auto)

Sell Price: 150

Frequency: Common

Ammo: Magnum Bullets

Appearance: Black Box with some Red

Max in Box: 10

Ammount Found: 3,5

Dimensions of Box: 1x2

Words on Box: Ballistics Ammunition

Guns Used In: Broken Butterfly, Killer7

Sell Price: 500

Frequency: Rare

Ammo: TMP Ammo

Appearance: White box with some blue

Max in Box: 100

Ammount Found: 25,50,100

Dimensions of Box: 1x2

Words on Box: Jackal

Guns Used In: TMP, Custom TMP (Mercaneries Only)

Sell Price: 20

Frequency: Common

Ammo: Mine-Darts

Appearance: Brownish Case

Max in Box: 5

Ammount Found: 1,2,4

Dimensions of Box: 1x2

Words on Box: [None]

Guns Used In: Mine Thrower

Sell Price: 500

Frequency: Semi-Rare (Must have Minethrower first)

Ammo: Arrows (Mercaneries Only)

Appearance: Black Quiver

Max in Box: 20

Ammount Found: 5,10,15,20

Dimensions of Box: 1x4

Words on Box: [None]

Guns Used In: Krauser's Bow

Sell Price: N/A

Frequency: Common

Ammo: HandCannon Ammo

Appearance: Yellow Box

Max in Box: 10

Ammount Found: 2

Dimensions of Box: 1x2

Words on Box: [Info Needed]

Guns Used In: HandCannon

Sell Price: 500

Frequency: Rare (must get HandCannon first)

Info thanks to: shawnmck

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(BG)

Handguns: I personally prefer the Red9. It has great fire power and great accuracy. Though costly, it is one of the funnest weapons in the game. You can beat the game without it, but on a 2nd try through, it owns most enemies for the 1st half of the game. It has a great critical hit chance and a good rate of fire. The reload speed is also pretty cool. The gun is kind of Star Wars looking, but good stuff.

Shotguns: I go with the Striker. Superior in everyway. Takes less room, holds more ammo, not too costly, higher strength, Quick reload, you name it. It, again, is a gun that you could beat the game without, but it is highly effective against any enemy or boss. The Striker earns my shotgun of recomendation, especially with a 100 shell max capacity.

Machine Guns: Well since there's only 1 (normal)... the TMP. This gun isn't a great thing, but not a bad one. It's good for hosing down crowds of people. The only problem is the ammo can get low in supply. But in all it's a decent gun but is not a necessity for beating the game.

Rifles: I personally prefer the Rifle (Semi-Auto). Despite it's slightly lower strength than the Rifle, it has an amazing rate of fire. It can be used from Short to long distances. It also kills most any enemy within 1-4 shots. Ammo isn't that rare either. The Thermal scope allows eay kills to the Regenerators and even some bosses.

Magnums: Despite what others say, my choice is the Broken Butterfly. Reasonbeing is that it becomes much more powerful than Killer7. It is very costly but the BB can kill most bosses within 8 shots (most less than that). It also works well in an emergency in which you need to kill something really fast. Other people tend to forget that fact that the Killer7 has no Exclussive.

Mine Throwers: Since again there is only 1, I go with the Mine Thrower. It is a decent weapon that shoot darts that can home and then explode. It is very good a for a group of charging villagers who aren't quite at you yet. It also is very cheap to upgrade and kills most normal enemies instantly.

Rocket Launchers: The Infinite Launcher. The other two rocket launchers are one time use. This baby has infinite ammo and destroys anything within a few shots. It is highly effective against Bosses, medium ranged enemies, and tougher enemies.

HandCannons: Since there is only 1, I pick the HandCannon. Though it is very hard to get and cost a ton of money to upgrade, this is easily one of the best weapons not just in RE4 but the entire RE series. Infinite Ammo and

99.9 Firepower... need I say more?

Secret Machine Guns: I absolutely adore the Chicago Typewriter.

Though it is very expensive, the infinite ammo, 0.10 fire rate, with firepower 10.0 makes this gun pretty much THE best gun in the entire game. It is effective against EVERYTHING. The only thing it can't do is shoot long distances, so as long as you keep a Rifle on hand, you can anything. It also helps kill Regenerators if a Thermal Scope is not accessible.

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(SA)

Please Note that "Everyone" excludes Ashley.
Also note that these are for common human enemies.
"Edward Scissor Hands", "Novistadors", "Regenerators",
and such cannot be attacked by these methods directly.

Attack: Kick (Weak)

Who uses it?: Leon

How to perform: When someone is flinching, run up and hit A when the action button appears. Leon will kick. If you time it just right (they must be leaned over to the right), Leon will hit their head, decapitating them instantly.

Rating: 7/10

Attack: Fan Kick

Who uses it?: Ada

How to perform: When someone is flinching, run up and hit A when the action button appears. Ada will fan kick. If you time it just right (they must be leaned over to the right), Ada will hit their head, decapitating them instantly. This will also possibly decapitate others standing close.

Rating: 7.5/10

Attack: Back Kick

Who uses it?: Ada

How to Perform: Shoot someone in the foot. When they are on one knee, go up them and hit A when the action command appears. Ada will do a back kick similar to that of HUNK and Leon, but this one is a little more deadly.

Rating: 6.5/10

Name: Krauser's Arm

Description: Krausers mutated Arm (has a weird wing and blade)

Who uses it?: Krauser

How to Perform: When Krausers Arm glows red, hit X to transform and then A to a fatal lunge that instantly kills anything. The only downfall is the time it take to recharge

Rating: 9.5/10

Attack: Kick (Powerful)

Who uses it?: Krauser

How to perform: When someone is flinching, run up to them and hit A when the action button appears. Krauser will do a double kick.

Unlike the other kicks, this one almost always decapitates and can decapitate a ton of people around. It is also a one-hit kill.

Rating: 8.5/10

Attack: Knee

Who uses it?: Krauser

How to Perform: Slash someone low to get them on one knee (the bow is too powerful to shoot them). When on one knee, go up to them and hit A when the action command appears. You will do an instant kill decap on a single victum only.

Rating: 7/10

Attack: Thrust Punch

Who uses it?: Wesker (ahhh the RE:CVX days...)

How to perform: When someone is flinching, run up to them and hit A when the action button appears. Wesker will do a thrust punch. The thrust punch never decapitates but kills instantly. You can kill around 5 people with one thrust punch.

Rating: 8/10

Attack: Neck Breaker

Who uses it?: HUNK

How to perform: When someone is flinching, run up to them and hit A when the action button appears. HUNK will do a Necksnapper. The neck snapper never decapitates but kills instantly. You can kill only one person at a time.

Rating: 7.5/10

Attack: Kick (Low)

Who uses it?: Leon and HUNK

How to Perfrom: Shoot an enemy in the foot. They will go on one knee. Hit the action command to do a kick to send them flying. Rarely, if ever, decapitates.

Rating: 6/10

Attack: Suplex

Who uses it?: Leon

How to Perfrom: Shoot an enemy in the foot. They will go on one knee. Hit the action command QUICKLY up close to do a supplex. Sometimes decapitates, only kills one. If you do it too slow, you'll do the Kick (low). Also if not a decap, it doesn't kill. This also cannot be performed until the Castle or later.

Rating: 7/10

Info thanks to: DWash3085

Attack: Chikyo Chagi

Who uses it?: Wesker

How to Perfrom: Shoot the foot of an Enemy. This causes them to go on a knee. Go up and hit A when the action command appears. You will do crashing albow attack that can kill about 5 people. It decapitates the initial victum.

Rating: 9/10

Info thanks to: DWash3085

Attack: Shove

Who uses it?: Ashely

How to perform: When grabbed, spin the control stick to shove the enemy off you. The faster you spin, the less damage you take. Does no damage.

Rating: 5/10

Attack: Throw (Lantern)

Who uses it?: Ashley

How to perform: Go up to a table with a Lantern. When the Action Command appears, hit A to throw the lantern and temporarily stun an enemy. Doesn't actually do much damage.

Rating: 6.5/10

Attack: Kick (Defense)

Who uses it?: Everyone

How to perform: When grabbed from the front, twirl the control stick as fast as you can. If you do it fast enough, you take less damage and kick them in the face. Even faster, and you decapitate them while doing it.

Rating: 8/10

Attack: Elbow (Defense)

Who uses it?: Everyone

How to perform: When grabbed from the back, twirl the control stick as fast as you can. If you do it fast enough, you take less damage and elbow them in the face. Even faster, and you decapitate them while doing it. It is harder this way though.

Rating: 7.5/10

Attack: Knock Down (Latter)

Who uses it?: Everyone

How to perform: After climbing certain ladders, look at it and hit A when the "Knock Down" command appears. Doesn't really do damage, but can keep you safe as long as you keep knocking it down. Use safety of your height to your advantage, such as throwing grenades or just picking people off one by one.

Rating: 6.5/10

Attack: Open (Door)

Who uses it?: Everyone AND Ashley

How to Perform: Go up to a door. When the Open command appears, hit A twice very fast. You will kick (or shove if you're Ashley) the door open, knocking back anyone in the way. The only downfall is anyone chasing you has an extra second to attack you.

Rating: 6.5/10.

ATTACKS FOR BOSSES

-----BOSS: Del Lago

Attack: Throw

How to activate: After So long of surviving and throwing spears, a special scene comes where he charges at you and it says A to Throw.

How to Perform: When the above has been met, use the red crosshair and aim for the mouth. This does the most damage.

Rating: 9/10

-----BOSS: El Gigante

Attack: Climb / Cut

How to activate: When facing El Gigante, shoot him in the face until he yells and pain and falls to his knees.

How to perform: At this point go up to him and hit A to climb. Then

a response cinema will occur. Keep hitting A or B (which ever shows) to cut rapidly. If you mess up, he grabs you and does severe damage. This makes it easier to kill El Gigante. Takes about 3 to 4 times to kill the big guy.

Rating: 8/10.

Attack: Stab (Defense)

How to activate: Get grabbed by El Gigante

How to Perform: Spin the the Control stick as much as fast as possible. the faster you do it the less damage you take. You stab a knife into his arm. He grabs his arm, yelps and stares at you for a second.

Rating: 7/10

Attack: Boulder (2nd El Gigante Only; Right Path)

How to activate: Ashley will point out the bould when the battle begins.

How to Perform: When El Gigante walk in the, look up and shoot the wooden planks to drop the boulder on him. Just keep out of the way yourself.

Rating: 9.5/10

Attack: Operate (The Collapsing Platform; Double El Gigante fight only)

How to activate: You can hit the switch any time

How to Perform: Wait for an El Gigante to stand on the middle circle of the arena. A flash grenade helps. Run up to the switch and hit it to drop the beast in the lava, killing him instantly. It only can kill one. If you mess up, it resets after sometime, so just run until you are ready.

Rating: 9.5/10

-----BOSS: Chief Mendez

COMING SOON

-----BOSS: Ramon Salazars Right hand Man

Attack: Throw (Ice Tank)

How to activate: Go up to the tank and hit A when the command appears.

How to Perform: Lure him towards the tank. When he's very close hit the action command. You will throw the tank and freeze him. He will become slow and weak. You can shoot him now or just run.

Rating: 8/10

-----Boss: Ramon Salazar

COMING SOON

-----Boss: "It"

COMING SOON

-----Boss: Jack Krauser

COMING SOON

-----Boss: Lord Saddler

COMING SOON

---More on the Way, If you have any, email me.---

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(CT)

Now for one of the greatest parts of the guide. This part contains a lot of potential spoilers. I will mention specific parts of the game, And note what weapons will be most useful. I will also give general strategies for fighting enemies and such. This is what makes this guide superior, how to use all the above given knowledge. This information can also be used to work in The Mercaneries as well.

As a Note, more strategies are always welcome. Just email me at the adress shown at the bottom of the FAQ.

These are based on 1st time goers who don't have any super weapons or such and actually need strategy.

So if you have any of the super weapons, here are you strategies:
-Stop reading now and just shoot things. Having super weapons requires virtually no strategy at all. Everything dies very very quick.

In case you didn't know, the villagers and such speak Spanish.

Alright now on to the actual strategies.

[---***EARLY-GAME-STRATEGIES***---]

Alright, it's the begining of the game. What do you have? A handgun, that's all. Now at first you're gonna want to go on a killing spree with this new combat system, but you'll have to wait. Just because it's early, doesn't mean that you'll have an easy road. As a matter of fact you'll probably die within the 1st 20 minutes of play if you're just starting. You want to go and just and shoot shoot shoot. I did that, died real quick. So here's the deal. Until you find the Shotgun in the one building when you first enter the Village, try to avoid enemies. Also make SURE that you find your way into a corner or such so that all enemies can only come in one direction. If you have any grenades, use them when a crowd gets thick. If not, then shoot one guy in the head, then perform a kick. This should knock a lot of people over. Use this to your advantage. Shoot them on the ground, or use it to escape. In the begining, enemy groups will vary but be relatively small compared to later. Now for Chainsaw guys. These guys take a lot more shots than normal people. If they get close, instant death. Keep away. Throw Grenades, use the shotgun, or just run. They can be very very hard.

Now just a bit further but still around 2-1 areas....

Alright by now you should have a Shotgun at least. I recomend buying a Rifle. A TMP is nice but with limited space, you can do without. I also suggest buying more space as soon as it's available so you can hold more. There will be times when you will have to pick what weapon to use. If an enemy is at longer range, use the Rifle to take him out. If there is a group take as many as you can out with the rifle until they reach you. If the crowd is 6 or less, take them out with the Handgun. If you've acquired a Punisher, that works even better. 7 or more, go with

the shotgun. Aim for the head, and wait for them to get as close as they're going to get then fire. You should decapitate 1 or 2 of them. Now try to fire at them on the ground with the Shotgun or Handgun, whichever you prefer. You can even Knife if it tickles your fancy. NEVER LET THEM SURROUND YOU.

[---***MID-GAME-STRATEGIES***---]

Alright this would be about 3-1 to about 4-2 range...

Many of the previous strategies work but listen anyway. By this time you have Ashley. Ashley will duck if you aim at her, but make sure she is down before you fire. By this time you'll have a much bigger case. If you have not bought one, buy a Riot Gun and a Red9. The Red9 will last you until the end of the game easily. Enemies are much tougher and you must adapt or be killed. Alright Ashley is very fragile so one shot kills her. She takes more damage from enemies. You shouldn't waste yellow herbs on her until your health is maxed out. She only needs 5 to get max health anyway. If you're gonna leave Ashley, make sure she is safe. NEVER LEAVE ASHLEY CLOSE TO AN EXIT. If she gets grabbed, you're screwed.

By this point in the game, you've probably got a good hang on how things work. Watch out for the more Parasitic Enemies. There are 3 kinds. One Just a weird eyes with swinging scythe type tentacle. The next is an actual La Plaga that jumps off the head when shot. The third is a thick looking version of the first, but it can bite your head off for instant death. Though they appear a little earlier, you must be ready. If you decapitate an enemy and he's still walking, he can still grab you. This also indicates that a La Plaga might burst out of their head at any moment. As the game goes, you'll notice red barrels. These are full of gun powder. Shoot them and they go BOOM. Try to get as many enemies by one these as you can and shoot it. Kills most common enemies quick. NOW if you encounter this one type of enemy I like to Call "Edward Scissor Hands", be ready. These guys have HUGE Claws and swing like mad, enough to kill you quickly. The thing is, they have no eyes, they've been torn out. Their only real weakness is they Growth on thier back. This can be hard to shoot. Usually there's a bell in the room. If so, hit it with your knife. He will charge at it (so run!) and get his hand stuck in the wall. Use the most powerful gun you have and blast him in the sweet spot. If no bell is around, throw a Hand Grenade or an Incendary Grenade. Another enemy is the Novistadors. These are bug creatures. They are first found in the sewers. They can be invisible and very hard to see. Look for the slight dust they give off when idle. Also, your laser pointer shows up even when they are invisible. They aren't too dangerous alone, they can be taken out with about 12 handgun rounds. It is really fun to kick them. In groups they can be hard because of their agility. They often drop treasures called "[Color] Eye". These can be Green, Red, or Blue. They are used in the pearl lamps as add ons, but still can add up to be a lot of cash.

[---***LATE-GAME-STRATEGIES***---]

Alright Chapter 5 through Final....

The enemies in this chapter are much harder now. Only the Red9 and Blacktail will be good as handguns. The others are too weak. You can still use the Riot Gun, but I highly recomend a Striker by now. In the shop, a Kevlar vest should become available, BUY IT! A Minethrower wouldn't be a bad idea if you have gotten the Largest Case. So ok you're on an Island looking for Ashley. You'll

come across some new enemies, but they aren't much different from the past enemies. On a note though, some enemies have very painful stun batons which can be heard as they make a buzzing noise constantly. You'll also come across an enemy I like to call the "Fat Rambo". It's a fat gun with a huge minigun (Big Machine Gun). Don't use the shotgun, he'll hit you with his gun if you get too close. Try to use the Rifle, or the Rifle (Semi-Auto) if you have it, on him and aim for the head. Do this a few times and he should go down. His gun isn't one hit kill but it still does a ton. Around this time you will find by far the freakiest RE enemies of all time. These are called "Regenerators". They are humanesque grey monsters with a creepy breathing noise. They are near invincible without the right tool. You find a Thermal Scope that goes on either Rifle so use it. It allows you to see his weak points, so you can kill him in 5 shots. Later there are spiked versions of these freaks that are even harder and more dangerous.

Ok now by this time in the game, you should buy yourself a magnum. If cash is plentiful, get a Broken Butterfly. If not get the Killer7. The Butterfly is potentially much more powerful. So it becomes very useful against bosses. Also, it can take out Regenerators with 2 shots just incase you didn't get that Thermal Scope. If you still got your Thermal Scope, keep it. It can be used on Bosses to find their weak points as well. As for common enemies, stick with the normal scope. Also, be careful, as Response Scenes are very frequent towards the end. When you first meet Krauser, you literally have 6 in one sequence. If you miss one you die. I died like *cough*16*cough* times my first time. I don't suck or anything but I wasn't expecting so many. 2nd time though. So just be ready. And as for the ending of the game, it's really easy to get used to the Jet-Ski Controls. Besides you use it only for less than 2 minutes anyway.

[---**2ND-TIME-QUICK-STRATEGIES**---]

Just a few things about your second time through:

- Since you still have good guns, save them.
- Try to spend as little as possible. Use the money to save up for expensive items.
- Beat Assignment Ada before your 2nd time through. (There is a great FAQ for that posted here at GamwFAQS)
- Sell Yellow Herbs (they have no point after you max out your and Ashley's Health).
- You know what to do, try to do it faster or just have fun killing everything.
- In the very very first little area of the game, where the car drops you off, enemies heads will not explode for some odd reason.
- Pick up the older weapons and such and sell them. Also sell ammo if it gets over-abundant.
- Explore more, there are extra cutscenes one tends to miss 1st time through.

[---**GENERAL-STRATEGIES**---]

- Enemies with dynamite explode when they die, kill them first. This kills many enemies around them.
- Red Barrels (Donkey Kong anyone?) explode when shot. Get enemies by one and shoot to kill most of them and leave the rest severally wounded.
- Flash Grenades instantly kill an Exposed La Plaga (the thing that bursts from an enemies head).

- Some Ganados are stupid enough to walk across trip wires and explode, but they can walk over Bear Traps without setting them off. Try to lure enemies to a trip wire. It's fun, saves ammo, and funny to watch.
- A Rocket can kill an El Gigante in about 1 shot (usually). You get 15000 for killing it, so you only lose 15000.
- When grabbed from behind by a dynamite guy, they explode when you elbow them and they hit the ground, though it does not hurt you.
- Chainsaw people can kill you with one swing, so watch out. Scissor hands can massacre you if you get stuck in a corner. Fat Rambo can get you from a huge distance, so take him out ASAP.
- Enemies can hurt other enemies if they get in the way of attacks.
- Remember to always check around for items and don't be afraid to use a knife if necessary.

[---***BOSS-STRATEGIES***---]

I am aware I just have the bosses listed, I am still putting together strategies for each. Every day more information is received, so I have to be ready new strategies. Look at the Special Attacks section for extra details on killing bosses.

-----Boss: Del Lago

Alright you fight Del Lago in a boat. All you have is spears, but they are unlimited so keep on throwing them. Steer the boat to avoid floating trees. Should you be knocked off, hit A as fast as you can since you die if you don't. After hitting him with several spears, an actions sequence comes up in which you aim a spear for his mouth. MAKE SURE TO HIT HIS MOUTH DURING THIS TIME. Basically keep this up and you're good to go. You may need to use a health item, so shoot some fish BEFORE the fight, then if they are unused, sell them to the merchant after the battle for an easy few thousand pesetas. Not much else to say, you can only use the spear so even if you have awesome weapons they are of no use.

-----Boss: El Gigante

Note: You fight him on several occasions, and this tells you how to kill one with out using one of the Special Boss Attack Methods.

Okay here we go. Alright, in a nutshell, he can be very tough. I highly recomend either a shotgun or a magnum, if a rocket launcher is not available. (Since it kills him in one shot). Alright, this battle you must run forward, shoot him in the face a few times, then retreat to a safe distance. At a safe distance use a rifle if you have one, as it usually is the most powerful early in the game. So after some repeatage of this, he will cry out in pain and fall to his knees. Then the parasite comes out of his back. Either run up to him and hit A to do the Climb command OR just shoot the freaky parasite. If you have powerful guns and ammo to match, shoot him, if not, cut him up. After a while he should go down. Be ready to dodge his attacks and if he grabs you, spin the control stick as fast as possible.

-----Boss: Chief Mendez (aka the huge Bearded Man)

COMING SOON

-----Boss: Ramon Salazars Right Hand Man... or Thing

Well you don't HAVE to kill him, but it is possible. Alright so you're walking down the hallway when a cutscene shows him running into the room. You will have to dodge him many times before you reach the very end. Go to

the very end and turn on the power for the elevator. Then try to unlock the door you came in at. You will have to wait a bit. Then he drops down and starts to attack. Freaky guy huh? Anyway lure him by the Tank that says "Throw" or "Grab" to freeze him. Then either unload the Shotgun on him point blank or just run. You either survive for 4 minutes or kill him. I suggest just running since the ammo needed is insane. OIIJinKazamaIIO says that if you run around the table by the elevator and just be ready to dodge when the command appears, you can survive quite easily.

-----Boss: Ramon Salazar

COMING SOON

-----Boss: "It"

COMING SOON

-----Boss: Jack Krauser

COMING SOON

-----FINAL BOSS: Lord Saddler

COMING SOON

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Now you're probably wondering "What they heck does Spanish have to do with combat?". Honestly I don't blame you, I'd do the same. So I will explain myself.

The enemies of the game speak Spanish. Sometime they dictate their actions in Spanish. If you know Spanish, you might know what they're up to. If not then you have to wait and find out. They tell each other what to do, so if you understand them, you can use the knowledge to your advantage and make some battles easier. Try and always listen for thier voices. It helps you figure out where they are and what they plan to do to kill you.

I also added a few other translations just for the heck of it.

Info thanks to: AJM Ruler and SonofNemesis

- ;Atras! or ;Detras de ti! = Behind You! (Someone sees you sneaking up on someone else)
- ;Vaya! or ;Vayan por detras! = Go through the back! (While you are hiding in a building)
- ;Ya no pudesdes discutir! = You can not resist anymore! (While you are hiding)
- ;Ya es hora de aplastar! = It is time to Crush! (Close to you)
- ;Te voy a Matar! = Im going to Kill you! (Close to you)
- ;Te Coji! = Got you! (They are very close to you)
- ;Agarra Lo! = Grab Him! (They are close to you)
- ;Cojelo! = Grab Him! (They are close to you)
- ;Mátalo! = Kill Him! (They are close to you)

-Morir es Vivir. = To die is to live (They want to kill you for their beliefs)
-Tenemos que irnos. = We gotta go. (When the Church Bell rings)
-Vamonos. = Lets go. (They are leaving)
-Empiesa rezar. = Start praying (When they think you're gone)
-La Campana- Bell
-¡Un forastero!- A Stranger! (They see you)
-Ganado- Livestock
-¡Allí Está!- Here he is! (They see you)
-El Gigante- The Giant
-Del Lago- From the Lake
-Me llamo [Name] - My name is [Name] (When characters introduce themselves)
-Las Plagas- The Plague
-Ha ha ha- (not Spanish, but it means they snuck up on you)

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(FAQ)

Q: How come the Tommy Gun is called "Chicago Typewriter"?

A: That was it's nickname in Chicago so they decided to use it. On a more historical note, it was the .45 Thompson used in WWII against the Nazis. Games like "Castle Wolfenstein" and "Medal of Honor" contain them.

Q: How on Earth am I supposed to get 1000000 pesetas?

A: Collect a ton of treasure. Combine the combinable ones to earn more cash. Also try selling all your guns when you're ready. Try to use as few guns as possible, then sell the ammo for the guns you don't use.

Q: Sometimes when I play, I get an error message. What do I do?

A: This is caused by the earlier Gamecubes. Not to worry. Simply open the disc cover and spin the disc and close it. Do this all with the system on. This should fix the error for a while.

Q: I upgraded my Shotgun a few times, should I sell it and get the Riot Gun?

A: Yes. Try to do this as often as possible, since the higher class weapons are more efficient and will benefit you more.

Q: How come this "Combat FAQ" has guns?

A: This FAQ's focus is everything used to attack your enemies. This includes everything from guns, their upgrades, physical attacks, to eggs.

Q: Is RE5 going to have the same system for weapons?

A: It is very possible. This game got high ratings so as the saying goes "If it ain't broke, don't fix it".

Q: There is another FAQ that has guns, what makes this one better?

A: The other FAQ is incomplete and has no contact information. Also a lot of information is missing and some is even wrong. Also this guide is has much more than guns.

Q: I see a typo, will you correct it?

A: If you see any mistakes, please tell me. Typing all this leaves me bound to make a mistake. If it is just a spelling error, try to send more than "You said 'teh' instead of 'the' here". Try to have multiple things.

Q: There is more than 2 Special Attacks for Bosses, what gives?

A: I'm still working on that part. I'm going to play through again and ask people what things you can do against bosses. I just don't want to post false information if I don't have to.

Q: You have abilities for people like Wesker, can I play as them?

A: Yes, but only in the Minigame "The Mercaneries". The attacks can only be used by that person. For example, "Leon" moves can be used in Mercaneries and The Main game, "Ada" moves work in Assignment Ada and The Mercaneries. "Wesker", "HUNK", and "Krauser" attacks are only used in The Mercaneries. "Ashley" moves are only in The Main Game for the small Ashley portion.

Q: I haven't played any other RE game, should I still play this?

A: Well I highly recomend playing through the whole series first, but you can still play this one. The story of the past games are great so at least you'll understand why some of the characters are the way they are.

Q: What is the easiest way to kill bosses without super weapons?

A: Well, using the special boss attacks works well. But the best way is to always have a shotgun. A Riot Gun or a Striker works well on most bosses. If you're having too much trouble, either buy a Magnum or a Rocket Launcher, just make sure not to miss...

Q: Why is the Red9 called that?

A: The Red9 is a Mauser pistol. It can be seen by typing Mauser into Google and looking at the 4th picture. "Red9" comes from a nickname for the gun since they sometimes had a red number 9 engraved on their handle.

Q: How come there are no children in the game?

A: SPOILER. At the end of the game, the credits, they show the development of The Village. It was a peaceful normal village. Then Saddler came in and had them dig up Las Plagas. Then he manipulated them to his will. The images show that the children were not efficient for Saddler so the parents beat them all to death. It's kind of gruesome and sick. Shows how mindless the villagers have become, murdering their own children.

Q: Is there any difference between Male and Femal villagers?

A: Other than appearance, what they sound like, and weapons, nothing that I can see. They all seem to have the same health and such.

Q: So did you like this new system?

A: I did. I enjoyed this game a lot. My only complaint is that it wasn't nearly as freaky as REmake or RE2. Also, I think dual wielding guns could have worked, like in REC:VX. You would just not be able to use your knife. But what's done is done. Never-the-less, I highly recomend this game to any RE fan.

11.

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I, samthebigkid, own all rights to this guide. All characters and trademarks belong to their respected owners.

For information, comments, flames, or what-not email me at:
samthebigkid@hotmail.com

If you are sending a message, make the Topic "RE4" or something around those lines.

Just to warn you I have virus and spam blockers so don't try sending me crap.

MY REQUESTS:

- Info on the Special Attacks against any Boss
- Any Special Attacks I missed.
- Point out Spelling Errors or other Typos
- Your personal strategies
- Any differences worth noting on the "Professional" Difficulty
- The words on the box of Handcannon Ammo
- Anything you think should be in here.

I'll make a quick updates note:

- .01- Small Update
- .05- Decent Update
- .10- Big Update
- .20- Huge Update
- .30 or higher- MAJOR Update

People like these are the reasons my FAQ can expand so greatly.

Special Thanks:

- Me- for having time to endorse such an awesome game
- GameFAQs and CJayC- for hosting my FAQs
- Capcom- for making the game
- DarkShadowMan6, DevilsCabanaBoy, and shawnmck- for the Handcannon Info
- JesterCM- for the idea of the FAQ name
- DWash3085- for the extra Special attacks
- Elroy Ng- for the comment, it made the day.
- Drake felon- for the Special attack, ammo box, and Red9 info.
- Aceofblades- For the Rifle and Rifle (Semi-Auto) info.
- My friend Tom- for liking the game as much as I do.
- AJM Ruler and SonofNemesis- for the Spanish Translations
- OIIJinKazamaIIO- for Salazars Right hand man Strategy
- The Nightmare Alpha- for the Boss attacks
- smoothlflava- for pointing out my stupid mistake
- ChaosTheEternal- for the extra Suplex Info
- Szu Ting Moy- for the extra information

Created: 1-20-05 (rejected 3 times)(+.20)

Last Updated: 1-29-05

Updates:

-----1-27-05----- (+.10)

- Added "JesterCM" to Special Thanks
- Added "shawnmck" to Handcannon Thank
- Added Ashley's Two Attacks
- Added More Special Attacks
- Added more FAQ
- Fixed some spelling errors
- Changed the Intro
- Added Flash Grenade Info
- Added a few bits of info here and there.

-----1-29-05----- (+.10)

- Fixed the Date error for the past update
- Added "DWash3085", "Elroy Ng", "Drake felon", "Aceofblades",
and "Tom" to Special Thanks
- Added More Special Attacks
- Added "Accuracy" to all Guns
- Corrected a Name Error for HUNK's attack
- Added "Sell Price" to Other Weapons
- Added "My Requests"
- Updated some Gun Descriptions
- Remembered Del Lago's name (Lake Monster)

-----2-2-05----- (+.15)

- Added "Translations" Section
- Added More FAQ
- Fixed some Typos
- Added "Words on Box" for Ammo
- Added More Boss attacks
- Added "Boss Strategies" Subsection to "Strategies" Section
- Added "General Strategies" Subsection to "Strategies" Section
- Added "AJM Ruler", "SonofNemesis", "OIIJinKazamaIIO", and
"The Nightmare Alpha", "smoothlflava", "ChaosTheEternal",
and "Szu Ting Moy" to Special Thanks

-----COMING-SOON-----

- More "Boss Attacks" for Special Attacks Section
- More "Boss Strategies"
- More FAQ (This will be in most updates)
- Anything Else I think of....
(Whenever the next update is reviewed)

2005 samthebigkid