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Table of Contents

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NOTE: You can use the Ctrl+F function of your browser to easily navigate this
FAQ/WALKTHROUGH. Type the text in the search box just as it appears here.
Don't include the numbers.

1. Intro
2. Version Info
3. The Basics of RE
4. RE Characters
5. Prologue
6. Walkthrough
7. Enemies/Bosses
8. Items
9. Weapons
10. Enemy Dialogue Translations
11. Links
12. Credits, Contact Info, and Everything Else

=====
1. Intro

=====
This is for the PREVIEW DISC available at many North American electronics
merchants, such as Gamestop and Electronics Boutique. I received mine by
reserving Resident Evil 4, but I'm not sure how many the stores were given or
if they were supposed to give them out.

Resident Evil 4 is set for release in the U.S. on January 11, 2005.

Resident Evil 4 boasts a new control and aiming system, amazingly smarter
enemies, a more original installment of the Resident Evil story, as well as the
appearance of a certain character Leon has previously had an encounter with...

This game could very well be the boost that Capcom and the Resident Evil series
itself needed to become more famous...I guess we'll have to wait and see!

The true meaning of Survival Horror will be revealed.

=====
2. Version Info

=====
Version 1.1

=====
Aha! Thanks to Robert Padua [robertpadua@hotmail.com], I now have Spanish
translations of many of what the villagers are saying. Check it out in the
walkthrough and in the "Enemy Dialogue Translations" sections.

Thanks!

I also added the pushable shelf in Cabin #3, which I found myself over last
weekend. It is used to block a window that the Villagers bust in through.

=====
Version 1.0

=====
I finished:

Intro
Version Info
The Basics of RE
RE Characters
Prologue
Walkthrough
Enemies/Bosses
Items
Weapons
Links
Credits, Contact Info, and Everything Else

Hopefully soon, I will have translated more of the Villagers' dialogue and will have that posted.

If you have something else, see my e-mail at the bottom.

=====
3. The Basics of RE
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Controls
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This is a description of all the buttons on the Gamecube controller, and their functions while playing the game.

A - Action Button. It is used in a Legend of Zelda: Ocarina of Time-esque way as an action button. The command appears on screen, so you push the button to execute the command (Kick, Open, Climb Up, etc.)

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

X - Nothing.

Z - Uses the binoculars.

R - Ready Weapon.

L - Nothing.

Control Stick - Used to move the character in a given direction and to aim when the R button is held.

Control Pad - used to move the character in a given direction and to aim when the R button is held.

C Stick - Look Up/Down. Also zooms in/out when binoculars are being used.

Start - Displays the map.

=====
Game Difficulty

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Luckily for you, the game picks a difficulty for you! Which exactly is it?
Who knows?! However, I can assure you it probably is not Easy...

=====
Health-Replenishing Items
=====

Health in Resident Evil 4 is shown by Leon's circular health meter in the lower right corner. Green is obviously a safe health range, while Red is dangerously low.

FIRST AID SPRAY
Restores health to "Fine" status.

GREEN HERB
Raises health a small, but respectable amount.

2x GREEN HERB MIXTURE
Raises health twice as much as one Green Herb.

3x GREEN HERB MIXTURE
Raises health three times as much as one Green Herb.

RED HERB
Nothing.

YELLOW HERB
Nothing (Yes, there is a Yellow Herb in the demo).

GREEN HERB + RED HERB
Raises health about 2 1/2 times as much as one Green Herb.

GREEN HERB + YELLOW HERB
Completely restores health.

GREEN HERB + RED HERB + YELLOW HERB
Restores health completely and raises max health (AWESOME!).

~~~~~  
4. Characters  
~~~~~

=====
Leon S. Kennedy
=====

The hero of Raccoon City, this rookie cop fought his way out of Raccoon City along the side of Claire Redfield in 1998. He has vowed to destroy Umbrella at all costs to avenge the innocent people of Raccoon City. For this particular mission, the President of the U.S. has asked Leon to find his daughter, who was last seen near a strange village in Europe. Is Umbrella involved?

=====
Ashley Graham
=====

The President's daughter. Although she doesn't appear in the demo, she is

probably found shortly after the demo's ending. She's quite girly, and just may replace Sherry as the most annoying girl in the Resident Evil series.

=====
Luis
=====

What? Aragorn made it into Resident Evil 4? Nah, he just looks like him. This is the guy Leon is hanging out with in the trailer. Not much is known about him except he looks like he'd be fun to be battling against psycho weirdos with.

=====
Village Chief
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This is the tall, creepy-lookin' dude in the trailer. According to Capcom's badly-informed website, this man is the priest of the village who teaches "an obscure religion to his macabre disciples." Weird.

=====
Ada Wong
=====

This is the woman that Leon fell in love with in his adventure in Raccoon City in 1998. Leon thought she died due to some serious injuries, but Wesker's records indicate otherwise. It is almost certain she will appear in Resident Evil 4 (you can see her in the trailer), but nothing is yet confirmed.

=====
Albert Wesker
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Although it is not confirmed that Wesker will even make an appearance in this game, it is completely possible. He nearly died in the mansion disaster in 1996, but survived by "cheating death" with a virus he obtained from a colleague. He hates Jill Valentine, Barry Burton, and Chris and Claire Redfield much more than he cares about Leon, but he is working for an unknown organization and because the story of Resident Evil 4 is still foggy, we cannot confirm his existence in this game. Wesker fans argue that the man with the crazy amount of ammo in the trailer is him, but again, this is yet to be determined.

~~~~~  
5. Prologue  
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The official teaser paragraph from the back of the case:

A History of Horror

Prepare yourself for a scream-filled trip down memory lane as you witness the terrifying legacy of the Resident Evil series and then take your first steps into the future of survival horror. Watch the thrilling history of Resident Evil in six grisly movies, including a trailer for the forthcoming Nintendo Gamecube release. Best of all, take control of Leon as you try to survive a shocking playable demo of Resident Evil 4 that'll be sure to take your breath...and maybe life...away.

The official story from the Resident Evil 4 website:

Will not be included. It's contradictory with the game, and for Pete's sake, they spelled "Raccoon" wrong and nobody caught it. It's located at:
<http://www.capcom.com/re4/gui.html>

The teaser paragraph explanation that I just made up:

Leon S. Kennedy, who has apparently become a "U.S. special agent" has been assigned by the President to rescue his daughter. She was last seen near a small village of psychotic weirdos located somewhere in Europe, probably in Spain, judging by the native language and map. Leon is taken to the village by two police officers, and they tell him to go ahead and check out the village while they watch the car. They don't want any parking tickets...

...

I guess I'm not good with teaser paragraphs, but that's what's going on.

=====
6. Walkthrough
=====

NOTE: All Spanish translations that appear in this walkthrough were the work of Robert Padua [robertpadua@hotmail.com]. Thanks again!

Prologue Cutscene

Hmph. And I thought Capcom would have at least one good English reader look over this before they MASS PRODUCED it. I guess it's just a demo, though.

Opening Cutscene

=====
Bridge and Entrance to Village
=====

Parking tickets...hmm.

Walk forward up the trail. As you pass, some Crows will fly away. You can shoot and kill them, but for your first run-through, they're not really necessary.

Run up to the big cottage here.

Cutscene

Oooo. Creeepy.

Instead of going inside this cabin, go to the left of it around the side. You'll find a wooden crate on a cart. Shoot it open to reveal a GREEN HERB. Take it with you. In this game, you'll have trouble filling up all your item slots.

Now run back around to the front door. You can hop over the railing on the porch on the side, which is one of the features that no other Resident Evil games have. Pretty cool, eh?

Enter the house, then run through until you find the man that you can hear coughing.

Cutscene

Holy crap!

For those of you who aren't particularly fluent in Spanish, here's what this guy just said:

¿Qué carajo estás haciendo aquí? Lárgate cabrón.

Which means:

What the f*ck are you doing here? Get the hell out of here mother f*cker.

This guy doesn't look like a zombie...hmm...

WHO CARES?! Freaking blow his brains out! Aim at his head and shoot until he falls. If you don't see a cutscene, however, he's not dead yet.

NOTE: The thing about the normal Villagers like this one is that you can shoot them in the head for maximum damage, but it's hard to hit and they usually don't fall down. In this situation, this guy has to die for you to progress, so you have to kill him. In a situation when you are surrounded by multiple Villagers, it's always best to take foot shots, because then they fall down and give you time to get some distance.

NOTE: Kicking is a feature that is, well, for the most part new to the Resident Evil series! If Leon shoots somebody who's close to him and they hunch over for a moment, press A when prompted to land a roundhouse kick across the enemy to send him to the ground. This works on multiple enemies, too.

NOTE: Also, if you find a Villager running at you and shoot him in the foot, he falls flat on his face!

Anyway, after you kill the guy, you see a

Cutscene

Uh oh. Well, at least they didn't get a parking ticket, right? Heh. Head out the front door to check on them.

What? Somebody blocked the door? Crap. Well, I guess we better take a look around here for another exit then.

You can check the guy's body to discover that he's not a zombie, and you can check what he was cookin', but you can't quite tell what it is... Look at the back of the staircase to find a nasty collection of human skulls, then head up the stairs and around the bend to find HANDGUN AMMO on the table.

Hmm, that's a bit odd...no rooms upstairs.

Looks like the window up here is the only way out...yep...you guessed it. Head over to the window and press A to send Leon flying out the window!

There are 3 Villagers out here and they all seem a little bit cranky. Take a few steps away from them all, then turn around and do what is necessary to assure that they WON'T be coming back. When the music stops, it's over. Check their bodies for COINS or HANDGUN AMMO.

Before we continue, let's check on those officers that brought us here. Head back to the bridge area. Once you're there, run to the end of the tire tracks and press A to Look Down.

Cutscene

And the bridge is out, too. Looks like we have no choice but to head to this

village. Run back to the cottage area and go to the right of it. You should see multiple guidepost signs that read "Pueblo," the Spanish word for town or in this case village.

Check out the little cabin on the path to the right of the big cottage you just came from. Inside, you'll find some HANDGUN AMMO and three wooden crates. Bust them open with your COMBAT KNIFE if you're a little ammo-conscious, but you should be alright. Inside them, you'll find COINS and a GREEN HERB. One of them is empty.

NOTE: The coins don't serve much of a purpose in the demo, so don't worry about them.

NOTE: Hmph. There's a typewriter in here, Resident Evil fans, but it doesn't work. Darn.

Leave the cottage and head up the path. You should see 2 Crows and a sign with human skulls on it. Ignore them but...

OH MY GOSH! A POOR WOLFIE-POO GOT CAUGHT IN A BEAR TRAP! NOOO!

Press A to let the poor guy out of the trap. He'll limp off into the woods.

NOTE: As for the demo, he doesn't serve any purpose other than to alert you of the possibility of other bear traps...There's only one other, and I'll let you know of its location.

Continue down the path until you come along some trees with red lights. Then STOP. Those red lights are dynamite on the trees with black, hard-to-see trip wires.

Here's how this area is laid out.

```
|  O-----O   X   O-----O  |
```

The |'s are the edges of the playable area.

The O's are the trees with dynamite strapped to them.

The -'s are the tripwires for the dynamite.

The X is a bear trap.

It's not too difficult to navigate yourself around the bear trap, so that's probably the best option. Just use your scope or binoculars to see where it is, then walk around it between the explosive trees.

NOTE: If you want to, you can shoot the dynamite on the trees to detonate it without tripping it yourself, but that's just more wasted ammo.

After you pass through, you can hear a Villager yelling at you. It's just one, no worries. Take him out like you did the others and check the body for items.

Continue down the path until you find another guidepost and yet another cabin. Enter to find two wooden boxes. One contains COINS and the other is empty. Also check out that woman with the pitchfork through her face. Ouch.

Leave and continue down the path to find two more Villagers. There's only two of them, so it shouldn't be too much trouble to take care of them. Don't forget to check for items.

Run across the bridge to see 3 Villagers spot you, then run off. You won't see them again until you reach the village...

| |
+-E-+

- A - Entrance
- C - Cow
- E - Exit (Locked)
- F - Fire Pit
- G - Green Herb
- H - Handgun Ammo
- T - Tower
- Y - Yellow Herb in a Wooden Crate
- Z - Miscellaneous Blockage
- 1 - Cabin #1 (Inaccessible)
- 2 - Cabin #2
- 3 - Cabin #3
- 4 - Cabin #4
- 5 - Cabin #5 (Inaccessible)
- S1- Shed #1
- S2- Shed #2
- S3- Shed #3 (Empty)
- S4- Shed #4

This is a difficult area, obviously. In order to complete it, all you have to do is basically trigger a Chainsaw Guy, run around in circles and kill some Villagers until you see a cutscene of more guys coming, then continue to survive until you see another cutscene and the demo ends. That's about it.

However, I'm sure you want to get all the items here, including the SHOTGUN, 3 types of grenades, and the mysterious YELLOW HERB. So to do this the best way, I'll lead you through with my...walkthrough!

=====
Step 1: Outside Items & Tower
=====

Alright. You're at Point A on the map. You've already run forward and perhaps used the action button to look at the officer burning in the fire.

Run forward and take the first right you come to. While they haven't seen us yet, we're going to explore Shed #1 for an item or two. So run up into it, there aren't any Villagers inside. In here, you'll find some COINS and a HAND GRENADE inside wooden crates. Don't worry, the Villagers won't hear the gunshots.

Now head out of the cabin and back toward the fire. We can still get another item before being seen by them. There's a fence on your right. As soon as it ends, cut sharply around it so that you're between the cow's stable and the fence. You should be running toward a wooden crate. Bust it open for a YELLOW HERB.

NOTE: This should be mixed with a RED HERB + GREEN HERB MIX to make an herbal mix that will restore full health AND raise maximum health, which is incredibly helpful.

After busting open the crate, however, there is one Villager with a pitchfork back here that notices you. Ignore him and run around the back of the Cabin here (it's #4 on the map).

After rounding the corner, grab the HANDGUN AMMO out of the miscellaneous junk on the side of the building and continue to the large tower with a ladder

inside. Climb the ladder.

Up here, check the small table for HANDGUN AMMO and SHOTGUN SHELLS. Yes, the Villagers can't climb this particular ladder, but they will throw explosive firey things up at you if you stay up there too long. It'd be best to get down as quickly as possible so you don't have TOO many friends waiting for you at the bottom.

At the bottom, dash out before anyone has a chance to hit you. If you manage to get grabbed, shake the Control Stick quickly for Leon to break out of the grapple and land a kick on the offender's face.

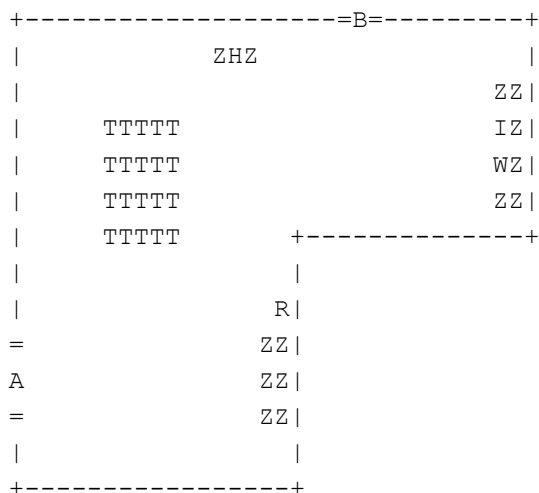
Head right around the tower, heading north Shed #2 (S2 on the map). Go through the gap in the fence and into the shed. Inside, you'll find a wooden crate with a HAND GRENADE inside. Exit quickly, you don't want a line forming at the door.

Now we're heading west, which is a right turn after leaving the shed. Run straight around the back of the building until you see another wooden crate. Bust it open for a GREEN HERB. That's almost all the outside and tower items. The only other is some HANDGUN AMMO in Shed #4, but we'll get that later.

=====
Step 2: Cabins 2 & 4
=====

NOTE: We're ignoring Cabin 3 for now because when you go in there, you'll have a Chainsaw Guy comin' after you, and that's never fun...unless you have a Rocket Launcher and are invulnerable, I guess.

After picking up the GREEN HERB from the crate, run along the building to your left and follow it around the corner. There should be a door on the side of the building. Approach it and press the action button to kick it open. Here's a little map of the items.



- A - Your Entrance (The Door)
- B - Your Exit (The Window)
- H - HANDGUN AMMO
- I - INCENDIARY GRENADES inside a crate
- R - RED HERB inside a barrel
- T - Table
- W - Empty crate
- Z - Miscellaneous Furniture

So run in, bust open the barrel on the floor in front of you and take the RED HERB. Then turn left and take the HANDGUN AMMO off the shelf. After that,

make a quarter turn right and head to the crates on the table. Bust open the left one for 3 INCENDIARY GRENADES, and the right one is empty.

Regardless of the enemies outside of your exit (the window, B on the map), use the window. They disappear as Leon jumps through the window, and trust me, you don't want to try the door.

After exiting, turn right and go between the cabin you just came out of (2) and the cabin beside it (3). It's a pretty tight squeeze, but you'll make it through. You might find a Villager coming toward you. If so, land one good shot on his head and kick or run past him.

Run directly across the plaza to the door of Cabin #4. Press the action button to kick it open. Here's another map of items and whatnot:

```
+-----=A=-----+
|T                XXX          |
|T                |            |
|G                |            |
|H                |            |
+-----+-----+-----=B=-----+
                |E            |
                |S            |
                |F            |
                |            |
                |Z-C-ZZZ      |
                |ZZZZZZZ      |
                +-----+
```

- A - Your Entrance...and Exit
- B - "Locked" door
- C - COINS
- E - Empty Barrel
- F - FLASH GRENADE
- G - GREEN HERB inside Barrel
- H - HANDGUN AMMO
- S - SHOTGUN SHELLS inside Crate
- T - Table
- X - [Piece of Furniture] used to blockade door
- Z - Miscellaneous Furniture

Alright. Unfortunately, there's no window in the back of this house to jump out of. However, there is the next best thing -- FLASH GRENADES.

As soon as you get in, dart to the left to find a [Piece of Furniture]. Get on the far side of it and hold the action button to push that bad boy in front of the door. That'll hold 'em out...for a little while at least!

Bust open the barrel by the door for a GREEN HERB and take the HANDGUN AMMO on the shelf. Then head to the door at the other end of the room. There's a lock on it, but attempting to kick open the door twice or shooting it will take care of that, so proceed through.

In here is a nasty blood-covered bed with COINS on it, the FLASH GRENADES on the endtable, and SHOTGUN SHELLS in a crate. There's also an empty barrel, but that doesn't help us much. Take the items, then get back to the entrance.

Go ahead and equip those FLASH GRENADES...they're about to come in handy. Face the door, aim at it, and wait. After a short moment, the Villagers will come busting through the door. Toss your grenade right in the middle of them

and all of them will hunch over momentarily. Take advantage of their momentary disorientation and run right past them...or kick them, if you're feeling naughty.

=====
Step 3: Cabin #3 and Sheds 3 & 4
=====

I'll bet with those 2 packs of SHOTGUN SHELLS, you can't wait to see how they work, eh? Me neither.

Run across the plaza and a little to the right, through the doorway into Cabin #3.

Cutscene

Ohhh crap. Leon has already pushed the [Piece of Furniture] in front of the door, but that doesn't always work too well, as we've seen.

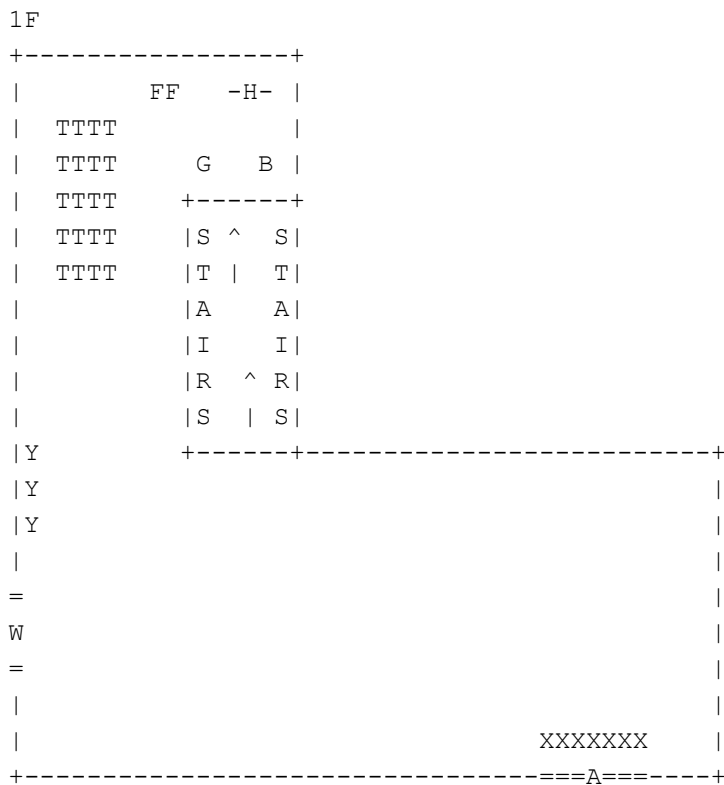
Here are some translations of what they were saying:

¡Abre la puerta!
Which means:
Open the door!

Vallan por detrás.
Which means:
Go from behind.

They're taking ladders around the back...

Once again, here's a map for ya:



- A - Entrance
- B - Barrel (Empty)
- F - Furnace
- G - GREEN HERB inside Barrel

- H - HANDGUN AMMO
- T - Table
- W - Boarded Window
- X - [Piece of Furniture] blocking door
- Y - Pushable shelf that can be used to block the window.

First, run over to the shelf (Y on the map) and push it in front of the window to hold off the Villagers there a little longer.

Next, head off to the back of the building. Grab the HANDGUN AMMO off the shelf behind the stairs, then turn around and shoot the barrel on your right for a GREEN HERB. The other barrel is empty. Quickly! Head up the stairs! Here is a map of the 2nd floor:

```

2F
+-----+
|  =S=      |
|N          |
|          |
|C          +-----+
|          |S |  S|
|=          |T \ / T|
B          |A   A|
|=          |I   I|
|          |R   R|
|          |S  \ /S|
|          +-----+
|          |
|          |
|          |
|          ZZ-H-ZZZZZZZZ|
|          ZZZZZZZZZZZZ|
|          ZZZZZZZZZZZZ|
|          |
|          |
+--=L=-----+

```

- B - Exit (Window)
- C - COINS
- H - HANDGUN AMMO
- L - Ladder
- N - HAND GRENADE behind Glass
- S - SHOTGUN

Take the SHOTGUN off its classic wall hooks, then shoot the glass in front of the HAND GRENADE and take it. Take the COINS from the table on the side, too.

Ignore the Villagers at the window and proceed to the bed area. Take the HANDGUN AMMO, then run over to the window with the ladder. Press the action button to knock off the ladder. That'll delay 'em a little bit.

Now approach the exit window, yes, the one with the guys pounding on it, and press the action button to jump out of it. They aren't quick enough to hit you while you're in the act.

Here's a map of the rooftops:

```

+=====+
|                                     ||

```

```

          |                               ||
          |                               ||
          L           +=====+         ||
          |           ||           ||   |
          |           ||           ||   |
+//////////--\\\\\\\\\\\+         ||   |
|           ||           ||           |
|           ||           ||           |
L           B           ||           |
|           ||           ||           |
|           ||           ||M   $     |
|           ||           ||           |
|           ||           ||           |
+//////////--\\\\\\\\\\\-----+         +-----+

```

- B - Entrance (Window)
- L - Ladder
- M - AMETHYST STONE (SMALL)
- \$ - Optimum Shooting Position
- = - Edge that Villagers can't fall off of
- ||- Edge that Villagers can't fall off of

NOTE: "-" and "|" indicate that enemies can be knocked off the rooftop at this point.

First, run forward ignoring the Villagers up and over the roof to find another ladder. Press the action button to knock it off, then run to the top of the rooftop and face the window you came in come from. Use the HANDGUN to take out these two Villagers, you'll want to save your SHOTGUN SHELLS for the Chainsaw Villager.

After finishing them up, continue around to the next ladder indicated by "L" on the map. Knock it off as well, then continue around to then next rooftop around the corner with the AMETHYST STONE (SMALL) (indicated by "M"). Take it, then get on the very top of the rooftop, face the direction you came, and wait. This is by far the best place in the entire village to take out Villagers. They all come from only one place and can be knocked back to the ground on the right side for extra damage and time.

NOTE: Because this particular portion of the game is based on killing Villagers and time, it is a good idea to stay here for a while. Use the HANDGUN for a while, and if you become a little too swamped for your liking, toss a grenade or two into the crowd for some extra floor space. However, always and forever, watch out for the Chainsaw Villager and be sure to pop him in the face with the SHOTGUN whenever he gets close. If you manage to kill him before time runs out (this takes quite a few shots, let me tell you), he'll drop the AMETHYST STONE (LARGE). Whoopdeedoo.

Whenever you get bored or run out of ammo, you can approach the edge on the flat area and press the action button to jump off. Here you may find some rewards left behind by Villagers that you killed that fell off the rooftop. You can also visit Shed #4 for a box of HANDGUN AMMO and Shed #3 for, well, nothing.

NOTE: Also available in this demo is the ONYX STONE (LARGE). You can get it by killing the Chainsaw Villager before you go into Cabin #3 and get the SHOTGUN. Yes, it's a lot more difficult, and I'd like to tell you it's worth it, but it's not. After you beat him and decide that you want the SHOTGUN, he reappears again in the cutscene and you have to kill him again for the equally useless

AMETHYST STONE (LARGE).

After the time runs out, you'll see the closing

Cutscene

of the demo.

Here are some translations of what they say in that cutscene:

La campana
Which means:
The bell

Es hora de rezar
Which means:
It's time to pray

Tenemos que irnos
Which means:
We have to go

The last Villager to speak says "Lor Zadlir", the word "Lor" being Spanish for "Lord" and perhaps "Zadlir" is the name of that tall creepy dude that, as of now, is named officially the "Village Chief".

Don't forget to reserve your copy! January 11th, 2005!

=====
7. Enemies/Bosses
=====

=====
Enemies
=====

-----Villager-----

Strange Spanish-speaking people who for some strange reason kill people for no apparent reason. These Villagers can wield anything from pitchforks, burning sticks, scythes, axes, hatchets (to throw), or nothing at all. These are very basic enemies, but being surrounded by them certainly causes a problem.

-----Crows-----

Not a real threat, but you can shoot them. Not much to say about them. If you don't run, they probably won't notice you.

-----Chainsaw Villager-----

This guy wears a potato sack over his head and is rumored to be invulnerable. He's somewhat slow, but upon reaching Leon, he executes an immediate decapitation. Be sure you give him a little more priority than the average Villager. You can only fight two at the max, but unless you try, you'll probably only fight one.

=====
Bosses
=====

...None yet. Surely that Village Chief and the Cave Troll-esque monster in the screenshots will be bosses, but as of now, I have no information on either of them, as they don't appear in the demo.

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8. Items

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AMETHYST STONE (LARGE) - A large precious gemstone.

AMETHYST STONE (SMALL) - Small but a precious gemstone.

COMBAT KNIFE - When you run out of ammo, this weapon is your last resort.

FIRST AID SPRAY - Completely restores health.

FLASH GRENADE - Use it to blind the offender momentarily.

GREEN HERB - Herb that restores partial health.

HAND GRENADE - This weapon will detonate several seconds after throwing it.

HANDGUN - Fires 9mm rounds. A magazine holds 10 rounds. Equipped with a laser sight.

HANDGUN AMMO - A box of 9mm rounds.

INCENDIARY GRENADE - This weapon will hold off the offender for a short period of time.

ONYX STONE (LARGE) - A large precious gemstone.

ONYX STONE (SMALL) - Small but a precious gemstone.

RED HERB - Mixing it with a Green Herb will increase its healing effect.

SHOTGUN - A 12-gauge pump-action shotgun. Maximum magazine capacity is 7. (Do shotguns have "magazines"?)

SHOTGUN SHELLS - 12-guage shotshells.

YELLOW HERB - Mixing it with a Green Herb will increase its healing effect.

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9. Weapons

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Combat Knife

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Well, if you're THAT desperate, you can use this to attack enemies. Anyone who can kill the Chainsaw Villager with this should be hailed as a god. Aim for the Head/Neck area, and if you're lucky enough to deal recoil, you may just have a chance.

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Handgun

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The standard weapon. It doesn't pack much power, but its ammo supply is more plentiful than any other weapon. With this weapon, it's important to make your shots in the vital areas of the enemies.

=====
Shotgun
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It's the powerhouse of the demo. This gun will easily decapitate any Villager and would surely blow a crow to feathers if it had the chance. It deals some powerful recoil against foes, though, which is particularly helpful against the Chainsaw Villager.

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10. Enemy Dialogue Translations  
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NOTE: All of these translations are by Robert Padua [robertpadua@hotmail.com]. In case you're unaware, the Villagers all speak in Spanish.

NOTE FROM DjSiXpAcK14: I hope your browser can display this correctly, mine had no problems.

When Leon enters the first house and shows the man the picture, he says this:
¿Qué carajo estás haciendo aquí? Lárgate cabrón.
Which means:
What the f*ck are you doing here? Get the hell out of here mother f*cker.

After entering Cabin #3, villagers can be heard saying:
¡Abre la puerta!
Which means:
Open the door!

Vallan por detrás.
Which means:
Go from behind.

And of course, after the bell rings, during the cutscene, the villagers say:
La campana
Which means:
The bell

Es hora de rezar
Which means:
It's time to pray

Tenemos que irnos
Which means:
We have to go

That's all I've got for now! From this, we can infer that they are probably weird freaks from some religious cult that likes to kill people.

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11. Links  
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Here are some Resident Evil Sites I found very interesting.

Resident Evil Fan
-<http://www.residentevilfan.com/>

Resident Evil Horror

-<http://www.rehorror.com/>

The Horror is Alive

-<http://www.resident-evil.com/>

Resident Evil .IT

-<http://www.residentevil.it/>

Resident Evil Sitez

-<http://www.resitez.com/>

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12. Credits, Contact Info, and Everything Else
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This FAQ/Walkthrough was written by DjSiXpAcK14.

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Thanks to:
Robert Padua [robertpadua@hotmail.com]

If you sent any mail to my old e-mail, I'll still get it.

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