



Introduction

It's finally here. Resident Evil 5 is the long-awaited continuation of Capcom's storied survival horror series, and the game has a lot to offer. Arguments abound as to whether RE5 is a true Resident Evil game; whether it's survival horror at all, in fact. But there's something Resident Evil 5 has that none of its predecessors did -- a lengthy adventure that warrants playing again, and again, and again. Single-player or multiplayer, there's a lot to see in RE5. And surely, there's a lot to do, as well.

Chris Redfield has been conspicuously absent as a playable character in canon Resident Evil releases recently. Resident Evil 4 brought back the hero of the second iteration in the series, Leon, but now Chris is back, on the hunt for his long-lost partner, Jill Valentine. His travels bring him to Africa, where he suspects not only Jill can be found, but where answers surrounding the mysteries of the Resident Evil series can be uncovered as well. Resident Evil 5 also introduces a new partner for Chris, one that will play an integral role in the game.

So grab your zombie-killing gear. It's time to travel to Africa, find Jill, and uncover a few well-kept secrets along the way.

Guide by: Colin Moriarty

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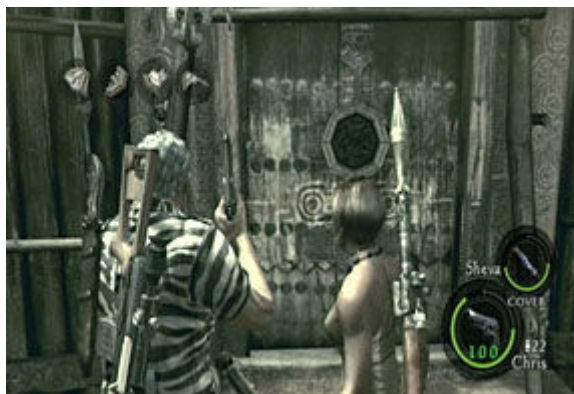
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Resident Evil 5 Basics

«	The Fundamentals	Advanced Tactics	Ten Tips	»
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Welcome to the Basics section of our Resident Evil 5 guide. Here, you can find myriad tips, hints and tricks to help you understand both the fundamentals of RE5, as well as the finer points. We've separated our Basics section, as usual, into multiple parts. The Fundamentals, listed below, will bring you through some of the game's more basic details, from controlling yourself and your partner to using weapons, and more. The next section, Advanced Tactics, steps up the game a little bit, getting into more complex details, such as fighting tactics, treasure hunting, and item hoarding. And finally, the Ten Tips section is a quick rundown of ten of the most integral things we can think of to tell you about before going into your experience with Resident Evil 5. The latter is a true must-read for novices and experts alike.



A Primer

Are you new to Resident Evil? Well, whether you are or aren't, you'll basically find yourself on like playing fields with experts, intermediates and n00bs alike, simply because Resident Evil 5 is a much, much different game than its predecessors. While Resident Evil 4's release on the GameCube (and later, the Wii) began the trend away from archetypical survival horror in the classical sense of the term, Resident Evil 5 has run with the ball all the way. No longer is Resident Evil a survivor horror game, per se. Rather, it plays much more like a standard third-person shooter with plenty of horror elements to forever keep you on your toes.



But just because Resident Evil 5 is an intrinsically different game than its predecessors doesn't mean that there isn't plenty to be found that's familiar, as well. Main character Chris Redfield, for instance, should be a familiar sight to Resident Evil veterans that have played the very first title in the series (released thirteen years ago!) Green and Red Herbs, classic RE-series curative items, appear en masse in the series' fifth canon iteration. There's plenty and plenty of throwbacks to be seen and enjoyed if you're familiar with the series. But there's even more that's new to be seen and enjoyed.

Continue reading to familiarize yourself with Resident Evil 5.,

Your Objective

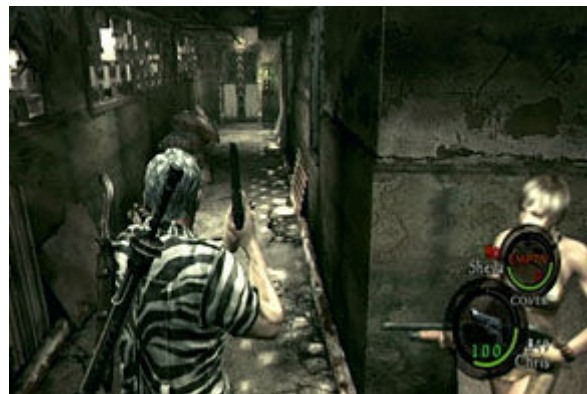
Resident Evil 5, in premise, is identical to Resident Evil 4. You'll find yourself in environments that are essentially linear in nature, making it difficult to get lost. As you move through said environments, you'll have to fight zombified enemies and other ghastly creatures, solve puzzles (some more difficult than others), and generally just survive... hence *survival horror*. We won't ruin the game's rather thick plot by explaining who you're going after or what you're doing as you play through the game, but we will assure you that this plays similarly to RE4, with even *more* emphasis on the third-person shooter aspect of the game, at the neglect of the survival horror elements in which the series was built upon.



Of course, RE5 is different than RE4 in plenty of ways, most notably because of the addition of a partner that is always there, whether you have another player controlling her or not. She's a clumsy, awful addition to the game, and most gamers will no doubt find her a hindrance more than a helping partner, but she's there nonetheless, and you'll need to learn to deal with her. Or, if you're extra savvy, you can simply learn to work around her and in lieu of her. See our Ten Tips section for more on that.

Controlling Chris

Chris Redfield is the game's main character, and you'll be forced to play as him through your initial playthrough. Controlling him is simple enough -- use the analog sticks on your controller-of-choice to look left and right, up and down, and to move him around the environment. Also, be sure to invert your Y-axis if need-be! As for how to use your weapons, scroll through your inventory, and do all of the other integral motions of RE5, you'll need to differentiate between which version of the game you're playing (PlayStation3 or Xbox360). You'll also need to familiarize yourself with the game's four control schemes, which can be set-up from the start menu at any time. If you're curious, set-up "D" is the default set-up, and the one that is most standard for Resident Evil veterans. Unfortunately, you can't customize a control scheme of your own.



Keep in mind that while you have to play as Chris through your initial playthrough, you'll be able to choose which character you use (Chris or his partner Sheva). Sheva controls identically to Chris, although it appears that while Chris is right-handed, Sheva is left-handed. When aiming their guns, therefore, you'll get slightly different perspectives.

The Inventory

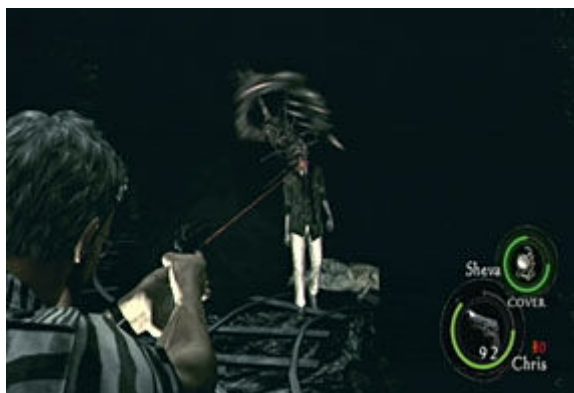
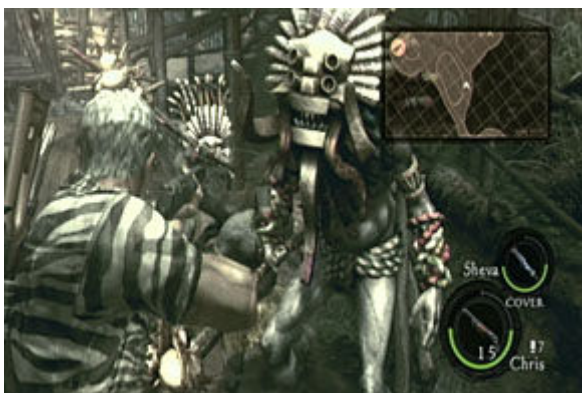
Few things are more important than inventory building and management in a Resident Evil game, and RE5 is certainly no exception to the rule. Each of the two characters will have nine slots in which to put their weapons, items and gear into, and there are no slots to be added or subtracted during your playthrough. What you start with you end with in terms of inventory slots, so while the early-going will be easy in terms of inventory management, the end of the game will challenge you much more.



Luckily, you have some recourse. In between chapters or whenever you die, you'll be brought to an overarching inventory screen that covers not only the characters' inventories, but your stagnant, static inventory that's being kept, presumably, in some sort of remote location. It's from here that you can swap items in and out of your active inventory, sell excess goods, upgrade weapons, browse your collection of treasures, and more. Be sure to utilize this oft-granted opportunity whenever you can, since it allows you to customize your inventory for very specific situations, and allows you to make your weapons more powerful as well.

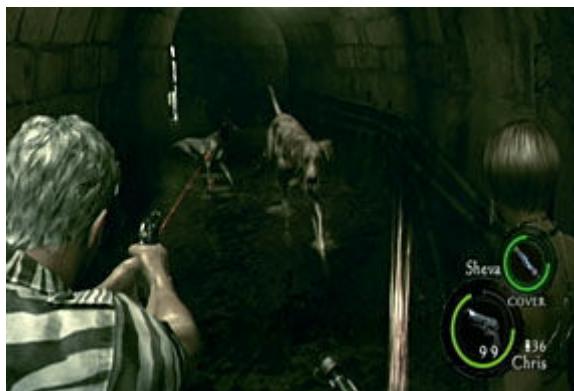
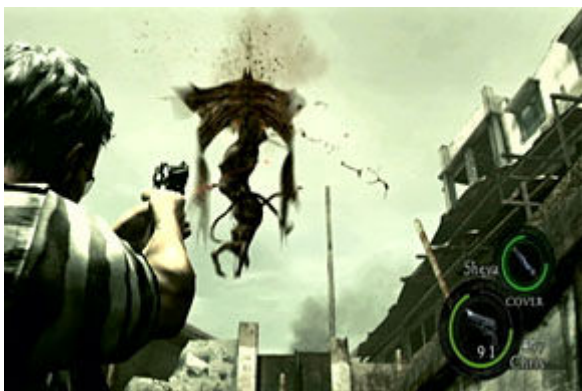
Zombirific Combat

Your adversaries in Resident Evil 5 are a zombified group of people called the Majini. And these guys, like all enemies in Resident Evil games, mean business. Doing battle with them will necessitate a fairly high level of understanding in regard to just who you're dealing with. It's important, above all else, to understand that the enemies you're doing battle with are all different, and should be treated as such. In other words, assessing the threat(s) and figuring out a way in which to deal with the threat(s) is key.



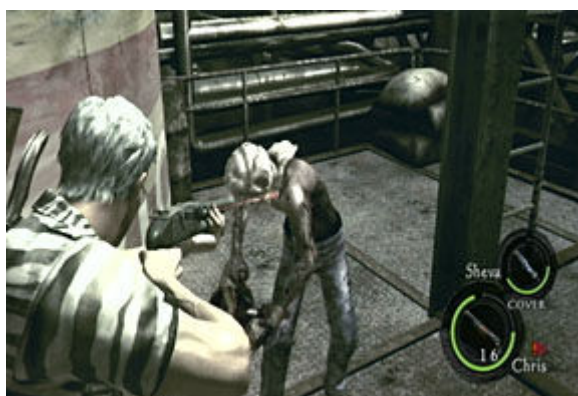
Basic Majini are slow-moving hostiles that arm themselves with various weapons, usually of the melee variety. They may be armed with an empty liquor bottle, an axe or knife, or some other small handheld weapon. These weapons can be thrown by them, and can equally be shot out of their hands with a well-placed bullet, but that doesn't mean they are harmless thereafter. While these standard enemies are, by far, the easiest to kill in the game, you still won't want to take them lightly. This includes the "native-like" Majini you run into as well. They have differing weapons (like spears) and can even defensively posture (with shields), but the main idea remains the same.

Stepping up a notch from the "Basic Majini" are Majini armed with a more elite variety of weaponry. Crossbows and explosives are the main tools of the trade for these kinds of enemies, but you'll also run into Majini equipped with -- get this -- *firearms* later in the game. These foes are far more dangerous than their melee weapon-wielding brethren, so you'll want to keep them in your sights when entering a new area. If you have a choice of killing a Majini equipped with a broken wine bottle or one equipped with a submachine gun, go after the latter first. Oh, and if an enemy is chucking explosives of any kind, keep in mind that by shooting the explosive (whether it's in their hand, in the air, or strapped to their body) will detonate it. Use this to gain rather obvious advantages over them and groups of enemies surrounding them. You can quickly turn the tables on a group of foes by utilizing their own weapons.



Some Majini aren't satisfied simply being zombies. No, these guys have to kick things up a notch. The word Cephalo describes enemies who, when killed, spawn massive snake-like heads that make them look like walking centipedes. These guys are the least of your worries, though, when you consider Duvalia, enemies with gigantic heads that can chomp you to bits with a single bite. To take care of these foes, you need to shoot the appendage hanging off of their sides, which forces their mouths to open. Then, shove a gun barrel in there and lay waste to the beast. And then there are Licker Betas... don't even get us started on those clowns. They are probably the most annoying enemies in the game, so be sure to take them on with only your most powerful weaponry. While there are other foes of a creature variety to take care of (such as dogs called Adjules, winged creatures spawning from downed enemies called Kipepeo, and bugs like Reapers and Bui Kichwa), the trifecta of Cephalo, Duvalia and Licker Beta represent the three most difficult beasts to slay.

From here, you have the highest breed of non-boss Majini; those carrying devastating weapons. There are really only two kinds of these enemies of any consequence. The first, and perhaps most annoying is the Majini type who wears burlap sacks over their heads. These guys are equipped with obnoxious chainsaws that can kill you in a single hit, regardless of how much health you may or may not have at any given time. Their friends with gigantic gatling guns attached to their backs are equally annoying, but since they can't kill you in a single blow, fighting those foes is preferable. Make sure to bring your best weaponry when dealing with these guys, or you won't last long.



Finding Emblems

BSAA Emblems are obscurely-placed circular objects that can be found on most chapters in the game. In fact, we have an entire section of the guide dedicated to them. There are thirty of them in total, and finding them, while not necessary to complete the game, *is* necessary to unlock the massive amounts of unlockables Capcom included in the game. Keep an eye out for their signature light blue color and special glowing glint that give them away. Not that you'll necessarily find many on your own in the wild without some help, but if you see something in the corner of your eye that's sparkling and shining and is blue in color, chances are it's a BSAA Emblem.



Unfortunately, for most gamers, finding the emblems on your own will prove to be an exercise in futility. You may stumble across some of them, but it's highly doubtful you'll find all of them without some help. Naturally, we'll give you all the help you need, but it's important to point out that these collectibles contribute massive amounts to Resident Evil 5's replayability, and thus should be collected posthaste. Don't neglect doing so, or you won't be able to unlock anything of substance or value.

Treasure Hunting

Finally, we wanted to say a quick word on the valuable items you find throughout the game, accurately referred to as treasures. Treasure hunting, like finding BSAA Emblems, is totally optional. However, just like emblems, finding treasures plays an important role in the game, perhaps even more important than emblems to the actual game itself.



You'll find lots of money as you head through Resident Evil 5, but it will always be found in small quantities. You'll need to rely on this money to make vital upgrades to your weapons, but you won't be able to upgrade anything very adequately without *even more* money. And that's where all of the treasure you find in the game comes into play. Sure, finding money is satisfying, but you'll find perhaps 80% of your money in the form of treasures, which you can later sell to retrieve said money for integral upgrades. *Never* neglect finding and retrieving treasure. We have a section dedicated to that in our guide, too, in addition to pointing out locations in our walkthrough.

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1.) **Unequip Sheva** - Sheva is beyond annoying, and if you're not careful, she will burn through your inventory of curative items and ammunition faster than you can possibly imagine. And this goes for Chris, too, if you're playing primarily as Sheva during a subsequent playthrough. While there are no doubt gamers who disagree and like the addition of a brainless partner, that brainless partner will make your life much, much harder. The solution? Simply use your partner as an extra nine inventory slots. Remove his or her weapons (your partner can carry a Stun Rod, but no guns). This will force him or her to carry ammunition, but never expend it, which he or she will do flagrantly and with much annoyance on your part. Your partner can also carry just about anything else you can't, hold spare ammunition you don't have room for you in your own inventory, and generally free you up for stress-free exploration. Playing through the game rarely necessitates your partner being armed, and in fact will make your partner scared of enemies (thus hiding more often), so consider this highly-recommended technique from the get-go.

2.) **Go For Headshots** - While ammunition isn't exactly at a premium like it was in past iterations of the series, it's still a valuable thing that you won't want to wantonly waste. When using guns like handguns and machineguns, it's best to aim for the head, and at worst, the chest. Headshots maximize damage dealt to just about any enemy, so if you can aim carefully and scarcely miss, going exclusively for headshots whenever possible is an inherent way to save valuable ammunition. Plus, it will down all of those scary enemies a lot quicker... you know, the ones trying to kill you.

3.) **Constantly Reload** - This should go without saying, but sadly, so many people are ignorant to the altered-reality facts of videogames and firearms. In real life, a gun can be reloaded *whenever*, whether its bullets are expended completely or whether a magazine is almost completely full. However, stray bullets left in a real-life magazine are lost. Not so in videogames, and certainly not so in Resident Evil 5. Let's say your pistol holds thirty bullets, and you've only shot five. Reloading will fill the magazine again without wasting any bullets, and more importantly, allow you to confront future waves of enemies with a gun that can go longer without needing to be reloaded, if you happen to find yourself in a pinch. Thus, reload often. Never stop reloading, especially when things are quiet. You'll be glad you did when the difference between you reloading or not before a battle equals the difference between you reloading or not *in* a battle. Follow?

4.) **Upgrade Often** - All firearms in the game (with the exception of items like the Grenade Launcher and Stun Rod) can be upgraded. Most weapons share upgradable traits, such as power, magazine size, and the like. Others have unique or varying upgradable stats, like critical hit percentage. It's not obvious that you can upgrade any given weapon, but you can, simply by visiting it on your inventory screen in between chapters (or after you die) and selecting Upgrade in any weapon's given menu. Consider concentrating on upgrading only one weapon at a time, since fully-upgraded weapons can be used with infinite ammunition after the game is beaten. Furthermore, it allows you to be realistic in *not* scarcely upgrading each weapon you encounter, which is an impossibility even after two full playthroughs. Use all of that money you have to upgrade, and do it often, but don't overextend yourself, or your upgrades will be a useless waste of cash.

5.) **Combine Herbs** - This is old hat for Resident Evil veterans, but if you're new to the series, this is integral. You'll find two types of curative herbs in the game -- Red Herbs and Green Herbs. Green Herbs can cure you a miniscule amount when used alone, while Red Herbs are completely and utterly useless on their own. However, if you combine the two in your inventory, you won't only free up a valuable inventory slot, but you'll have an item that heals you completely when used (R&G Herb). In fact, you can combine two Green Herbs as well for a similar item (G&G Herb). The point is this; if you have a Green Herb and nothing else, try not to use it unless you absolutely have to. When combined with another herb, it becomes much more powerful.

6.) **Move Methodically** - While Resident Evil 5 is a game that's somewhat abandoned its more slow-moving and methodical roots, it's still a game you shouldn't rush through. There are unpleasant and dangerous surprises around every corner in Resident Evil 5, and it behooves you to be careful when traversing unknown territories. Thankfully, traps are scarce (though not completely non-existent... just wait 'til you run into all of those plastic explosive traps!), but enemy encounters are more numerous in RE5 than any other game in the series up to this point. Scout future locations using a sniper scope when you can, and take in everything. You never know when a little nugget of knowledge will save you, that would have otherwise been skipped completely had you been running around like a chicken with your head cut off.

7.) **Alternate Weapons** - Every single, solitary weapon you encounter in the game has a special use. For instance, while a pistol is great to use against lesser enemies, you may want to break out a shotgun to use against thick groups of those same enemies, so you can dispatch them quickly. Sniper rifles are invaluable for long-distance and stealth killing. That grenade launcher can cause some serious havoc, too, while your magnum-class firearms are one-hit slaughtering machines. Never rely on only one weapon. Have at least four with you in your inventory at any given time, and make sure they're at the cardinal directions, so that your directional pad can be used to quickly call any of them up.

8.) **Collect Everything** - Between you and your partner, you will have only eighteen item slots to use. This isn't a lot, especially later in the game. However, there's plenty you can do to ensure that you acquire the proper amount of goods whenever you encounter anything. The first is to be sure to clear your inventory in between chapters of unwanted or unneeded goods. You don't have to sell them; simply stow them in your passive inventory. Also, combine goods, whether it's herbs or ammunition with their guns, to free up more slots. Doing things like this will allow you to quite literally collect everything you encounter. Nothing you find should be passed up unless it absolutely has to be, because frankly, you'll never know when you need something until you actually need it. And by that point, it may be too late.

9.) **Thoroughly Explore** - Resident Evil 5 is a linear affair, just like its predecessors, but this doesn't mean that you shouldn't explore thoroughly. Things are well-hidden everywhere, and you'll want to make sure to find all of it. Barrels and boxes should be destroyed when possible; for some reason, they always carry something valuable. Explore behind static objects -- you may find a rare BSAA emblem when you do. And of course, look around for the myriad documents hidden around environments you traverse, since they go a long way to furthering RE5's intense storyline. There's no excuse to rush through an area, especially when you first arrive. Explore!

10.) **Try Different Things** - And finally, we come to the obvious. Certain techniques work better than others in very specific situations. The same technique won't work everywhere, and if you try the same tired things over and over again, you'll only succeed in frustrating yourself, and little else. For instance, when you encounter a pesky enemy like the chainsaw-wielding zombies, it's best to combine Proximity Mine attacks with melee attacks. But if you try this technique with their Gatling-gun-wielding brethren, what you will find is a blood bath... made of your blood. Examine situations, try different things, and of course use our walkthrough if you're having trouble. But don't fool yourself thinking you can get through the game repeating the same techniques over and over again with the same weapons. You'll fail if you do.

Resident Evil 5 Walkthrough

Welcome to what is, perhaps, the most important part of our vast strategy guide for Resident Evil 5. Here, you will find a hand-holding walkthrough that will bring you through each chapter of the game. Below, you can navigate the different sections of the guide. Each section of the guide is separated by chapter (so, for instance, Chapter 1-1, Chapter 1-2, and so on and so forth). Below each separated section are the sub-sections of that particular part of the guide (so, for instance, Part 1, Part 2, and so on and so forth).

Easy enough, right? Well, get to it. Good luck!

PLEASE NOTE: We don't acquire *each and every* treasure in the game every time they appear, so **please do not e-mail us about missing treasures**. What we *have* done is outlined each type of treasure in the game to be acquired in the walkthrough at least once, so you don't miss any type of treasure as you play through the whole game.

Chapter 1-1	
01	PART 1 [M92F (HG), Topaz (Marquise)]
02	PART 2 [VZ61 (MG), Gold Ring]
Chapter 1-2	
03	PART 1 [Antique Clock]
04	PART 2 [BSAA Emblem #1, Ithaca M37 (SG), Ivory Relief]
05	PART 3 [BSAA Emblem #2, BSAA Emblem #3]
Chapter 2-1	
06	PART 1 [BSAA Emblem #4, H&K MP5 (MG), Jewel Bangle]
07	PART 2 [BSAA Emblem #5, BSAA Emblem #6, Sapphire (Pear), Topaz (Pear), Ruby (Marquise)]
08	PART 3 [BSAA Emblem #7, Jewel Bangle (x2), S75 (RIF)]
09	PART 4 [BSAA Emblem #8, Ruby (Square), Emerald (Pear), Topaz (Pear), Sapphire (Square)]
Chapter 2-2	
10	PART 1 [BSAA Emblem #9, Jewel Beetle]
11	PART 2 [BSAA Emblem #10, Diamond (Oval)]
12	PART 3 [BSAA Emblem #11, Dragunov SVD (RIF), Diamond (Brilliant)]
13	PART 4 [Diamond (Pear), Diamond (Square)]
Chapter 2-3	
14	PART 1 [N/A]
15	PART 2 [N/A]
Chapter 3-1	
16	PART 1 [BSAA Emblem #12, Beetle (Brown) (x2), Idol (Silver)]
17	PART 2 [BSAA Emblem #13, Rocket Launcher, Chalice (Silver) (x2), Idol (Silver)]
18	PART 3 [BSAA Emblem #14, Idol (Silver)]
19	PART 4 [BSAA Emblem #15, S&W M29 (MAG), Blue Enigma (x2), Ceremonial Mask]
Chapter 3-2	
20	PART 1 [Ruby (Pear), Sapphire (Square), Jewel Beetle]

21	PART 2 [BSAA Emblem #16, Venom Fang (x2)]
22	PART 3 [BSAA Emblem #17, Gold Ring]
Chapter 3-3	
23	PART 1 [BSAA Emblem #18]
24	PART 2 [M3 (SG), Sapphire (Pear), Emerald (Marquise)]
Chapter 4-1	
25	PART 1 [BSAA Emblem #19, BSAA Emblem #20, Topaz (Trilliant), Ruby (Pear), Sapphire (Pear)]
26	PART 2 [Sapphire (Square), Sapphire (Pear), Ruby (Pear), Ruby (Trill.), Emerald (Trill.), Sapphire (Trill.)]
27	PART 3 [BSAA Emblem #21, Grenade Launcher, Sapphire (Square), Idol (Gold), Emerald (Square)]
28	PART 4 [Topaz (Square), Ruby (Pear), Sapphire (Pear), Ruby (Oval), Soul Gem]
Chapter 4-2	
29	PART 1 [Blue Enigma]
30	PART 2 [Blue Enigma, Diamond (Trilliant), Ruby (Pear)]
31	PART 3 [BSAA Emblem #22, Ruby (Pear), Sapphire (Pear), Idol (Gold), Beetle (Gold)]
Chapter 5-1	
32	PART 1 [BSAA Emblem #23, Lion Heart]
33	PART 2 [Lion Heart (x3), AK-74 (MG)]
Chapter 5-2	
34	PART 1 [Lion Heart (x5)]
35	PART 2 [BSAA Emblem #24, SIG 556 (MG)]
36	PART 3 [Power Stone, Dead Bride's Necklace]
Chapter 5-3	
37	PART 1 [BSAA Emblem #25, Sapphire (Marquise), Power Stone]
38	PART 2 [H&K PSG-1 (RIF), Power Stone, Jewel Bangle, Royal Necklace]
39	PART 3 [BSAA Emblem #26, BSAA Emblem #27, Ruby (Brilliant)]
40	PART 4 [L. Hawk, Chalice (G), Topaz (B), Lion Heart (x3), Emerald (B), Sapphire (B), Emerald (O), H. of A]
Chapter 6-1	
41	PART 1 [Jewel Bangle]
42	PART 2 [BSAA Emblem #28, Jewel Bangle (x2)]
43	PART 3 [BSAA Emblem #29, BSAA Emblem #30, Jail Breaker (SG)]
44	PART 4 [Dead Bride's Necklace (x3)]
Chapter 6-2	
45	PART 1 [Chalice (Gold) (x2)]
46	PART 2 [N/A]
Chapter 6-3	

47	PART 1 [N/A]
48	PART 2 [Dead Bride's Necklace, Power Stone (x2)]
49	PART 3 [N/A]

Chapter 1-1

Resident Evil 5's opening chapter begins innocuously enough. You won't be able to draw weapons or go through your inventory (not that you have anything in which to use yet), but you will be able to walk around the village you find yourself in. Take this brief time *before* RE5's combat starts to get used to the controls. Do you need to invert your view? Have you toggled through the four types of controls to see what's most comfortable for you? When you're satisfied, head towards the butcher shop on the far end of the village, going through the side door to continue.



Within, you'll find a gentleman to speak with. After the cutscene, you'll see a glowing silver briefcase on the table in front of you. Open to collect your first weapon in the game -- both Chris and Sheva should now be equipped with an **M92F pistol**, a basic handgun that will serve you well throughout the game (just be sure to upgrade it adequately!) Once both characters are equipped with a weapon, you can proceed out of the butcher shop -- just be sure to grab the gold within the crate inside the structure. You can also read some documents before heading out towards the ramp sloping downward, as well.



As you proceed down this ramp, you'll see a butchered farm animal on the ground. Upon inspection, you'll notice the body is still warm. Proceeding forward and rightward will lead to a dead end, so instead, go rightward into the building next to the slain animal. Within, you won't yet find zombie foes to do battle with, but you will find more items to add to your fledgling inventory. You should be able to find two Green Herbs within, for instance. As always with herbs, it's best to combine them to add to their potency. Two Green Herbs are a great mix. For future reference, mixing a Red Herb with a Green Herb is a great mix, as well. Once you leave this building, approach the red door of the next building. You'll hear screams coming from within. Your first fight is just around the corner.

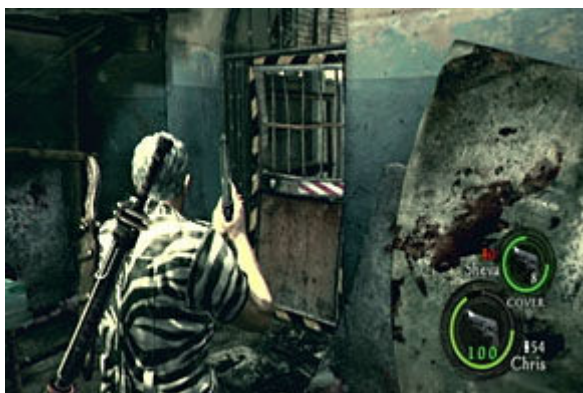


When you enter this house, you'll find an innocent man being held by his zombified brethren, where he's turned into one of them in short order. While the others scamper off hereafter, this new zombie will be your first confrontation in the game. Chances are he'll run at you and grab you before you can react, so shake the left analog stick wildly to get him off without receiving any damage. Then, fell him. Move into the adjacent room, where some ammunition can be garnered on one of the shelves. Bust through the window to get back outside. When you start traversing the alleyways, you'll be assailed by a group of zombies. Don't try to fight them -- instead, run to a nearby house, where the two newfound partners will lock themselves in. (Keep in mind that you can return here later and actually fight this entire group of seemingly-endless enemies. The last one killed will drop a valuable **Topaz (Marquise)**, but you'll spend lots of ammunition killing these guys, so don't attempt this during your first playthrough).



Chapter 1-1 (Continued)

Grab the grenade and Red Herb in the room you find yourself in after running away. Then, using your partner, bust through the reinforced metal door to reach an adjacent room. More supplies can be found in here, mostly in the form of valuable money in the barrels (use your knife to destroy them -- *never* use a firearm to destroy destructible objects). The only way out of this room is via the open hatch leading into a subterranean tunnel. Once in the tunnel, simply run forward and climb out of the other side. If you're desperate for money, you can try to shoot the mice scurrying about, but they won't all drop something, so it's not necessarily worth it. When you emerge on the other end, be sure to grab the ammunition and the Green Herb before going through the door and heading back outside.



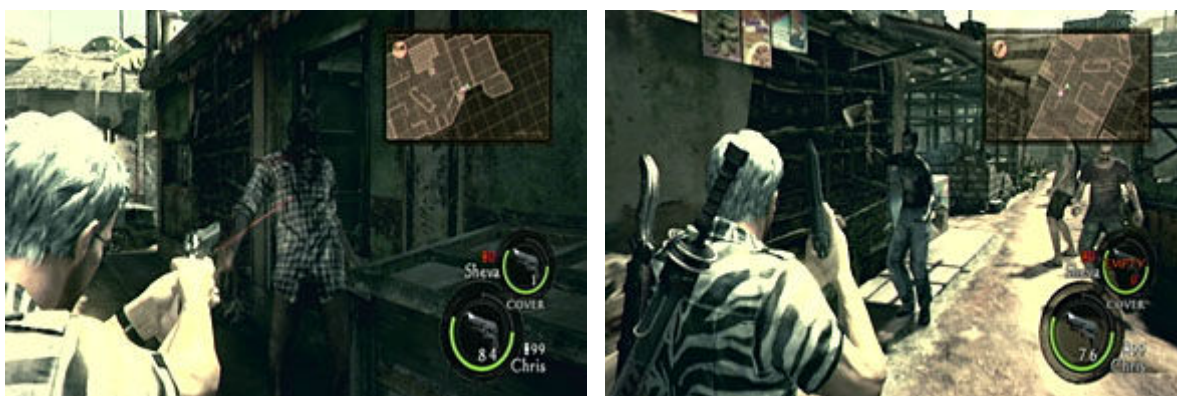
The tension is building, isn't it? Well for the time being, you still have no worries. Continue down the path before you; you'll ultimately need to drop down to reach a house below. Be sure to grab the myriad goods sitting outside of the house before heading on in. Once you're inside, enemies will begin an assault that ends up lasting the duration of the chapter. You have options here. If you want to fortify your position, you can push two shelves within the house in front of windows to temporarily halt the Majini's approach. Then, use other windows and the open door to kill any foes coming your way. Just remember that the shelves can and will be destroyed, so this is only a temporary fix.



Ultimately, enemies will pour in through a hole in the ceiling, necessitating that you vacate the house you've been holed-up in. Making matters more precarious is an axe-wielding enemy that will bust through the fence the Majini were climbing earlier. There's an upside to this, however, in that with that fence felled, you can now run around and deal with the never-ending stream of attacking Majini with plenty of room to spare. This is a timed area, though you'd be hard-pressed to know that during your initial playthrough. You simply have to hold out long enough for your friends to destroy the large red gate at the far end of the marketplace. This is easier said than done, naturally.



Your best bet is to keep moving. Use whatever you can around you to deal with enemies while wasting as little ammunition as possible; there are flaming barrels, for instance, that can be used to great effect. You'll also want to be mindful of your flank, since enemies will come towards you from all angles. Thankfully, they're slow-moving, so you have room to maneuver. Be sure to grab everything you encounter, from gold and ammunition dropped by enemies to curative items strewn around the area. You'll also want to not neglect grabbing the **VZ61 machinegun** sitting to the right of the locked gate, which will allow you to use an automatic weapon. As for that axe-wielding foe? He's a total sponge as far as damaging him is concerned, but be sure to fell him, because he carries your very first treasure, a **Gold Ring**. If you can't get it out of him this time around, be sure to visit again later, because this is a valuable item you'll want to acquire, especially if you're out for all of the treasures in the game.

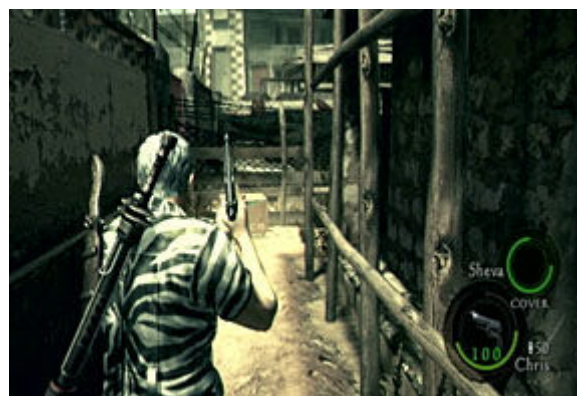


Eventually, when enough time has elapsed, your crew will come to the rescue, and this chapter will end automatically.

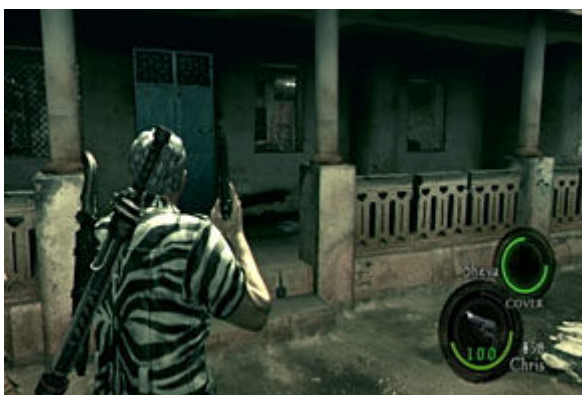
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Chapter 1-2

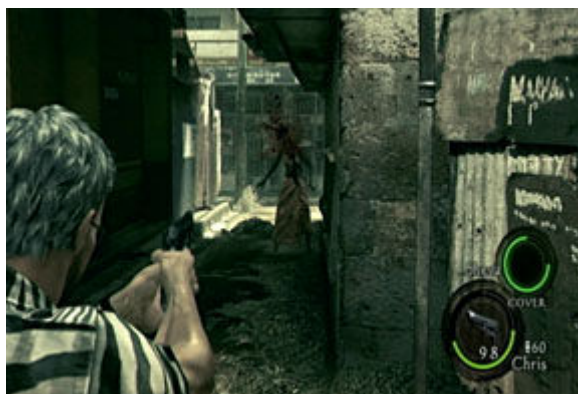
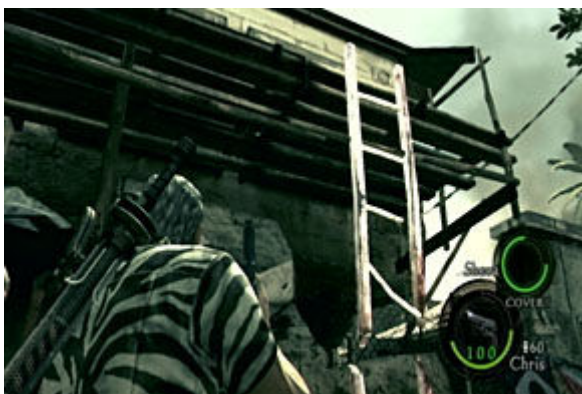
This mission begins somewhat seamlessly with Chapter 1-1 as far as location is concerned. You can backtrack to the previous area where the heated melee took place at the end of Chapter 1-1, but chances are any stray items you could have found back there are now long-gone (which makes our advice to run around like crazy in the previous chapter, collecting items, even more poignant). You'll find a ladder leading downward into a watery area, but you can simply ignore it. Instead, with your back facing the previous area, head forward, rightward, and around the house via the linear pathway to the other side of the structure.



Chances are your partner ran ahead, but once you work your way around this house, you two should be reunited. The nearby door leading into the next area is the conduit by which you will continue, but first, be sure to head down another ladder into an isolated sewage area, where you can find a lone barrel to pillage. Then, head through the aforementioned door and enter the house in front of you. A thorough exploration of this dwelling should net you some money and bullets. Once you've explored and collected, you can then head through the far door to leave the house from a yet-unexplored side.



When you emerge from the back end of the house, you'll hear some suffering in the distance, but for the time being, you're in the clear. First approach the broken ladder in front of you and vault your partner upward. This will allow you to see a house which needs to eventually be breached, since within it is a key we need to continue. After seeing this, head leftward. You'll see a zombie woman feasting on a corpse. She'll run at you when she sees you, so aim at the head and take her down quickly. Then, work down the alleyway. While we have to go leftward to proceed, you'll likely want to head to the right first, where you can slay a Majini from the safety of the far side of the fence.



Your gun should be at the ready, now, since your roving about this area will no doubt draw out hostiles. In fact, take the time to run around the area to draw out any enemies you've yet to fight. This is important, because if you don't do it now, you'll likely find yourself inundated with enemies later. Once you're satisfied, you'll want to seek out another broken ladder to the right of the alleyway you earlier traversed. Send your partner up the ladder with an assist and she (or he, if you're playing as Sheva) will run leftward to the building that was examined via another broken ladder earlier. The net result will be the acquisition of the **Old Building Key**, which is integral, so make sure you don't skip grabbing it. Then, head into the building across from the severed ladder, go through the door on your right, and continue around the linear pathway until you face an enemy that confronts you from behind a stack of fruit boxes, which will let you know you're on the right track. Naturally, you'll want to thoroughly explore the areas you're heading through for any items.



After slaying the lone Majini from behind the fruit boxes, explore the area he was guarding. Though there are some stray items lying around the area if you look closely enough, it's the building to the right of where that conflict took place that is of the most interest. Two of the three doors leading in are locked, but it's that third unlocked door that's the key (pardon the pun). Explore thoroughly both the first and second floors, since there's plenty of items to find, including some curative items and even your first Shotgun Shells, which will be mighty valuable in times ahead. When you reach the second floor, expect to fight a pair of Majini coming from the second floor balcony. They were guarding something important, though -- an **Antique Clock** sits in a treasure chest on the balcony, which is the second treasure you should have found thusfar in the game.



«	Part One	Part Two	Part Three	»
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Chapter 1-2 (Continued)

BSAA Emblem #1 - Before leaving the house with the Antique Clock in it, you may want to take the time to find and eliminate the very first of thirty BSAA Emblems found in the game. If you're on the second floor of the structure you just traversed, then you're in the right area. Remember where you found the Antique Clock? Well, you want to head not to that balcony, but to the *other* balcony on the second floor. Head to the right side of said balcony and look at the houses in front of you. The emblem is hanging off of one of them.



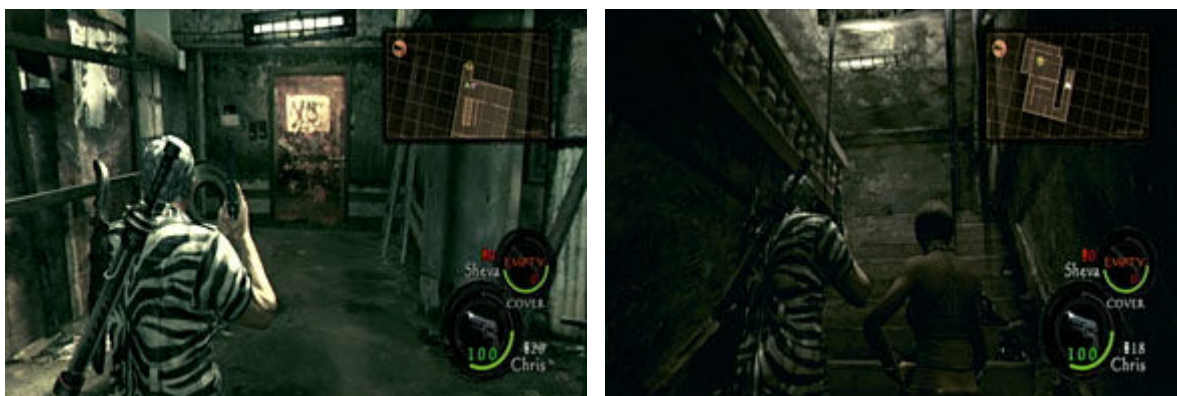
With the Antique Clock and myriad other goods from the house in hand, you can then head back out to the streets. Adjacent to the building you just traversed is a gate that will require both characters to kick it open simultaneously. You'll find a relatively quiet scene on the other side. Remember the Old Building Key you picked up earlier? Well, that now has a use. Unlock the door on the small building to your left, and grab the goods from within, including the **Ithaca M37** shotgun from on the wall. As for the ladder leading to the roof, you can ignore it, as there's nothing up there to see. With the shotgun in hand, you can run across the street and climb up the stairs to the second floor entrance, where a cutscene will take place. You'll need to kill the blond girl-turned-Cephalo here, as well as her male partner. Cephalos are zombified enemies that sprout menacing-looking bug-like heads when slain. Thankfully, that shotgun will help make quick work of her (her male friend is a basic zombie, so fell him with normal pistol rounds).



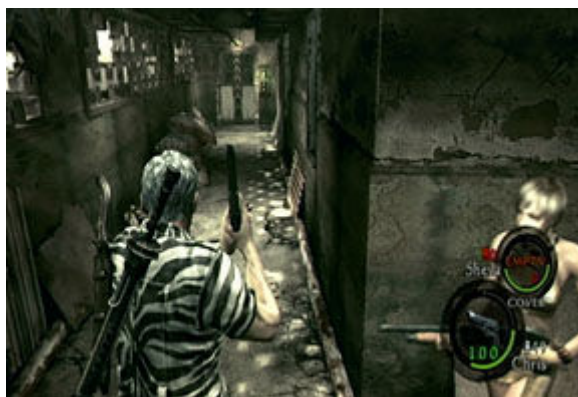
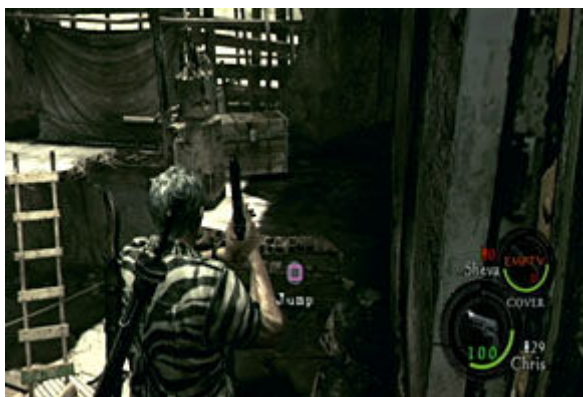
Unfortunately for you, this fray will have attracted even more Majini to the scene, giving you a fair amount of foes to deal with. They'll come from the rooftops of the area you just went through, and from other areas. Your best bet is to stay put, and let them come to you. Just watch your back, since Majini, like so many other Resident Evil enemies, are wily. They'll crawl through windows and get to you in just about any way possible. When all are slain, scour the ground for drop goods (being sure to grab the valuable treasure **Ivory Relief** dropped by the deceased blond woman), and then head through the yet-unopened door to get out of the building. As you climb down the stairs back down towards street level, your team will radio in. This will cause four more enemies to confront you. Deal with all of them, as well.



When all is quiet, you can proceed to the area adjacent to you. The big red doors will be locked from the far side, but thankfully, there's a hole in the wall to the left that allows you to access the same area. Shoot the lock off of the doors you couldn't earlier breach if you so desire, and be sure to knock the barrels down on the far end of the pathway to grab the goods within. Then, head through the red door on the left to enter this mysterious looking building. Heading through the first floor of this building is easy enough; simply work your way through the makeshift labyrinth all the way to the opposite corner of the building, where a staircase leading up to the second floor can be found.



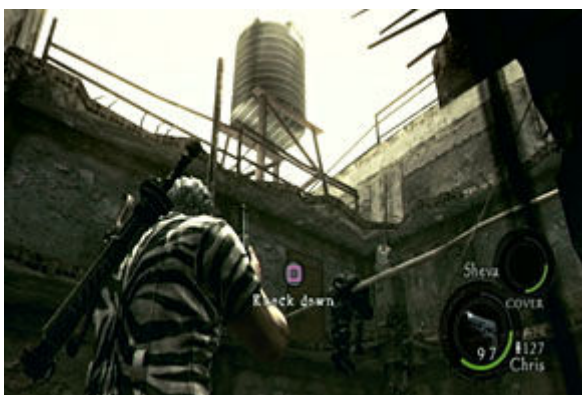
You'll find a grizzly scene once through the door. One of your fallen comrades lay butchered on the ground before you. Grab the goods on the table nearby and then head rightward, where you can find a ladder leading upward through the destroyed structure. You're ultimately seeking out a door above that will allow you to continue, but be sure to deviate from your path to find the nearby treasure chest across a chasm, chock full of money. Once through the door itself, you'll find another enemy-less pathway, this one leading to an elevator heading downward. When you reach the elevator and both partners are within, descend to the area below.



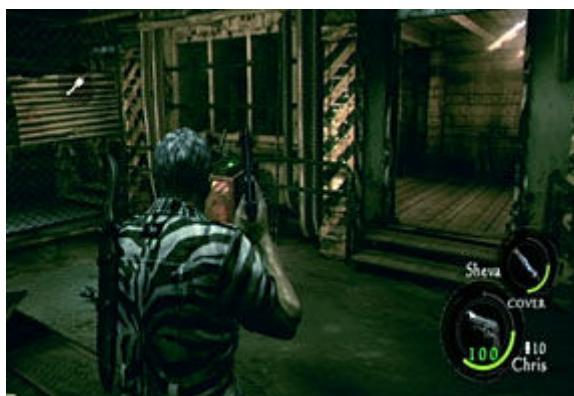
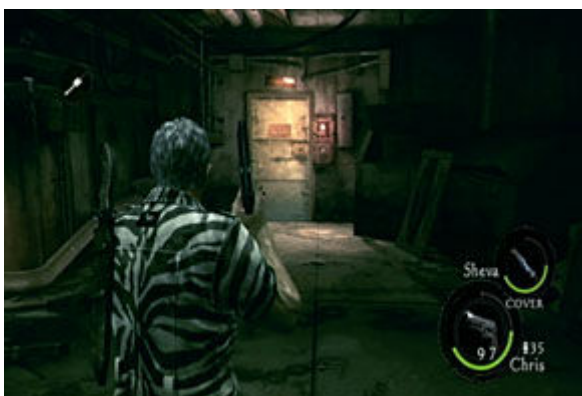
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Chapter 1-2 (Continued)

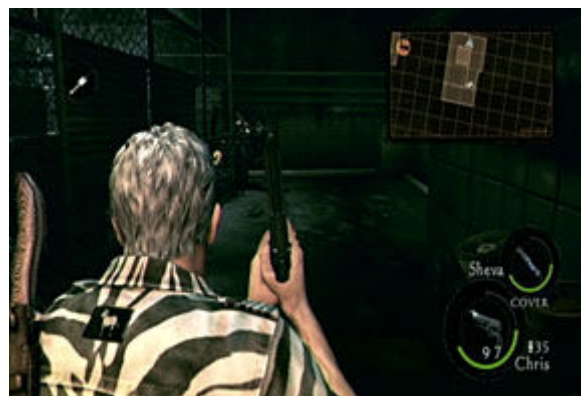
BSAA Emblem #2 - Before heading to the elevator and to all of that gold sitting in the treasure chest, you have the opportunity to snipe another emblem before proceeding. Climb the ladder leading upward from where your downed comrade was found. Instead of circling around towards the door and treasure chest, however, simply climb the ladder and then look straight up with your gun drawn. You'll see a water tank suspended above you. On one of the support beams propping up the tank, you'll find the emblem you seek.



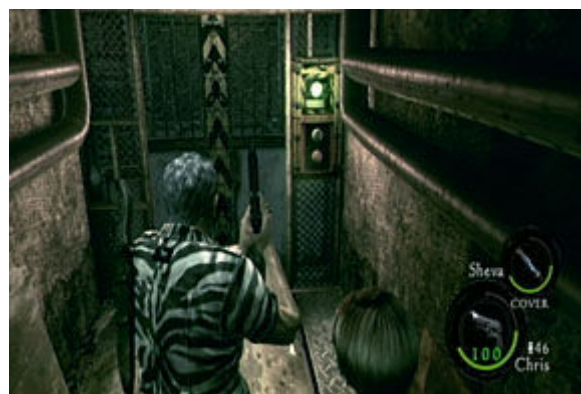
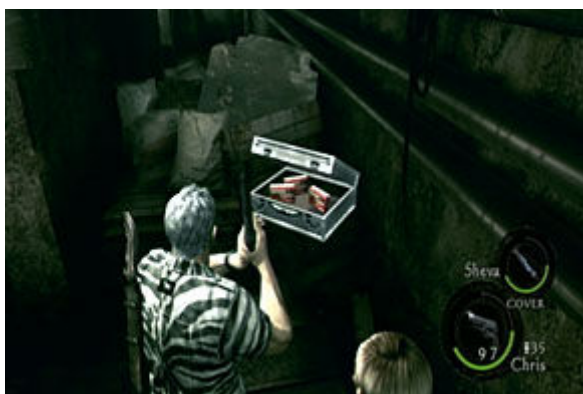
For the time being, your surroundings are completely innocuous. You won't yet find any enemies down here, so you should be able to explore your surroundings with relative immunity. Head forward towards the locked door there; there should be plenty of barrels around you to smash. After collecting their contents, swing leftward down the hallway, since it's the only way out of this area. This will lead to a furnace room. Mysteriously, little happens here at the outset, so you can continue to gather myriad items around the furnace room, making absolutely positive you grab the **Furnace Key** from the corpse in front of the control panel that allows use of the furnace itself.



When you attempt to backtrack back towards the locked door you encountered earlier, a wormy foe will appear, who is the first boss in the game. Luckily, this boss battle is laughably easy, so you shouldn't encounter too many problems here. Save your ammunition, and *don't* shoot at the foe. Instead, head back down towards the furnace room (since you're trapped). When the monster appears, the door will seal behind him. You're now in the square-shaped room with the furnace at the top end, and what you need to do should be pretty obvious. It's all about coercing the wormy enemy into the furnace and then activating it at just the right time so that it engages and traps him within before he can escape. Easier said than done, sure, but this battle can literally be over in seconds if you're good. Keep your partners together and lure the enemy towards the furnace. When he's barreling into the furnace, run to the control panel and instantly activate it. If you're quick, the enemy will be trapped, and the fire will do him in instantly. Easy, right?



Now you can backtrack to the locked door and use the Furnace Key to continue. You're rapidly nearing the end of the chapter, and there are no more enemies to be found whatsoever, so for the time being, you're in the clear. Simply traverse the linear pathway, being sure to stop off at the open briefcase to grab all of the handgun ammunition within it. Then, continue down the pathway from there, where you'll run into an elevator. Take the elevator and watch the subsequent cutscene thereafter, which will end the chapter.



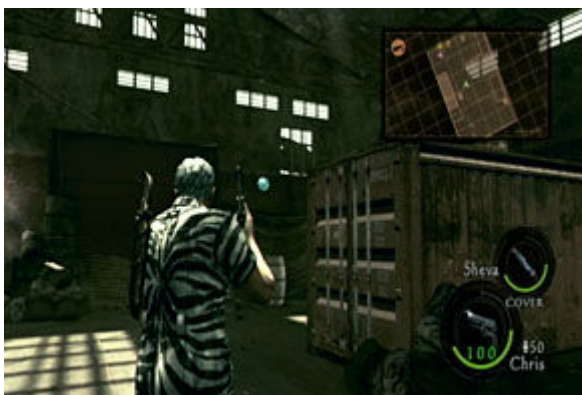
BSAA Emblem #3 - Don't hastily make your way towards that elevator if you don't yet have the third of three emblems found on Chapter 1-2. Instead, go to the briefcase full of handgun ammunition that we mentioned was sitting right before you reach the chapter-ending elevator. From there, the right side of the pathway is made up of a chain link fence. Look through the chain link fence and you'll see the emblem on a far, out-of-the-way wall. Your pistol should be adequate to destroy it.



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Chapter 2-1

BSAA Emblem #4 - The first of five emblems can be found immediately upon beginning Chapter 2-1. You'll begin in a warehouse full of crates and other goods. To find this emblem, walk towards the wall which contains the door that leads out of the warehouse. Far to the right of the door, sitting on the wall to the right of the garage door, is the emblem. A pistol will do the trick nicely here.



After procuring the first of five emblems on this chapter, it's time to explore the initial warehouse entry point, where more goods beyond the initial emblem can be found. There are two primary things to find in addition to the goods procured from breaking boxes and barrels within the room. One is the **H&K MP5 machinegun** in the glowing silver case to the left of the large room (if you're facing the door you'll use to leave), while the other is a collection of valuable gold in a treasure chest on the right side of the room. To reach the latter item, climb a ladder to reach the top of the storage containers and then work your way forward to the treasure chest in question. Once all of the items have been garnered, you can then leave this area for the next.



When you've emerged outside, swing rightward and begin navigating your way towards the makeshift labyrinth created by the numerous storage containers strewn along the dock. This is a good time to break out that map of yours so you don't get lost, though things are pretty linear here. It goes without saying that rushing through this area is a bad idea. Not only are enemies abound, but there are booby traps rigged with deadly explosives all over the place. While you can actually coerce your adversaries into the tripwires of the explosives, a better bet is to simply shoot the source of the explosives to continue undamaged. Going forward initially, you'll want to be sure to deviate into a few open containers, where items such as a Green Herb and other goods can be found. Also, a ladder leading up to the top of a container near one of those open containers should be climbed, since you can shoot down on an otherwise-inaccessible explosive. This will grant you entry to a little alcove chock full of even more items to procure.



As you continue to navigate the labyrinth, an event will occur where three zombie dogs, called Adjules, attack suddenly. Fighting these pesky foes will necessitate some firepower; we recommend going with your shotgun to take them out efficiently and quickly. If you're extra wily, you can even coerce one or more of them into yet-undetonated tripwires for instantaneous (and explosive) kills. When the dogs are felled, quickly bear leftward to grab the goods from the lone barrel, and then go rightward. This linear path will lead to a ladder. Climb the ladder and traverse the top of the various containers until you can drop back down in a new area.



Here, you will find yourself inundated with enemies, so you'll need to work patiently. The biggest threat here (excuse the pun) is the obese Majini roaming around. When he swings his fists, he does incredible damage upon connection, so try to avoid him at all costs, and make him your initial primary target. As far as the other enemies you encounter here, you'll need to deal with more Adjules in addition to your more run-of-the-mill Majini in massive numbers. Try to coerce them all towards the middle of this area, where a series of barrels can be shot and lit on fire. This will seriously damage -- if not outright kill -- any enemy in its path, so this is a good place to start once the obese enemies is slain. Then, break out your weapon-of-choice to deal with any residuals. Be sure to comb the area for dropped goods and items in breakable barrels. Also, the obese Majini you eliminated would have dropped another treasure, a **Jewel Bangle**, so be sure to grab that as well.



When you're ready, the two partners can charge out of this area via the large gate. This ultimately leads to a large bridge that needs to be gapped. It's severed somewhere in the middle, and the whole structure itself looks awfully unsteady, but nonetheless, we have to do what we have to do. As you begin to cross the bridge and jump over the severed section of it, a truck will show up on-scene, careening down the bridge towards you. Break out your weaponry and immediately begin firing at the driver to stop him before he collides with you. Then, using the downed truck as cover, begin working your way towards the far end of the bridge as you deal with the slew of enemies that appear on-scene. Those conveniently placed explosive barrels, which you can use to stop the truck, are best left to use on the zombie infantry. These explosions will clean up most of the mess before you; you can then use your gun to deal with any residuals as you cross. Be sure to scour the bridge for dropped items, and break open the various boxes and barrels on the far side for even more goods.



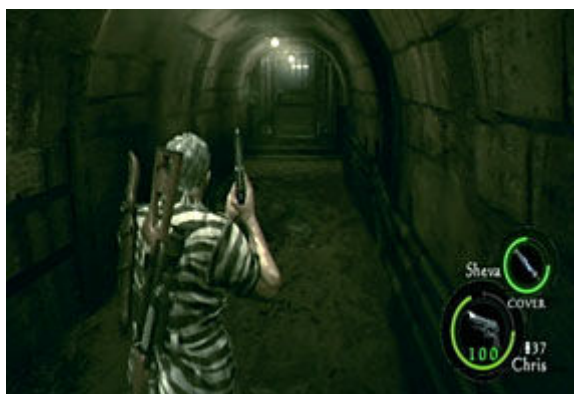
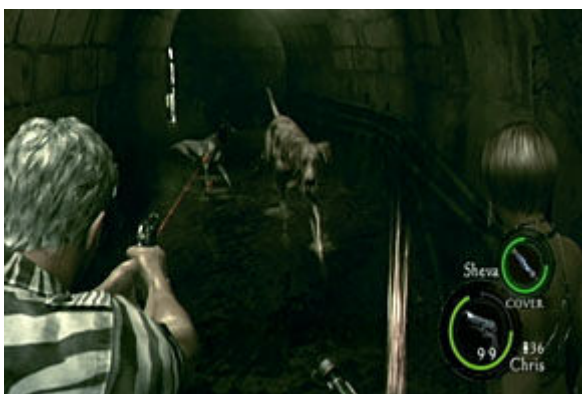
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Chapter 2-1 (Continued)

BSAA Emblem #5 - This emblem is easy to miss, but once you know where it is, it's almost impossible not to spot. After crossing the bridge and nullifying the threats on and around it, you'll be free to explore the far end of where the bridge leads. Ultimately, however, you're going to need to climb a staircase adjacent to the bridge leading downward, which will lead to a new area to explore. Before going down the stairs completely, however, take a look at the bridge's support beams. The middle beam heading into the water, surrounded by white cloth, holds the emblem you seek. Remember that it's only from this position on the stairs leading downward that it can be aimed at and struck.



The stairs from where the fifth emblem was found will eventually lead to a dank and dark sewer on your right. As you traverse this completely linear sewer, you'll be assaulted by two groups of three Adjule dogs a piece, for six dogs total. Naturally, you'll want to deal with these agile and annoying enemies as soon as possible, and your shotgun-of-choice is probably the best way to do so (though you'll likely only have an Ithaca at this point, if this is your first playthrough). The dogs will drop items, so be sure to grab them as you head forward. The sewer will eventually dump into a larger crate-filled room; be sure to destroy both crates that can be obliterated in the room to grab items, and then use the door there to emerge back in the bright sunlight.



The first thing you'll want to do when you reemerge back outside is head leftward to the dead end. Glowing in the shallow water there is a treasure, a **Sapphire (Pear)**, which you'll want to grab before continuing. As you head down the shallow water in the other direction, you'll see what appear to be long-dead corpses. But when you encounter each, new enemies will appear out of them. While you won't need to deal with the zombies themselves (with the exception of the last foe suddenly-awakened), you'll still have to deal with the airborne, winged enemies that come out of them, called Kipepeo. Carefully train your gun on each foe and do them in quickly, as they are both fast-moving and aggressive. Then, when all enemies are dealt with here, shoot the lock off of the door leading back into a new segment of the sewer. The linear route you traverse thereafter is enemy-free; simply climb the ladder at the end of the dimly-lit tunnel to reach daylight once more.



This waterside village with its quaint port is surprisingly quiet when you first arrive. In fact, if you dart around the area in its entirety without running into a specific building (one we'll cover in the paragraph below), you should only run into one, single, lone Majini here. This will give you plenty of time and space in which to explore the locale, because there's plenty of goods to find, both sitting out in the open, within groups of fruit sitting on the various fruit stands, in wooden boxes, et cetera. Perhaps the most obscurely-hidden item is the **Topaz (Pear)** treasure, which can only be found by wading into the water off of the coast as soon as you enter the area -- simply look along the dock on your right when you do (how you'd actually know this was here otherwise is beyond us). There's some gold in the water too, should you choose to meticulously walk around and seek it out. If you want to find a **Ruby (Marquise)** obscurely hidden as well, consider throwing a grenade in the middle of all of the fruit stands in the center of the area. This will knock down one of them, giving you access to a treasure chest contained within the stands holding this valuable jewel.



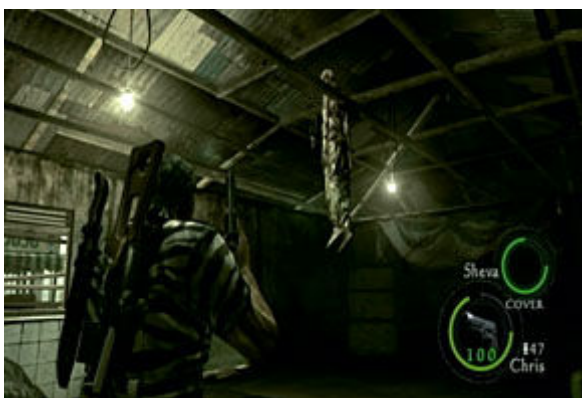
BSAA Emblem #6 - As you walk around the mostly-abandoned waterside village, you'll no doubt suspect that there's an emblem in your vicinity. If your instincts were tingling, then you suspected correctly, for this is one of the best-hidden of all thirty BSAA emblems in the entire game. To find it, face the locked dock and look for a small green vendor's stand to your left. This is a really small structure, big enough for a single person to stand in it and sell their wares. If you approach the open window of this small structure and peek upward at the inside of the roof, you'll *barely* see the emblem in question. This is the best view you're going to get of it, though, so take your shot!



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Chapter 2-1 (Continued)

When you ran around the port town, you no doubt noticed the locked gate leading to the docks. For some reason, Chris and Sheva can't simply climb down into the water and then pull themselves back up, but that's okay, because the key to open that gate is easy enough to obtain. There's a lone house in the area with a locked front door. *Do not* shoot out the lock. Instead, work your way to the back end of the house and vault through the window. Then, look at the corpse hanging from the ceiling. Shoot down the keychain attached to the corpse and acquire it. This will encourage a slew of enemies to come out and greet you, but as long as you didn't open the door, they'll all be forced to stream through the broken window. Thus, this is like shooting fish in a barrel -- extremely easy. Just stay put and let the enemies come to you. The only foe of consequence amongst the Majini is another obese foe... be sure to grab the **Jewel Bangle** from him, especially if you don't yet have one in your treasure inventory.



When no more foes rush the window, jump back out and work your way to the locked gate we mentioned earlier. If there are any stray foes, especially those with crossbows, they'll make themselves seen now. In fact, once the gate is unlocked, you'll deal with another foe on the boat who will spawn a Kipepeo once felled, so be ready to react to that. On the far side of the boat (after scouring it for items), you'll find another small watery area. We recommend jumping on in the water, not only because some gold can be found in the watery depths, but because this will lure all of the enemies ahead to you, giving you a distinct advantage, since they will be forced to come towards the dock and jump into the water with you. Make mincemeat out of these foes when they arrive, and since you'll be fighting yet another obese Majini, be sure to grab the **Jewel Bangle** he drops once more.



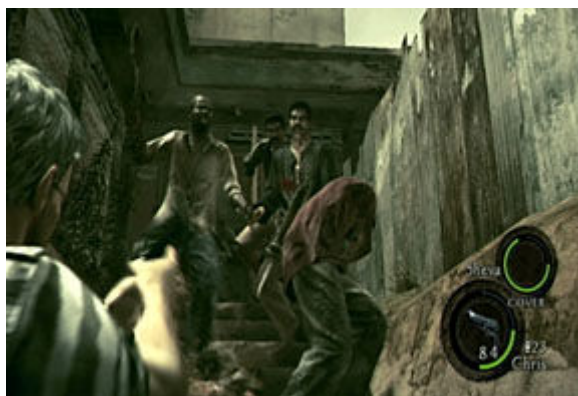
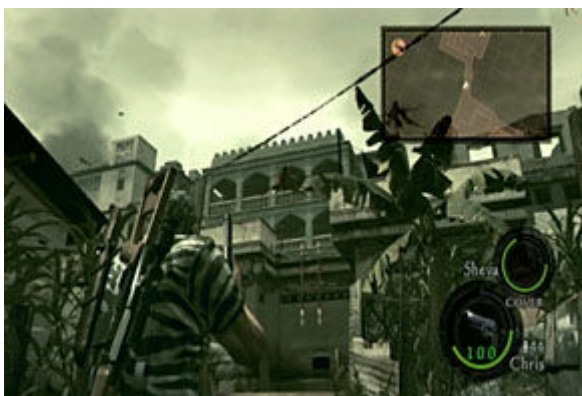
BSAA Emblem #7 - The seventh BSAA Emblem (and four of five on this chapter) can be found as soon as you leave the water and a friendly helicopter emerges on the scene. As the helicopter shoots wildly, dealing with a majority of the foes left in the area, you can move forward, seeking out a ladder leading up to an area on the right. Once you're up here, quickly run forward towards where most of your remaining enemies are located. The platform you're on will eventually end, so draw your weapon and look forward through the window in the house across the way. You should be able to hit the emblem easily with a pistol.



After shooting the sixth BSAA emblem, you're free to proceed through this new section of the village. Unlike our foray into the last area, however, this area is crawling with foes. Thankfully, your friends in the helicopter above will stay with you for the duration of the battle, making things much easier for you. Be weary, though -- friendly fire can be a problem from the helicopter, as they seem to wantonly shoot at enemies, even if they're in your proximity. Nonetheless, having the helicopter above as you move forward is a welcome (yet temporary) addition to your squad. Before swinging leftward and heading through the large red door to proceed, be sure to scour the area for myriad items, including a **S75 rifle** in a silver case within a building. That's a useful weapon, and one you won't want to miss.



The area you end up in is prefaced by a large house that seems to block your way. If you continue straight down the path, you'll encounter a dead end with some items strewn about, but this will also draw the attention and ire of zombies within the building. That's okay, though -- they'll need to be dealt with one way or another. After slaying them, climbing through the window and exploring the house they were occupying, you can proceed to the path on the other side of the house (this path can also be breached from a doorway on the other side). As you head forward to the large building ahead, expect to encounter numerous waves of enemies. There's little to say about dealing with them, except that if you want to keep Sheva well-armed, you can vault her up to a nearby rooftop to cover you as you move forward. When you finally arrive at the door to the structure that you're attempting to breach, you can clean up the residuals as they pour out of the building. Then you can head on in yourself.



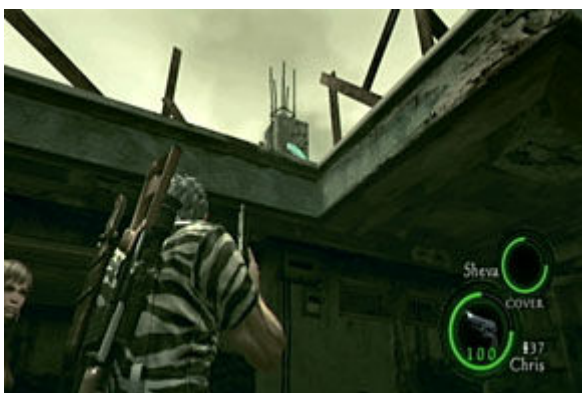
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Chapter 2-1 (Continued)

As you head through the house, the general idea is to climb up to the topmost floor (which is the third floor). But getting to the top floor isn't as easy as it sounds. This house is crawling with enemies, and you're going to need to deal with them going forward. Once you start a fray on the first floor, many of the enemies will be drawn to the commotion, so it works in your favor to stay on the first floor and let them come to you for as long as possible. Once the first floor is clear of both enemies and items to add to your inventory, work your way up to the second floor and repeat the process. Then, repeat the process on the third floor as well. An assist jump from the doorway leading out on the third floor to the adjacent building is, at this time, a necessary evil.



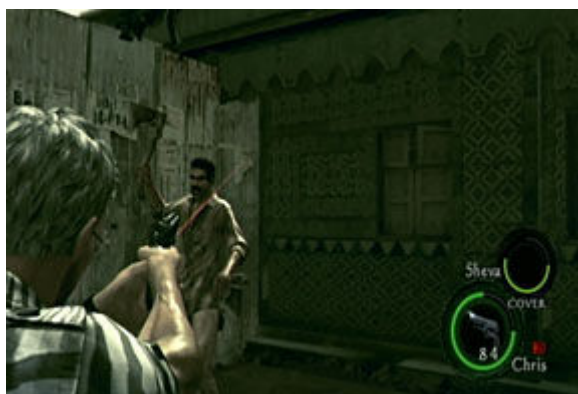
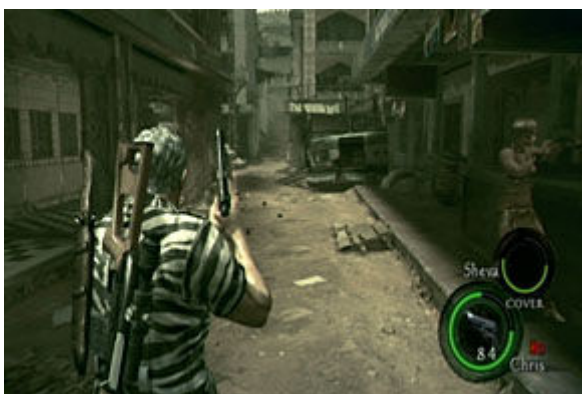
BSAA Emblem #8 - After climbing up to the third floor of the house, but before assisting your partner over to the adjacent building, simply stand where the assist jump is supposed to take place, and then turn around, so that your back is facing the gap. Then, simply look up and slightly to the right. In between the rooftop and the door's overhang which you just went through sits the emblem. Shoot it!



Once your partner is vaulted over to the adjacent building, it's up to you to cover her adequately moving forward. To do this, you might want to break out that sniper rifle you found earlier, but if you don't want to use it or don't have adequate ammunition in which to use it, your pistol will work fine here as well. Your partner is attempting to get to the ground floor of the adjacent building so she can run across the street and destroy the lock on your building. She'll need to run through about a dozen Majini, though, and while she can handle herself if she's well-armed, it behooves you to help her so that ammunition isn't wildly wasted. When she finally makes it to the locked door, she'll inform you that it's open. You can then run downstairs to greet her.



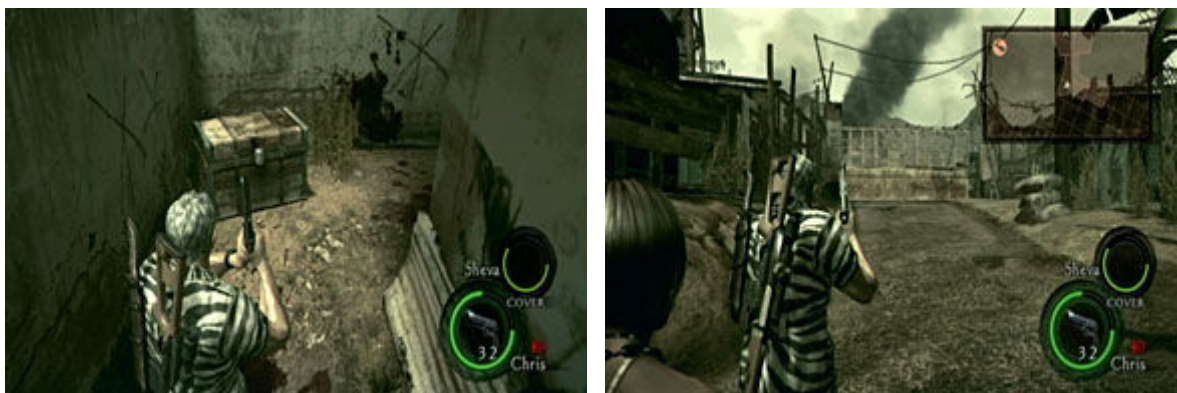
Now, when you reach your partner, this will draw out a whole new group of enemies to slaughter. Doing so should be an exercise in simplicity at this point in the mission, since you've slaughtered many an enemy in events leading up to this point. Nonetheless, watch your back. Try to nestle yourself in a corner and let the foes come to you, aiming for headshots for quick, clean kills that won't only down the enemy threat quicker, but will save you valuable ammunition for future missions, as well. Also, you may want to take a moment to explore the bottom floor of the house your partner earlier traversed, since there are likely items there that were ignored. Otherwise, when you've explored the locale thoroughly, you can continue up the sloping pathway towards a locked door.



When you approach the locked door, a chainsaw-wielding Majini will bust on through. This guy means business, and this type of enemy represents probably one of the two hardest foes in the entire game to defeat. Be thankful for this encounter, though, since next time you face them, you'll deal with more than one. For the time being, you'll need to use conventional means. Grenades work well if you're having a hard time, too. What makes this battle so frustrating is twofold. First, the chainsaw-wielding enemy will be joined by a fresh batch of five or six Majini, crowding the playing field (they seem to respawn, as well). Secondly is that if this enemy connects with his chainsaw, it's instant death, no matter what. So, you need to keep moving. Your best bet at this point in the game, since you don't yet have access to explosives like Proximity Mines, is to shoot for the head. Then, when the foe stumbles, supplement your attack with a powerful melee attack, which will do massive damage and save precious ammunition, as well. Repeat this process over and over again, and the foe will fall eventually, releasing the needed **Guard's Key** when he does.



With the Guard's Key in hand, you can open the door the chainsaw-wielding enemy flew out of. This will allow you to proceed down a linear pathway and ultimately to a door that leads to yet another section of this lengthy mission. However, be absolutely sure you open the treasure chest you find en route, since it contains not only lots of money, but *four* treasures as well -- **Ruby (Square)**, **Emerald (Pear)**, **Topaz (Pear)**, and **Sapphire (Square)**. After grabbing those goods, simply continue along through the linear area to a large gate that will require both partners to open it. Once you arrive, a mission-ending cutscene will ensue. Be sure to pay attention, since the beginning segment is full of three quicktime events. Fail any of the sudden button-presses, and you'll pay the price!



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Chapter 2-2

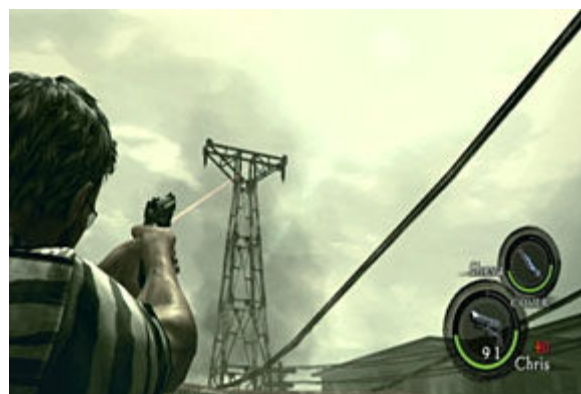
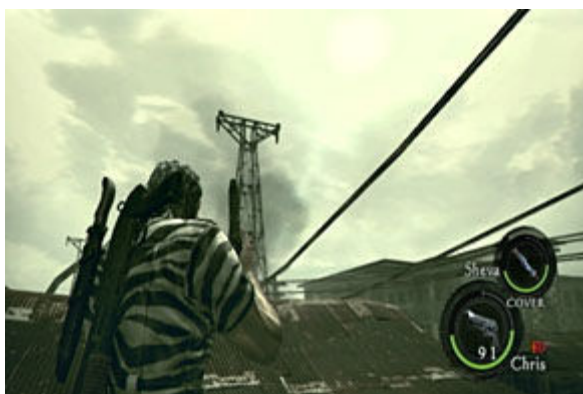
This mission will begin in the same building where the cutscene ending Chapter 2-1 took place. For the time being, you'll have no enemies to deal with, so scour the building for some goods, including a Green Herb and some bullets. Then, head out of the door to reach a train graveyard. You'll be forced to navigate in between the various abandoned train cars here, but be weary when you do. Not only will you run into some booby-trapped explosives (which can be dealt with in an identical fashion to how you dealt with them in the previous chapter), but you'll run into groups of demonic dogs (Adjule) as well. Moving forward, they'll come in three groups of three. So when you encounter one, try to stay put and deal with the three currently engaging you before moving forward, forcing more to come out of their hiding spots.



If you're extra savvy, you can actually encourage the Adjule to run themselves into the explosive booby traps, although this isn't necessary, nor is it easy (because the dogs are short and will have to jump into them to set them off). An alternate strategy, therefore, is to encourage the dogs to come towards the booby trap and then set the explosives off manually by shooting them. Either way, when the two explosive traps and three groups of Adjule are slain, you'll find some wooden boards stacked up ahead and to the left of the second booby trap. Climb atop this wood and then climb the ladder to reach the top of the train cars. You can deal with the three crossbow-wielding Majini up here, collecting the goods they drop. Just keep in mind that a couple of these foes will spawn Kipepeo when downed!



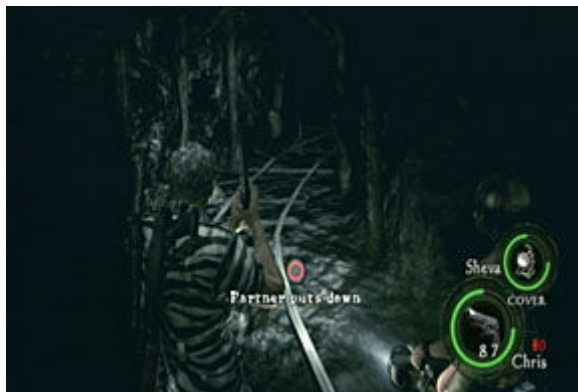
BSAA Emblem #9 - There are three BSAA Emblems located on Chapter 2-2, and the first one can be found presently. After you've climbed on top of the train cars and killed all of the enemies in the area, including the bow-armed enemies and the winged Kipepeo that spawn from them thereafter, things should be relatively quiet in the area. Use this opportunity to turn around and face the direction in which you came. In the distance, beyond the building where you started the chapter, you'll see a large electrical support column. The emblem you seek is attached to the side of it. It's visible with the naked eye and can be struck with your pistol, but if you have a sniper rifle on you, feel free to use that as well.



After shooting down BSAA Emblem #9, jump back down to where you climbed up atop the trains in the first place. We'll backtrack and find ourselves back on top of the trains in short order, but first, we want to find you a valuable and extremely easy-to-miss treasure. If you continue along the trains and then bear rightward towards a dead end (the chain link fence there blocks you from accessing the other side), you'll find a **Jewel Beetle** sitting on the wooden separator to your right. Be sure to grab that, and nearby ammunition as well, before backtracking to the top of the trains. Then, move forward (your partner is likely already waiting where you need to go), jump leftward, and climb down the dirt ramp, shooting the booby trap en route. Then, drop down into the mine cart and head forward to the elevator, avoiding or shooting out more explosive traps en route.



The elevator the mine cart brings you to should naturally be activated, but only after you've backtracked to grab the lump of valuable gold near the cart's starting position. When you take the elevator downward, you'll encounter a dark, dreary tunnel. There are some items for you to grab immediately, but perhaps more important is the lantern sitting on the ground. You or your partner *must* grab the lantern in order to move forward, or you will get lost in the dark abyss ahead. Preferably, your partner will hold the lantern, leaving your hands free for monster-killing. Your map won't work here, but that's okay, because getting lost is hard, as long as you have the lantern in hand. For starters, when you reach the first fork in your path, first take the right fork to find a Red Herb, and then backtrack to the left path, which you should take to continue.



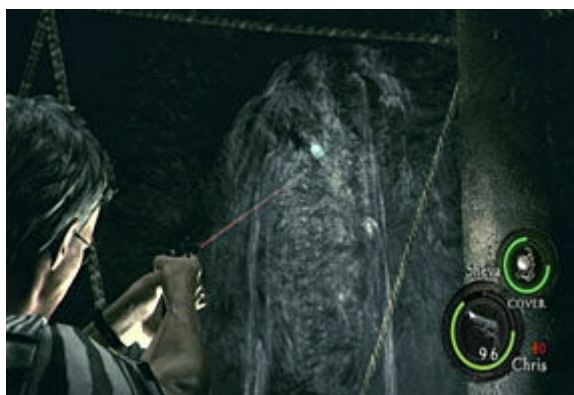
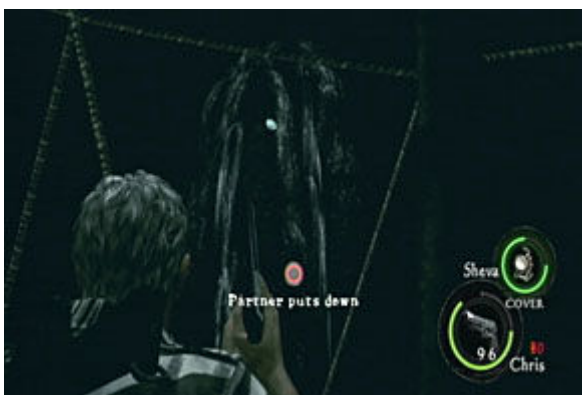
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Chapter 2-2 (Continued)

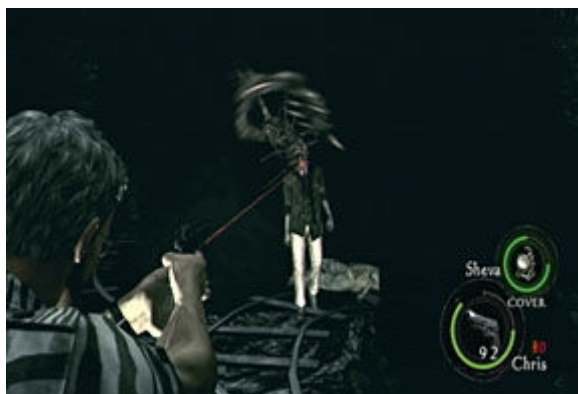
You'll eventually come to a part of the path covered in some stagnant, shallow water. It's at this point that enemies begin to appear on-screen as you move forward. Some of these foes are of the Cephalo variety, meaning you'll need to deal with them once, and then once more once that huge snake-like creature pops out from where their head once was. Your Ithaca shotgun will go a long way here. When you reach another fork in the road, first head right to the dead end, where myriad goods can be acquired from the breakable objects there. Then, swing leftward, slaying more enemies as you go, with your lantern-toting partner in tow. When you reach a bridge, cross it. But first...



BSAA Emblem #10 - ...you'll want to grab the tenth BSAA Emblem, which is in your direct vicinity. When you've reached the bridge gapping the chasm so that you can proceed forward and ultimately out of the dreary cave, head to the middle of the bridge, but don't yet cross it. Instead, look to your right. A thin veil of water will flow down the rockface to your right, and sitting amongst the water and rocky terrain is the emblem, rather-obviously sitting there.



Moving forward from the bridge, you'll see more of what has become a typical scene in this cavernous section of the chapter. You'll need to deal with more Majini, and use, many of them indeed turn into Cephalo once slain. You'll also have the opportunity to collect many more items, tucked safely in barrels and boxes around every corner. When the path splits once more, you'll want to explore *both* forks, since there are items to be found on both paths (and both paths reconnect to form a single path once more). Once you see light streaming into the cavern, you know you're headed in the right direction.



Before heading towards the light to finally leave this dark cavern (and that pesky, cumbersome lantern) behind, you'll actually want to head leftward (if facing the daylight) to seek out a small, out-of-the-way chamber. There's a treasure chest here containing a valuable treasure, **Diamond (Oval)**, which you won't want to leave without. With that in hand, you can then head towards the light. Once at the light source (which is, unfortunately, artificial), you can use a crank on the wall to force a nearby gate open. Your partner will then run through to another crank and keep the gate open permanently while you deal with a trio of enemies that ambush you at this location. Once they're felled, reunite with your partner at the entrance to a wide-open, well-lit chamber.



This chamber represents a sort of free-for-all that you're going to have to survive. You'll be inundated with over a dozen enemies of various types, mostly in the form of typical Majini. However, you should expect to fight at least a half-dozen Cephalo as well, and these particular foes will necessitate the use of some firepower, whether it come in the form of a shotgun or grenades, because if more than one is attacking you at a time, you're going to find yourself in considerable trouble otherwise. Your best bet here is to simply tuck yourself in a corner on the first floor and let the foes come to you. And come to you they shall. Reload rapidly and make your shots count, and keep your partner nearby with some curative items, just in case.



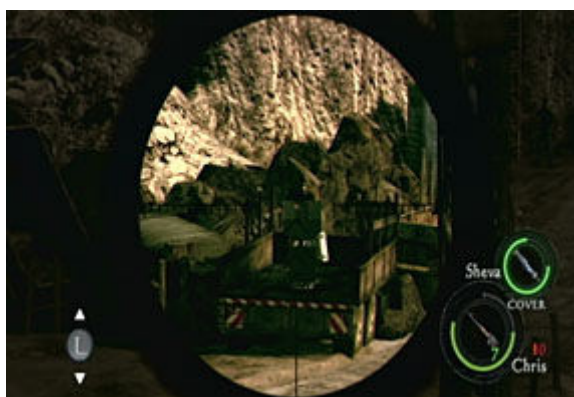
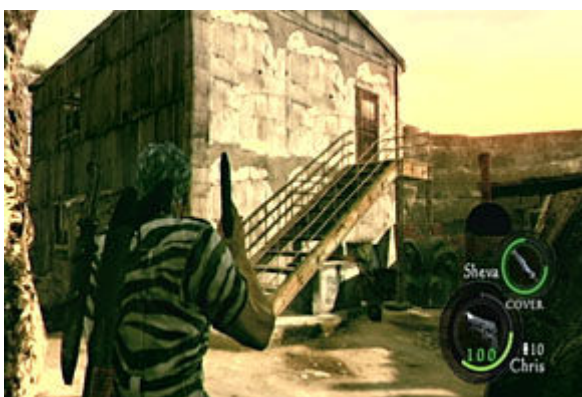
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Chapter 2-2 (Continued)

With the majority of the enemies in the area felled, all you have to do is clean up the residuals. These extras will likely come in the form of foes wielding explosives and crossbows, so make quick work of both types of enemies, and be absolutely sure you carefully scour the ground level for dropped items before climbing the ladder to the area surrounding you. The various natural catwalks surrounding the room are rich in items as well, so again, make room in that inventory and collect away. You'll ultimately reach a pathway that wraps around, drawing out a single surviving foe. Keep in mind that two separate paths can be taken, but they'll both converge in an identical location, right in front of the elevator that will bring you back to the surface. Take the elevator upwards when you can... but expect a fierce fight before you do.



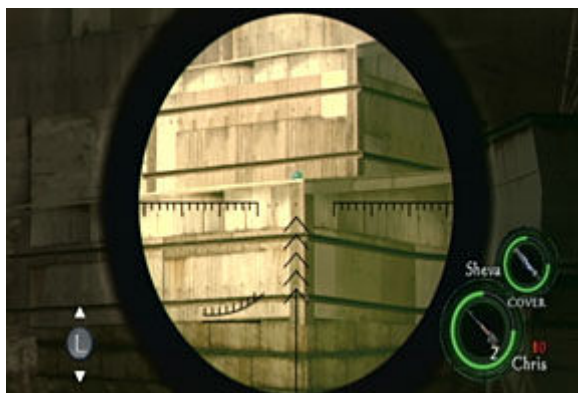
When you emerge back outside (finally), you'll see a white building directly ahead of you. We'll have to climb some stairs to breach this building in just a minute in order to proceed with the story, but first, take the time to search the boxes and debris adjacent to the building. You'll find some goods, including a Green Herb and some ammunition when you do. When you enter the building thereafter, you'll run into one of the game's villains for the first time. He'll escape, of course, and the cutscene in which that happened will meld seamlessly with the chapter's last, lengthy hurrah. Immediately move forward and to the left, searching the lockers there to find a valuable sniper rifle, a weapon called the **Dragunov SVD**. Using this sniper rifle, you'll then want to peek out of the window looking forward to the yet-unexplored area and begin thinning out the enemies below.



Your primary target at first should be the zombie manning the gun emplacement, but keep in mind that more zombies will go to man it once he's downed, so you need to keep a constant eye on it. Also, clean up all of the enemies around. If you have a finite amount of rifle ammunition, and chances are you do, you'll want to concentrate on those enemies below with projectiles, as you can deal with the rest up front and personal thereafter. Head down to the ground floor and begin working your way downstairs, dealing with Majini all the way through. Remember -- if anyone is manning the stationary machinegun ahead and to your right, it behooves you to take care of that enemy above all others, as that gun represents a greater danger than just about anything else in the area combined. Be sure to climb the ladder to the left of where the machinegun is. You'll find a small, isolated platform when you do with some items on it. Included in these items is a **Diamond (Brilliant)** in a treasure chest on your left.



BSAA Emblem #11 - The third and final BSAA emblem on this chapter can be found as soon as you emerge outside and clear the landscape of immediate enemy threats. Approach where the truck with the emplaced gun is sitting and continue to walk past it, along the chasm to your right, until you can't go forward anymore. At this point, you'll want to turn around with your newly-acquired sniper rifle and take a look at the large factory-like building behind you. You should find this emblem sitting on one of the tiers of the building. Keep in mind that it's absolutely integral you move this far back -- otherwise, the perspective from which you see the building, and thus the emblem, will likely be obscured, as if it's not there. But trust us, it is!



Chapter 2-2 (Continued)

From here, you're going to have to deal with the final groupings of hostile Majini in the area, all the while continuing along the rockface towards what will ultimately result in a boss battle. This is easier said than done (as is just about everything in the game), but you shouldn't encounter anything you won't be able to survive. Enemies will come in waves depending on where you are at any given time. Try not to combine waves, which is easy enough to do as long as you're not rushing forward without killing the enemies that have already come out to harm you. If you continue forward without killing foes, you'll become inundated with enemies, which can make the going tough for you, your health and your ammo count.



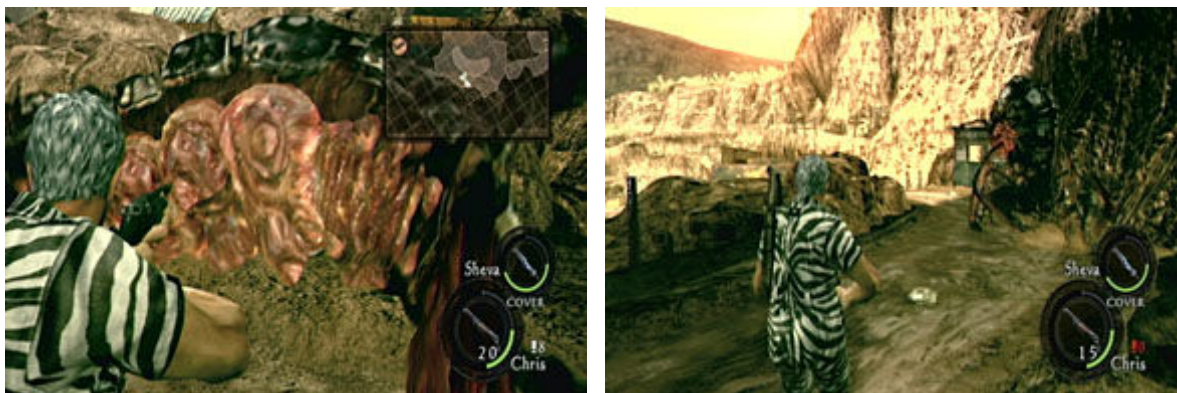
There are a few things to make mention of that are important. The first is to keep a close eye on the rockface as you move past it. Near two ladders leading upward, you can see two glints. Shoot them and then retrieve them when they fall, to first find a **Diamond (Pear)**, and subsequently a **Diamond (Square)**. Also, when you arrive at the large debris-filled dumpster blocking your path, simply push it off the ledge to continue. And of course, with all of the enemies you're slaying, you should easily be able to find myriad goods dropped by deceased foes. Don't neglect grabbing those items, along with the stray items found in boxes and barrels, as you proceed.



Are you ready for a boss battle? Excellent; so are we. This boss will confound you unless you use some obvious tools given to you to deal with the threat head on. If you for some reason already have Proximity Mines in your inventory, then bring them with you to this fight, although if this is your first time through the game, chances are you don't have any yet. You'll also want to bring your most powerful gun attack power-wise... most likely your Ithaca shotgun. The mines are *vital* to this fight, but fear not, for you can find them strewn around the circular area where this boss battle begins.



The premise of this battle is easy enough to comprehend. You must avoid the bug-like, winged enemy trying to kill you while carefully placing a Proximity Mine in its path. Preferably, you should get as far away from the foe as possible, plant the mine as center in the path as humanly possible, and then draw it towards you, staying out of the blast radius of the mine. When the enemy roves over it, he'll be temporarily stunned and fall on his side. Take this opportunity to quickly toggle to your power weapon and hit the foe in its suddenly-exposed abdomen. Get off as many shots as you can before the beast gets back to its feet. Then, simply repeat the process.



There are a couple of things worth mentioning before we close out the walkthrough for this chapter, both in regard to the boss. The first thing you want to keep in mind is that the enemy can attack back, primarily by way of flying towards you and/or using its powerful claws to swipe at you. When this happens, follow the on-screen prompts to quickly get out of dodge, or face the punishing consequences. Secondly, if you stand behind the foe for too long, he'll shoot out a stringy and sticky substance that will keep you in place, so again follow the on-screen prompt to free yourself (or your partner) before the killing blow is laid. Oh, and you'll want to grab all of the items in the circular area in which this fight takes place, because there's a lot to be found!

Chapter 2-3

This mission takes place entirely "on rails", which simply means that you won't control your own movement. Rather, your movement is controlled for you; in this case, you'll be moving in a fast-moving truck. Thankfully, this truck packs two mounted machineguns, and you'll very much need them both, because there are Majini galore in pursuit of you. Don't mistake these zombies for mindless victims of a plague -- they know how to ride motorcycles, dirtbikes, and even drive trucks, and they'll throw everything and the kitchen sink at you as your team rapidly drives over this suddenly-hostile savanna. That mounted machinegun you've automatically manned is the key to your salvation.

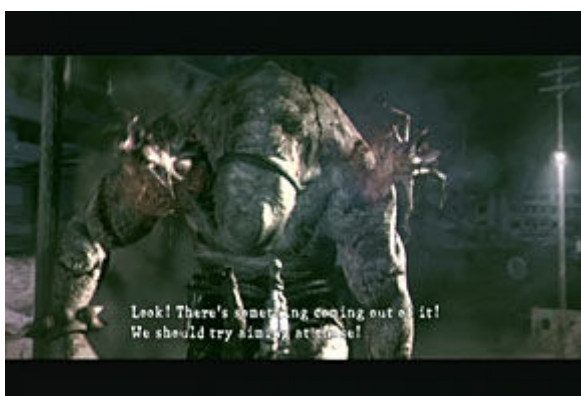


There's little to actually do here other than shoot, although you shouldn't hold down the trigger wantonly, since if you hold it down for too long, your gun will overheat. Rather, pulse your shots towards the enemies, aiming at their bodies as opposed to their vehicles. If a truck pulls up, you can detonate the truck using its conveniently-placed gas tanks, or you can simply take out the driver and all of his violent passengers. This section of the chapter, completely on rails, shouldn't provide too much of a challenge for you, especially considering all of the checkpoints you randomly encounter.

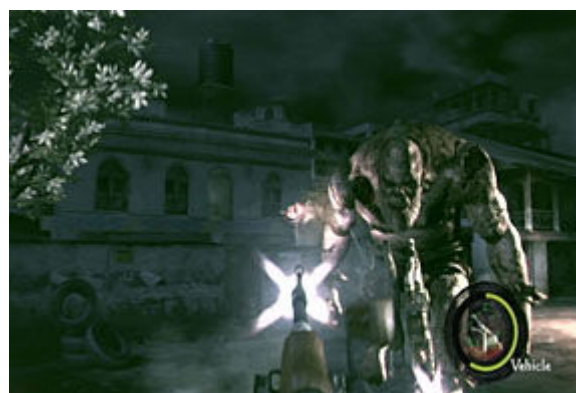
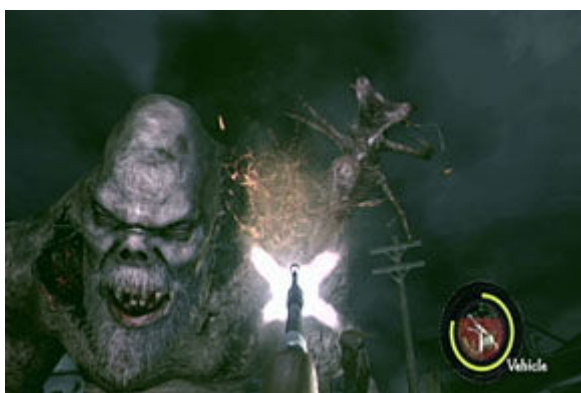


Chapter 2-3 (Continued)

Things get a little more difficult after some cutscenes, when your team has successfully fled the wide-open savanna only to be trapped by a gigantic, mutated monster in the corner of a small village. Now, you're no longer on-rails, so to speak, but you still can't control your movement. You'll instead stay manning the mounted machinegun, which, combined with your partner's fire, will deal with the monstrous boss enemy rather easily. You'll also have to deal with some residual foes that will chip away at your health (or, more specifically, the collective health of the truck you're in), so when you can, deviate your attention and take care of those foes.



Aim at the foe's head incessantly, remembering to let up on the trigger every so often so as to not overheat the gun. Unlike your trek on the savanna, overheating your gun here could mean instant death if done at the wrong time, so be careful. Also, pay special attention to the on-screen prompts that will show up when the enemy is attacking, as these quick button presses will allow you to dodge the attack, and thus damage as well. When the foe takes enough damage to his face (or elsewhere on his body), he'll sprout growths on his back and shoulders, which should be fired upon. Once those are destroyed, a huge growth will come out of the monster's back, crippling him. Take that out, and then repeat the process in its entirety one more to fell this rather simplistic boss easily.



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Chapter 3-1

BSAA Emblem #12 - Let's cut to the chase and get the first of four emblems located on this chapter. As soon as you disembark from your craft at the beginning of the chapter, you're eligible to get this emblem. However, be warned -- you *must* have a sniper rifle of some sort with you, or getting this emblem will be a hopeless endeavor. From the dock which you start the chapter, move forward to where the dock turns towards land, but face the wide open water in front of you. To your left, you'll see a pole carrying what appear to be telegraph wires. The next pole out in the water where the wires relay is where this emblem can be found. Zoom in with your sniper rifle to see it; even then, it'll appear small. If you waste half a dozen bullets getting this one like we did, worry not! It's for a good cause.



This is one of the most dynamic and fun chapters in the game, because it involves a lot of exploration. Let's get started! You'll begin on a dock with a speedboat next to you. This speedboat is our conduit to various locations during this chapter, but before getting on it, you'll want to head off of the dock and explore the small patch of accessible land in front of you. While there's a gruesome scene in front of a well-locked gate, you can still find two items, one of which essential in order to continue. Grab the **Beast Slate** on the ground near the butchered corpse, and be sure to explore the wooden divider on your right to find a treasure, a **Beetle (Brown)** as well. Then, get on the boat.



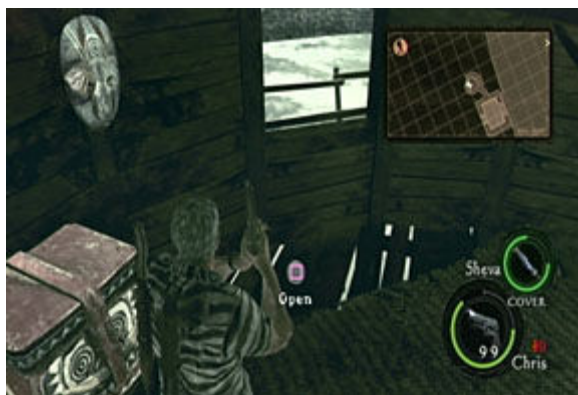
There are five locations we need to explore with the boat, and while they can be accessed in any order, we'll head to them counterclockwise from your starting position at "six o'clock". There's also a location in the middle we'll need to visit. Just follow our instructions closely so you don't get lost! First, drive your boat over to the location above the starting point and to the east, at 3 o'clock. Thankfully, the game doesn't force you to be too precise as far as parking your boat is concerned, so as soon as you near the dock, park your boat. You'll soon realize that you'll need to wade through some dangerous waters to proceed, however.



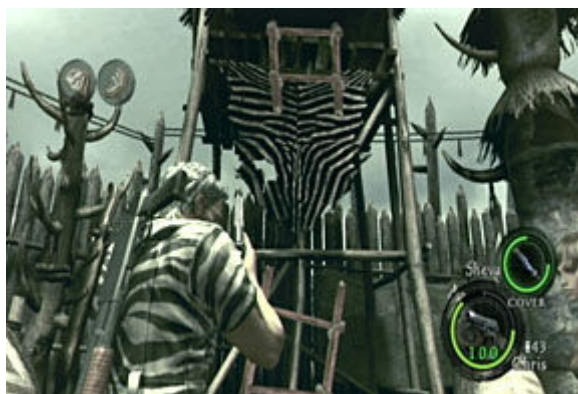
These waters are full of dangerous crocodiles that want a piece of you. However, you won't see them until right before you're about to collide with them, at which point they'll surface. When this happens, make haste and get out of the way, because you will die *instantly* if they get you in their choppers. While there is a lot of room to explore in the water, you won't want to hang around long (though you should certainly grab another **Beetle (Brown)** from the far side of the tree on the left). Your ultimate goal is to reach the far end of this shallow water, where you can find a ladder leading upward to a small, suspended village. As soon as you arrive in the first building, however, get ready to fight.



The natives-turned-zombies that you have to deal with here are more powerful than the Majini you were dealing with earlier. Nonetheless, these foes are easily felled via well-placed headshots or unbridled shotgun carnage. Be sure to scour their corpses for dropped goods in addition to searching the initial building you reach for other items, including ammunition and a Red Herb. Then, go ahead and use the planking surrounding the building to reach the second and final building of this small settlement. More enemies will assail you here, but you'll find the item you actually came here for -- the **Raptor Slate**. With that in hand, you can then backtrack all the way back down the ladder, back through the shallow water, and back to the dock, where you can reunite with your beloved speedboat.



Next up is the location at the northeast end of this swampy area, roughly located at 1 o'clock or so. When you arrive, again dock your boat and get ready to traverse this area. This area is larger than the previous location we scouted, but it's still not a daunting place, especially initially. Why? Well, there are no enemies here quite yet, so until you reach the far back end of the settlement, you have nothing to worry about. Simply scour the area and its huts, grabbing goods out of all of the jars in the area. The chickens here are also good sources of Eggs, should you want to grab any. When you reach the far back end, you'll find two ladders leading upward. You can vault your partner up to both treasure chests held above the broken ladders to find, on the left, an **Idol (Silver)**, and on the right, the **Shaman Slate** we're here for. When you grab the latter, however, be ready for a fight.



«	Part One	Part Two	Part Three	Part Four	»
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Chapter 3-1 (Continued)

If you thought things were suspiciously quiet here, well, you'd be right. The catalyst to the enemy forces coming towards you was grabbing the Shaman Slate. Once you grab it, expect to deal with about a dozen enemies. A few of these enemies are equipped with pesky shields, so using your shotgun to blow through them (and subsequently blow their heads off) is a good idea. Additionally, one felled native will turn into a foe called a Duvalia, which is a huge chomping-like apparatus on the foe's head, with an appendage hanging off to the side. To kill these enemies, shoot the appendage hanging to their side to force the mouth open. When it does, shoot inside the mouth as many times as you can, and repeat the process until the enemy is no more. When you've dealt with the enemy force in its entirety and cleaned up all of the valuable booty they undoubtedly dropped, you can head back to your speedboat, Shaman Slate in hand, to continue our search for the final slate.



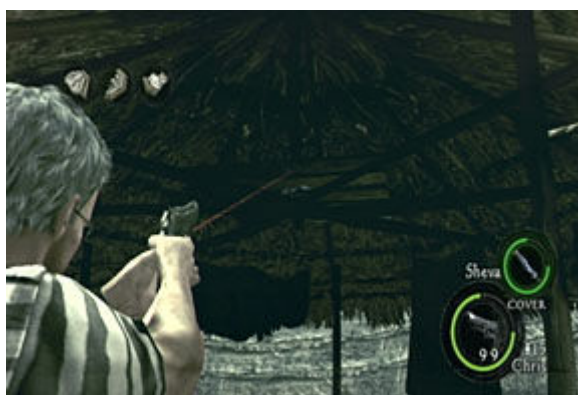
Our next destination is the section of land at the northwest end of the swamp, roughly located at 11 o'clock. However, en route, if you're coming from the previous destination as recommended, you're going to run into some cunning foes in strange places. Armed mostly with bows-and-arrows, these enemies will shoot down at you from various perches in the middle of the water, so drive fast and beware! Before reaching the island at the northwest, we highly recommend stopping off at the downed, half-submerged boat that you'll find your path. This boat contains an important item you won't want to miss, a **Rocket Launcher**! With that in hand, you can then get back in your boat and go to our primary destination, the mass of buildings at the northwest corner of this utterly-dank swamp.



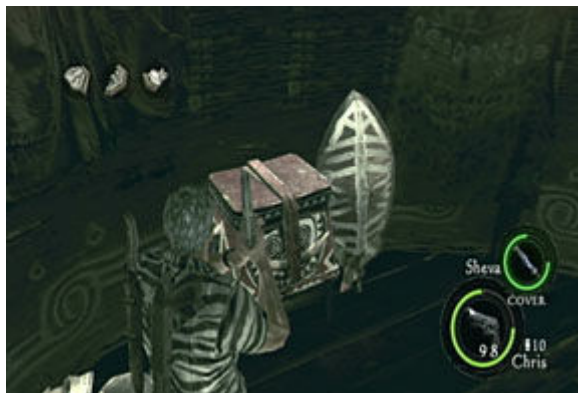
When you arrive, you'll notice that there's no land to speak of, per se. Rather, there are some interconnected, rudimentary planks that connect a couple of open-air huts; one of them is up a ladder. There are some goods to grab here and little else, so quickly scour the location for whatever you can grab, being certain you climb the ladder to the treasure chest, which contains another **Chalice (Silver)** to add to your treasury. You can also jump into the little pool of water which is surrounded by canoes, planks and the like. Yet another **Beetle (Brown)** can be found down there. But before you go...



BSAA Emblem #13 - ...make sure to seek out and destroy the emblem here. There's no slate to collect here, sure, but there is something just as important. To hit this object in question, simply walk forward to the main hut right in front of the dock. Then, look upward. You'll see this emblem sitting rather clearly on the inside of the open-air roof. Compared to how well-hidden many of the thirty emblems in the game is, this one is a godsend. A given.



We're going to now deviate from the counterclockwise direction we've been going in for just a moment. You've no doubt noticed an anomaly in the center of your map that we've thusfar been avoiding. We now encourage you to go ahead and check that place out. This small area is home to a lone hut and a large population of chickens (a great place to grab eggs of all varieties, including Gold Eggs). You can find some items of use here, including -- you guessed it -- another **Chalice (Silver)**. While, once more, there's no slate here, there's still something else you'll want. Another emblem.



«	Part One	Part Two	Part Three	Part Four	»
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Chapter 3-1 (Continued)

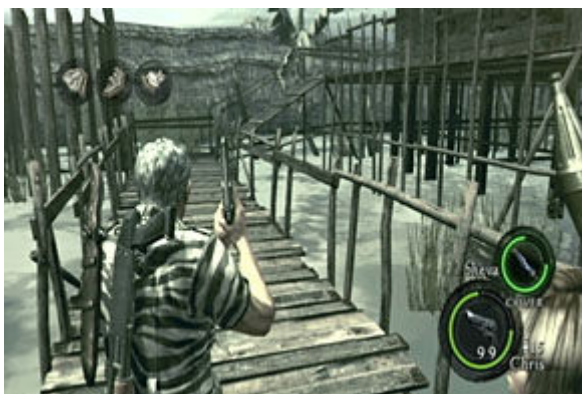
BSAA Emblem #14 - This emblem can be tough to find. A good place to look for it is when you're back at the dock and about to get back in your boat to proceed with the chapter. Walk up to the side of the boat, but don't get back in it. Instead, turn around towards the hut, but don't move any closer. Take out your sniper rifle-of-choice and aim it *underneath* the location's lone hut. You should see the emblem hanging out underneath the hut, but keep in mind you need to be as far away as possible from the emblem in order to see it. Since your characters can't crouch, the closer you get to the hut, the more its underside is obscured from view.



Now, there's only one place left to explore. This location can be found at roughly 7 o'clock, just to the west of the starting point. This is the only location that's "lengthy" -- that is to say, it's the only place where you're going to have to do a bit of travelling to get to where you need to be. Sneak through the wooden gate and down the eerily quiet waterway to what appears to be the natives' primary settlement. Then, begin working your way around the outer edge of the settlement in a counterclockwise fashion. This is the only way to penetrate the settlement, where the docks can be found. Once you arrive, get off of your boat. It's time to claim the final slate we need to proceed.



As was the case earlier, enemies won't immediately make themselves seen here, but you know that they're waiting for you. Unlike the last case, however, the enemies will appear when you progress to a certain point of this small compound (as opposed to being drawn to your taking of a slate). This place is made up of three considerably-sized huts and an open worship area. Pillage the worship area first -- you should find another **Idol (Silver)**, as well as a Green Herb amongst other goods. When you progress through the houses on the far end of the area, however, the enemies will come out in force, and you'll need to deal with them. Equip your shotgun and get ready to deal with your foes.



Because the enemies come in such a high number and in waves, you'll want to back up towards the worship area, keeping your back against the water. That way, you can draw the enemies towards you and see both conduits by which they'll reach you. Shielded foes can easily be dealt with using a shotgun, but if you can, switch to your pistol and go for headshots with run-of-the-mill enemies, since your shotgun ammunition is valuable, and is likely waning at this point. If you get inundated with foes, be sure to retreat to another area as you deal with enemies. You can run away from this battle if you want, but it's worth it to stick around and fight, since your adversaries drop so many goods. Before you go back to your speedboat once the enemy threat is nullified, be absolutely sure you grab the **Warrior Slate** from the far hut. Also, be sure to scour all of the buildings for any goods you may have missed the first time through.

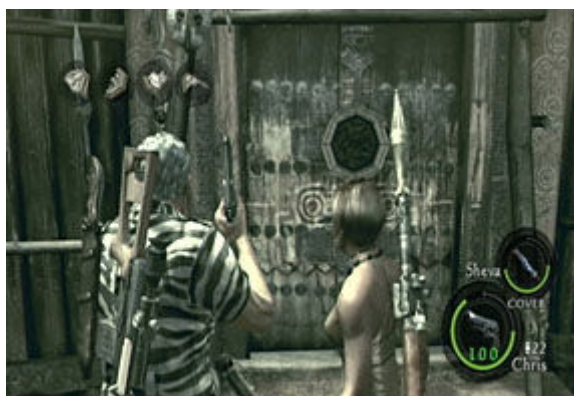


When you make your escape, things won't go as seamlessly as you had hoped. In fact, what happens once you get back in your boat makes it somewhat important that you killed all of the enemies before leaving, because they'll simply add to the fray you're about to encounter if you don't. When you head down the waterway back towards the wide-open swampy area, you'll find that your path is blocked. Not only that, but explosives and bow-wielding enemies have shown up as well, shooting down on you. Holster your weapon (or, more accurately, have your partner holster his or her weapon) and simply drive around in your boat for a couple of minutes. As long as you keep moving in this confined area, nothing will hit you. Returning fire simply wastes bullets, because this is a timed area. You'll be able to continue down the pathway before long.



Chapter 3-1 (Continued)

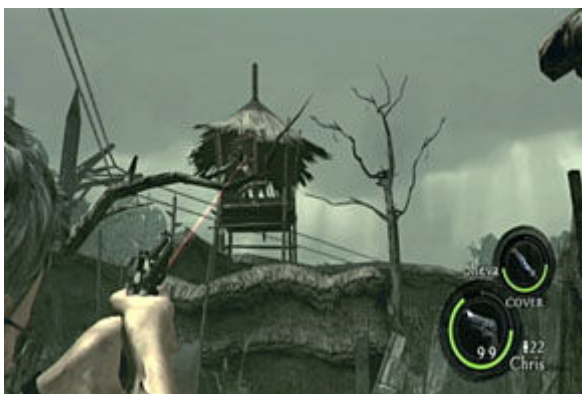
When the spiked stoppers lift, you can barrel down the rest of the waterway towards the mouth of the creek. Daring zombies will stand in the water shooting flaming arrows at you, so simply avoid them, or if you're feeling extra angry, run them over. Then, when back in the swamp, head to the glowing area on your map, located at 9 o'clock on the west side of the map. Park your boat and approach the sealed door. You'll need to examine the door four separate times in order to place all four slates in their appropriate places. After the fourth piece is inserted, the door will open, and you'll be able to continue into the new location.



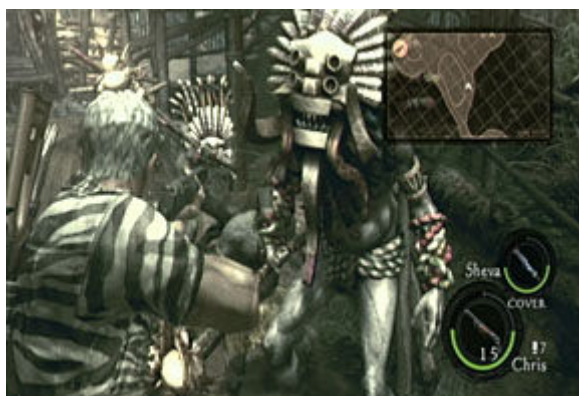
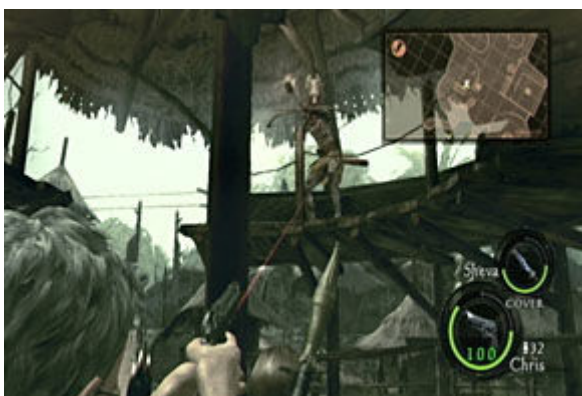
BSAA Emblem #15 - As soon as you go through the once-sealed door into the new area, head forward along the small dock, and then drop down into the shallow water to your right. Before proceeding any further into the area, turn around and face the dock, slightly to the left of where you jumped in (if you're still in fact facing the dock). You should see, clear-as-day, the emblem sitting on the far wall underneath the dock. You may need to be in a specific place to see it lucidly, but it's a rather easy-to-find emblem compared to many others.



The settlement you stumble upon represents, in essence, this lengthy chapter's homestretch. As usual, things will be deceptively quiet when you first enter, but don't expect that to last long. It's up to you how you want to explore the area; we recommend, however, that you try to explore the left side of the compound first, since as soon as you enter a hut on the right side, enemies will be drawn out to fight you, and you'll enter a charged melee thereafter. So, for the time being, browse the village's left end and take what items you find, including a Red Herb, Green Herb, and plenty of cash and ammunition.



When you finally enter the open-air hut on the right end of the village (located near where one of the paths from the village's entrance leads), you'll see a human, probably a fellow BSAA agent, dead. On the ground next to him is a **S&W M29** magnum, a powerful gun with scarce ammunition (though it will come in handy in the fight to come). As soon as you enter, expect to be assailed by bow-wielding natives who are out for blood. You'll be trapped in the hut until you kill this initial wave of foes, so deal with them, and then quickly get out of dodge before the continuing barrages and waves of enemies come forth. The idea going forward is to stay fluid, since getting cornered here is extremely likely if you insist on remaining in a static position. Bad idea!



You'll deal with a plethora of enemies from here until you've finally felled the very last one, so get ready for an ammo-eating, curative item-eating brawl. Remember that you should try to use your standard pistol, which by far has the most plentiful ammunition available for it, when you can. Otherwise, if you're dealing with shield-equipped foes, wormy Cephalo, or gigantic enemies that seem to absorb everything you throw at them, switch to the big guns. Shotguns, grenades and things of this nature all work well against more staunch opponents. Just remember that you may need that shotgun ammo or those grenades later, so really try to think carefully about what you're using and when you're using it.



So, are all of the enemies downed? Great. The first thing you'll want to do once your adversaries have been slain to the very last one is run around the village and grab all of the items they dropped (including the two **Blue Enigmas** dropped by the robust native enemies). You may have burned through ammunition, but there should be a lot of it dropped by deceased natives. You'll also want to run around and make sure you've explored the village proper in its entirety before continuing, because there's lots to acquire here (and hence, lots to lose). Then, head to the right end of the village and look for a place to pull yourself upward. There's a locked door nearby; use the crank while your partner runs towards the bridge that appears (just make sure not to release the crank until your partner is through the door!) This will allow your partner to run through and unlock the locked door from the other side. From here, it's all a matter of grabbing all of the items you can as you head towards an elevator that leads downward, ending the chapter. The most important item of all to sniff out before ending the chapter is the **Ceremonial Mask** sitting in a treasure chest near the elevator. Don't miss it!



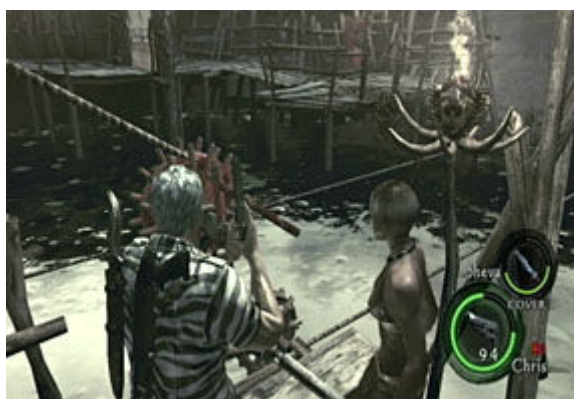
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Chapter 3-2

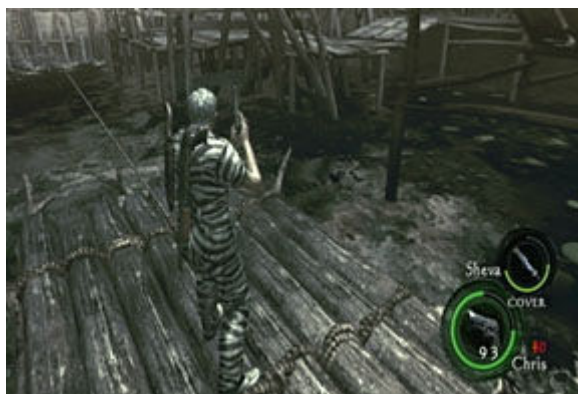
This chapter will begin with a brief moment of silence. As you head forward from the starting point, you'll wind through a linear passageway that gives you some vases to smash, for whatever items may be within. But as soon as you emerge outside, a brief cutscene will occur, showing you exactly what you're going to be dealing with in this area... at least, initially. The foes shown won't see you right off the bat, so you have an ever-brief chance to initiate hostilities here. Use your sniper rifle and go for a headshot on one of the enemies below. Then, get ready to deal with the consequences. Enemies will storm your position, but thankfully, you're at a heightened, fairly secure location. This means that enemies will be forced to run towards you as they traverse the various pathways they're occupying. This is pot-shot central -- use a pistol or your sniper rifle and kill as many of them as you can before they get to you. If you're really good, you should be able to kill the entire first wave without ever being imminently threatened.



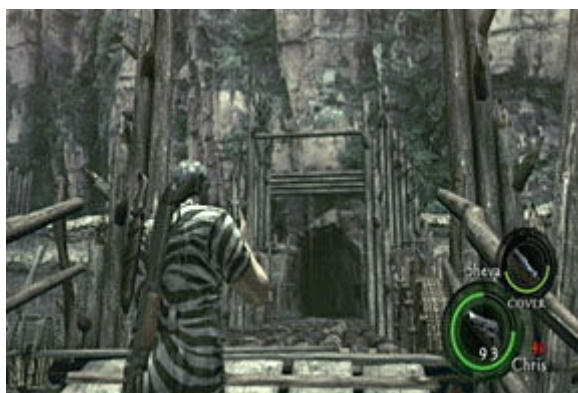
When you're satisfied you've taken care of the first wave, jump down to the left to breach the series of docks that span this entire location. Be sure to stop off when and where you can to collect items, not only from the various vases and the like in the area, but from fallen enemies who have left presents behind in their wake. Unfortunately, as soon as you arrive at a predetermined area (somewhere near the bridge that appears to lead out of this area), more enemies will show up on-scene. A switch is struck by one of them to raise the bridge, trapping you on the docks. Since you can't hide back at your heightened position (as there's no ladder leading back up), you're going to have to deal with the various foes that show themselves at close quarters. This, of course, calls for a shotgun.



The enemies here, while aggressive and powerful, pose no threat to you that you haven't already dealt with successfully. This should give you some peace of mind as you deal with them. Try to take out foes from afar if you can, but toggle away from your pistol/sniper rifle for your shotgun when enemies get too close (this is why it pays to have your weapons at cardinal directions in your inventory, so that quick use of the directional pad can automatically equip the weapon you need). You'll eventually find a red crank that, when examined, will prove to be the key to your escape from this area. Your partner will take the reins and tell you to go around to the raft, which is easy enough to locate.



Once you've found the raft, your partner will automatically begin pulling you towards an isolated location tucked in the corner of this area that you couldn't get to otherwise. It's not just that easy, however, since a hungry crocodile will keep trying to eat you over and over again as you go. To dodge his attacks, pay close attention to the screen and press the corresponding buttons immediately once they flash on-screen. Doing so will allow you to dodge the croc's ferocious attacks. When you arrive at your destination, press the button to bring the bridge back down, then break through the locked door and reunite with your partner. You can now head across the bridge to the next area.



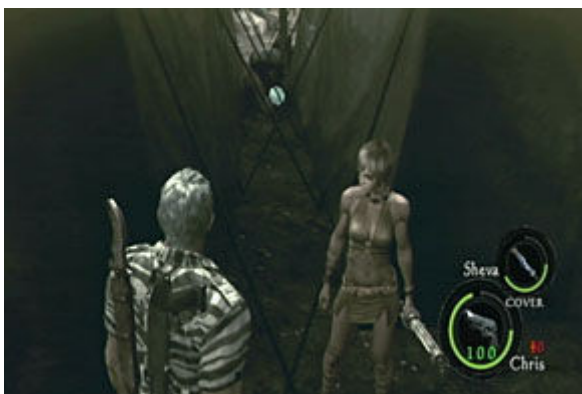
Once across the bridge, you'll need to navigate your way through a brief cavern completely devoid of any enemies. Don't rush through, however, because you can acquire some treasure here that you might miss. There are two lanterns hanging on the right side of the cave as you head forward. Shoot both of them, and you'll snuff the lights out. However, both will also drop treasures -- a **Ruby (Pear)** and a **Sapphire (Square)**. When you get back outside, you'll see two TriCell tents on your right and a disheveled shack ahead. Search both tents and the shack for more items. The long grass has snakes in it, but if you're willing to risk injury, there's some gold to be found there as well. Oh, and there's a **Jewel Beetle** in the toxic sludge in front of the tents.



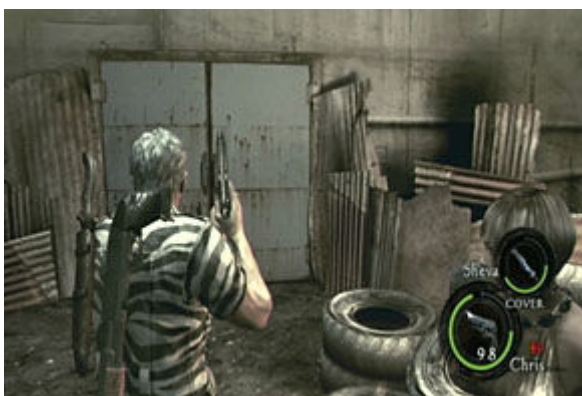
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Chapter 3-2 (Continued)

BSAA Emblem #16 - Hold your horses for a minute, because there's also an emblem in your vicinity, the first of only two to be found during your playthrough of this chapter. The key are the two TriCell tents on the right side of this area. Head through either tent and go through the tent's back door, so that you're in the small area between the back end of the tent and the rockface located nearby. Then, head to where the two tents come together. There should be a small space in between the two, and this emblem is located in this space. Keep in mind that, due to its location, it can only be seen from the back end of the tents.



Once you're satisfied that you've seen all there is to see in the area surrounding the two TriCell tents, you can proceed out of this area, towards the oil fields ahead. Remember to grab all of the items here (and to read the documents in the tents, if you're interested), because you can't come back here once you head through the door into the oil field itself. Once through said door, you'll see your target walking through. Unfortunately, you can't quite catch up with him yet. You'll need to deal with his Majini cronies, first.



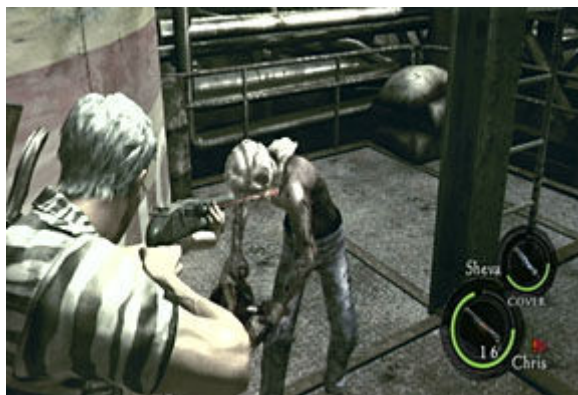
Collectively, this might be the most difficult part of the game thusfar, especially on your first playthrough when you're struggling through the adventure with paltry weaponry. Before jumping down to the area below, take out the two bow-wielding Majini on platforms ahead to your right and left. Then, drop down and begin dealing with the wave of Majini coming towards you. For now, you're dealing with pretty basic foes, so fell them quickly, remembering to conserve ammunition as much as possible, since it won't be long before you really need it. Then, begin running around this oil refinery, collecting goods dropped by dead enemies, and finding items in barrels as well.



Now, there's a rhyme and reason to the way this area works. There are furious flames blocking your path out of this area, into an adjoining building. As a result, you need to figure out how to shut these flames off, which are bursting through three different pipes. Therefore, there are three different valves, red in color, that must be twisted and turned off. Doing this sounds easy, but you know it's not. Start by finding the one valve atop a platform (climb a ladder to get there) that doesn't necessitate the use of a zipline. Twist this valve and deal with the wave of enemies that's spawned as a result. Then, get ready for two *real* fights, but make absolutely positive that this wave of enemies is completely felled before continuing, or you'll have an even harder time heading through.



In the area, there are two ziplines. Both ziplines lead to otherwise-isolated platforms where the two other red valves are located. There's a method to this madness, though, because when you arrive at both platforms, one way or another, an enemy will show up. A special, annoying, highly-dangerous enemy that can kill you with one blow. These chainsaw-wielding foes can slice and dice you easily, and they are damage sponges. Begin by taking the zipline that leads to a platform with a door leading off of it. *Don't* take the other zipline yet, for a very specific reason you'll learn shortly. When you arrive, twist the red valve, grab the goods from the barrels, and then open the door. This will cause the first chainsaw-wielding enemy to show. Before we go into how to fight these enemies, however, just know that you need to find the second zipline after the first enemy is dead. This will draw out the second of two chainsaw-wielding Majini, and you'll need to fight him as well. The reason we went for the one first over the other is because it appears one catalyzes a checkpoint and the other doesn't. This saves you from having to fight both again if the second one lays waste to you.

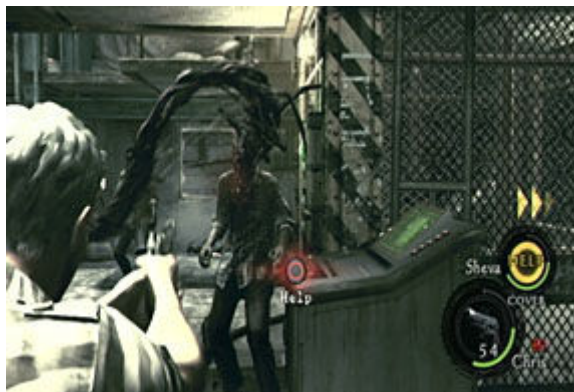


Now, how to deal with the chainsaw-wielding maniacs. You have options. If your weapons are weak, make sure you purchase ten or fifteen Proximity Mines and bring them to this area. Then, let the enemy come towards you. Run him into a mine, and then run up to him, punch him (which does more damage than many weapons in the game), and repeat the process. This is endlessly expensive and tedious, but it's a great way for anyone to take the foe out, regardless of weapon strength. If you are feeling more daring or have stronger weapons, then consider a shotgun at close range, combined with melee attacks when possible. If worse comes to worse, you need to use a pistol or whatever you have. Just stay mobile in this case, because if you get cornered or are slow, that will be the end of you. Keep in mind that both of these enemies will each drop a **Venom Fang**, so be sure to scour their corpses for these before proceeding.

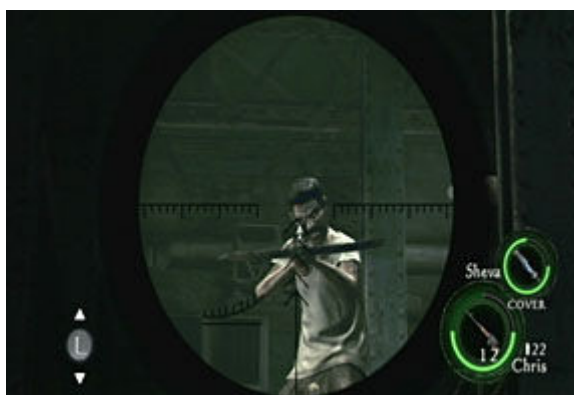


Chapter 3-2 (Continued)

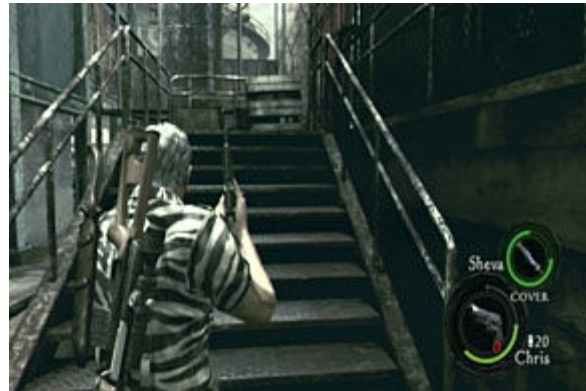
With all three valves twisted and the flames down, you can access the building you've been anxious to breach. You just need to deal with another group of enemies en route (including a pesky Cephalo), but nothing you haven't seen before. When you enter the building, you'll run into a friend of Sheva's. When the cutscene ends, you have to defend the man from enemy attacks while he hacks a computer so that the party can escape danger via the elevator in the middle of the room. Again, except for some Cephalo, you're dealing with pretty standard Majini here. It's the fact that you have little room to work with that makes things difficult, not the enemies themselves. Stick around as long as possible to collect dropped items as you lay waste to the endless amounts of enemies that stream in, but don't push it. You're probably running low on ammunition as it is.



More of the same will occur in short order after escaping on the elevator, but first, you need to traverse the various platforms of differing heights and lengths to get to the far end of this room. This isn't too hard, though you'll run into enemies en route that seem to spawn from and come from differing areas moving forward. Be sure to collect all of the goods you encounter, both dropped by slain foes and left behind in crates, barrels and the like. Oh, and if you have any Proximity Mines, feel free to plant a few as you move forward. While it appears this is a wanton waste of goods, these mines will help you survive the upcoming onslaught. So if you have any, plant them once you're positive you've cleared the enemies in your vicinity so that they aren't set off prematurely.



You'll eventually arrive at a locked door, sealed so tightly that Sheva's friend will need to do some hacking again to get it open. As if it comes as any surprise, you'll be attacked by endless amounts of enemies here, just like you were when he was hacking the elevator's computer. Since the enemies will need to move all the way across the platforms you previously traversed, you're going to be in for a bit of a treat -- a huge number of zombies slowly moving towards your position *including*, you guessed it, a chainsaw-wielding maniac. See why those Proximity Mines were useful? They should stymie the advance of your foes and buy you some time. As soon as they appear, climb a nearby ladder to a high point, equip your sniper rifle, and begin taking out as many enemies as possible from afar. The more dangerous the foe is, the more important it is that enemy is killed. While you should collect what goods you can from dead corpses (including a **Gold Ring** from the downed chainsaw foe), keep in mind that the enemies here, just like down by the elevator, will respawn endlessly until you move on. Thus, once the door is open, make haste towards it and get out of dodge as quickly as you can.



BSAA Emblem #17 - Once you're back outside, you'll see the enemy boat on the dock ahead. You can begin running towards it by going rightward and then forward (you can't yet go through the door on your left). When you do, the boat will disappear and a timer will appear on-screen, indicating that you have two minutes to get to the far side of the dock, where a friendly boat is waiting to take you to safety (and to pursue the escaping boat). However, a BSAA Emblem is cleverly tucked away here and is accessible only *after* the timer has begun. Instead of turning around and running the way you came, seek out a shack on your right (if your back is facing the way you initially came). Quickly run in and search the small shack; the emblem you seek is on the wall. Shoot it and quickly begin working your way towards the other side of the dock, since there's quite literally no time to waste.



Hopefully you don't learn a painful lesson here. As soon as the enemy boat takes off and the timer begins (as discussed above in the BSAA Emblem description), you have two minutes to get to the other side of the docks, where a friendly boat is waiting for you. Of course, myriad zombified enemies will appear on-scene in attempt to halt your advance. You don't have time to fight them all, especially because their numbers seem heavily padded in certain areas. Shoot and kill only who you have to as you work your way towards the locked door. Shoot the lock on the door to get it open in a flash, and then simply bob and weave through enemies (and explosive booby traps, which you'll need to set off from afar). You can fight who you want if you think you have the time, and there are a few houses to explore that contain goods to collect, but once you reach the far dock where your boat awaits, you'll end this mission successfully, so long as you had some seconds to spare.

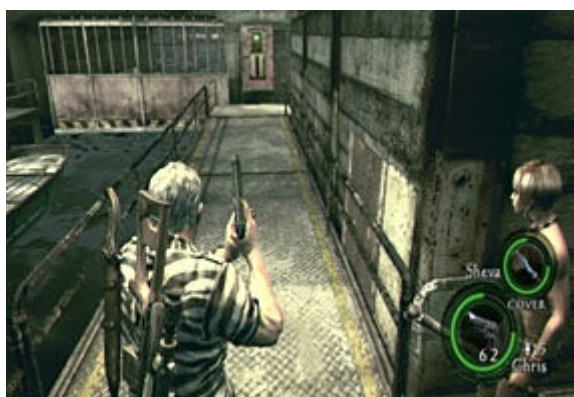


Chapter 3-3

The beginning portion of this chapter is another "on-rails" segment. That is to say, you will have no control over your movement in the early going. You, your partner and her friend will be on a boat heading forward, with hostiles following you in speedboats of their own. While you can return fire to your heart's content, you should remember that segments like this are intentional ammo-sucks. So, try to save your ammunition, carefully aiming for headshots or explosives, whether they be hand-thrown or in the form of barrels, to make your life easier going forward. Not every enemy needs to be felled for you to get to the first boat docking in one piece. Quite the contrary is true, in fact. No enemies need to be killed whatsoever. So if you're really in a bind as far as ammunition is concerned, but have some curative items to spare, then consider keeping your gun holstered all together.



When you've managed to get off of the boat, immediately expect to be attacked by a slew of incoming foes. Most of the enemies you will encounter here are run-of-the-mill Majini with standard weapons, but there are a few anomalies to be spoken of. The first is that a couple of these enemies will sprout the heads of Cephalo when "killed", so be prepared to deal with those pesky foes. Additionally, a few slain enemies will spawn Kipepeo, which are the aerial foes that move around a lot and can be a real nuisance to hit. These two enemy types, coupled with explosive-chucking Majini, will mean you'll have your hands full. Thankfully, however, this isn't even vaguely the most difficult part of the game you've thusfar faced, so no worries on that front.



The ultimate goal here is to get to the far side of the dock from where your boat is parked, which will allow you to grab a switch. Once the switch is activated, the door blocking your path will be lifted and you'll be able to proceed with your mission (for the time being). However, if you managed to clear the first wave of enemies in moving over to that switch, expect a new wave of enemies to appear once the switch is activated. This will give you a whole new group of enemies to deal with heading back to your boat. Kill the group of enemies you encounter and be absolutely certain you grab all items in the area, both sitting around and dropped by foes, before getting back in your boat. And before getting back in your boat, you should also...



BSAA Emblem #18 - ...grab the lone BSAA Emblem located on Chapter 3-3. Because an on-rails segment brought you here *and* because another one allows you to leave this area, the window in which you can get this emblem is preciously short, indeed. In fact, if you're extra keen, you can get this emblem while on the boat heading into this area, but more than likely, you'll need to strike it before getting back on your boat. Consider getting it when the second wave of enemies (after hitting the switch) is extinguished. That way, you're not being gunned at. The bridge in this area gapping the water is the key. Stay on the left side, on the side the switch is on, and begin walking towards and up the bridge. Keep an eye on the door into this area, and you'll see this emblem in the door jam. If you don't see it, change perspectives and try again.



When you get back on your boat, you'll be greeted with another on-rails segment of the chapter. This one is a little more heated than the last, and it also throws something into the mix that wasn't there earlier -- quicktime events that force you to quickly react to an on-screen happening, or get killed trying. In regard to this particular segment, you'll be asked to duck under some pipes, so keep a keen eye out! Otherwise, continue to conserve ammunition. Never aim at an enemy - instead, aim at the myriad explosive barrels strewn around the area, which will take out multiple enemies at a time with a single bullet. While a lot of enemies here will conveniently die with one strike of a pistol bullet, you might miss in trying to hit them. Explosive barrels here are gigantic, so they are indeed quite hard to miss.

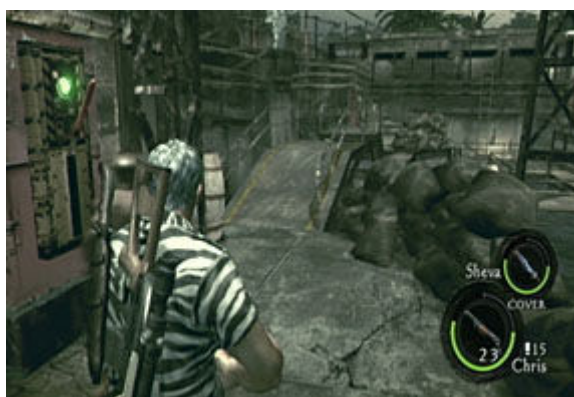
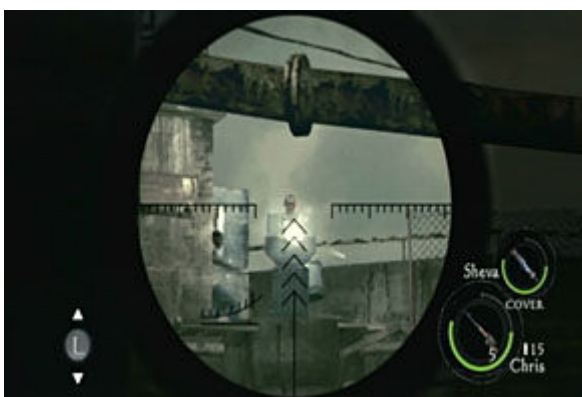


Chapter 3-3 (Continued)

As if it surprises you, another gate will be blocking your path, and again, you gotta get out of your craft and fix the problem. Unfortunately, the fray you walk into here is much more heated than at the last gate, because this is more of a bona fide checkpoint that isn't supposed to be passed. It's guarded by two stationary machineguns and about fifteen other Majini waiting to take you out. Start by getting off of the boat and running to the vertical planking of wood. This will act as a great place to hide from the machinegun fire. Then, equip your sniper rifle and begin clipping enemies from afar, concentrating on the best-armed enemies and working your way down from there. Therefore, the Majini manning the machineguns should be your first target, followed by Majini with explosives, then Majini with crossbows, and then finally, everyone else.



This battle will in no way be easy. You have to be quick with your aiming when you peek your head out of cover, since the machineguns will tear you (and your partner) to shreds if you expose yourself for an elongated period of time. You shouldn't attempt to do much of anything before each and every enemy, both behind you and in front of you are felled. Once you've managed to do that, you'll be able to run around this area with immunity. You may want to go for the two switches near the sealed door that will open it up and allow you to continue *before* exploring the area for goods. That way, the second and final wave of enemies will be drawn out of hiding and you can deal with them immediately after you dealt with the first. Once you've cleared the second batch of enemies, things will be *permanently* quiet, so you can now run around the area and grab all of the valuables lying around.



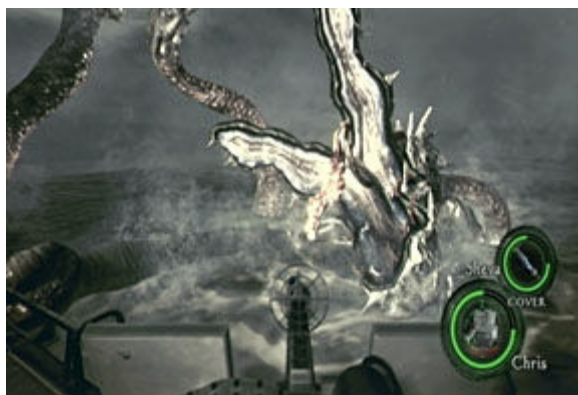
First off, there's plenty of ammunition here. You should also find a Green Herb and Red Herb, which should be combined and stowed away. Apart from that, there's three specific items of value that you'll want to make certain you acquire before you get back on your boat and head through the now-open gate. On the docks *behind* the area where the boat is, you can find an **M3 shotgun**, a powerful beast-of-a-weapon that will replace the Ithaca in your inventory once you've adequately upgraded it. There are also two treasures to be found. One is a **Sapphire (Pear)**, which can be found on the docks straight across the water from where you procured your new shotgun. The other, a valuable **Emerald (Marquise)**, can be found in the guard tower in between the two machinegun emplacements. Just open the piece of furniture there to find it.



Once you've combed the area of goods and are satisfied you've found everything, get back in your boat once more and continue on your way. This will ultimately lead to an action-packed cutscene that segues almost immediately into a rather epic boss battle. Or rather, this boss battle will *seem* epic, but in fact, it's nothing to really worry about. You'll be on the back of a gigantic freighter as you fight a humongous aquatic beast. But don't worry -- this boss is nothing to worry about, whatsoever. But there's something very important to say before you begin fighting. Rely *completely* on the gun turrets on the ship. Don't discharge your weapons at all otherwise, because you're simply wasting ammunition as you do. Always man the machinegun on the side of the ship the creature is on, and have your partner man either the other machinegun (if the creature is behind the ship) or the grenade launcher (if the creature is still at the side of the ship).



This boss will come at you in various forms. He'll begin by swimming at the side of the ship. Destroy the four tentacles he launches up, which will cause him to surface. Then, shoot the pulsing bulb on its back, which will anger it and make it come towards you. The creature will then likely repeat this pattern on the other side of the ship. When he's damaged enough, he'll then head to the back of the ship, where you'll need to start following on-screen prompts to dodge his various attacks. As long as you're quick on the button presses, you'll dodge with ease. Finally, you can take aim at the creature's core (a humanoid fused with the creature) to lay waste to it. If you don't do enough damage, you'll need to repeat the entire process again. Rest assured, though -- this boss battle is laughably easy.



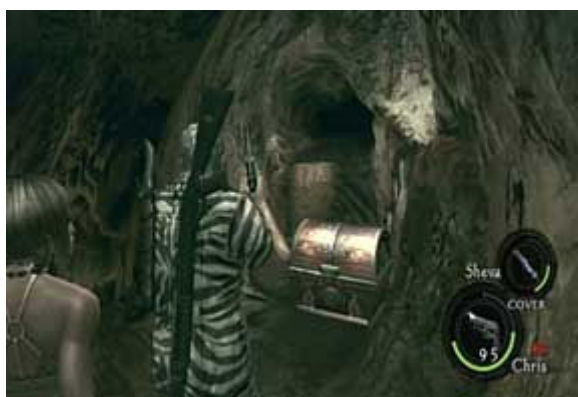
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Chapter 4-1

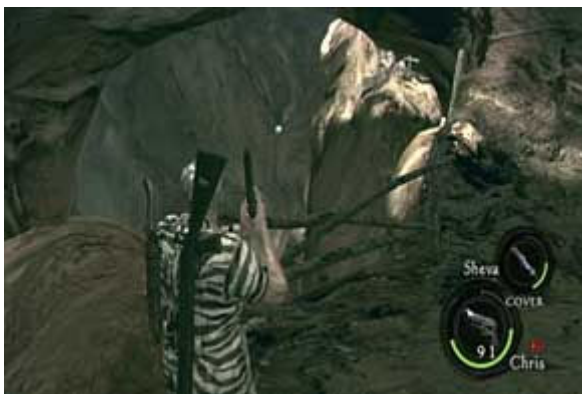
You'll find the beginning of this chapter to be an eerily quiet one. You'll begin in an aquatic cavern with a disabled speedboat nearby, which is missing its key. Proceed past it and off of the docks into a little shack; you can grab a Green Herb and Flash Grenade here. Then, swing leftward and walk into the large cavern you encounter. Even though you'll see impaled skeletons on spears here and other acts of ancient violence, things are still quiet. That is, until you reach a certain point in the linear cavern that spurs the appearance of monstrous spiders called Bui Kichwa. These guys are weak, but annoying, so back up to give yourself some space and begin picking them off with individual, well-placed pistol rounds.



Some of the Bui Kichwa are more resilient to strikes than others, but it's all solely contingent on where you strike them. So, attempt for solid body shots. Then, proceed further down the cavernous pathway and, for the time being, ignore the ladder leading up. Instead, explore the location past the ladder, which will draw out a few more Bui Kichwa to deal with. When they're felled, all enemies around you will be eliminated, so head to the far nook with a jar in it. Smash the jar for an item, and then look to your left (if facing where the jar was located). You can pull yourself up to this secret area, where a **Topaz (Trilliant)** can be found and added to your treasure inventory. Grab this, then backtrack to the ladder and climb up. Yes, the Bui Kichwa are also mysterious in that they drop ammunition when killed, so be sure you didn't leave any other valuables behind before proceeding.



BSAA Emblem #19 - Actually, don't climb that ladder *just yet*. Instead, walk towards the ladder, but position yourself to the left of it. You'll see a makeshift wooden fence that blocks you from the wide open chasm ahead. This is where you're going to want to look for this, the first of three emblems in the area. To find it easily, simply stand in front of the fence to the left of the ladder, and point your pistol over the chasm to the far rockface. This emblem can be easily seen tucked in a crevasse along the rockface, where a simply shot with a number of weapons will do it in quickly and easily.



With the spiders slain, the Topaz (Trilliant) acquired, and BSAA Emblem #19 destroyed, it's time to *actually* climb up this much-spoken about ladder. When you do, expect to be greeted by more Bui Kichwa. Destroy these enemies, grab the goods from the nearby jars, and then cross the rocky bridge to another linear corridor through this cave. As you head down this corridor, expect to be attacked by a few more waves of spiders. Some of these waves are downright thick, so you may want to switch out your pistol or a shotgun in order to kill multiple enemies simultaneously, at close range. When you finally make it through the waves of spiders, you'll come across an ornate door at the end of the pathway. Before heading through it to proceed with the chapter, be sure to aim your gun at and shoot both animal skulls on the ground nearby. One contains a **Ruby (Pear)** and the other a **Sapphire (Pear)**. Grab both before continuing.



BSAA Emblem #20 - Almost immediately upon entering this area, you'll be able to strike and destroy the second of three BSAA Emblems located on Chapter 4-1. To grab this one, you must have a sniper rifle. With a sniper rifle, this emblem is extremely easy to acquire. After the cutscene introduces you to this new area, *don't* move. Instead, simply shift your character slightly so he (or she) is facing the wide open area ahead. You see the large gem-like prism in the area, where the sunlight is pointing? Focus your sniper rifle *underneath* this contraption, and you'll find the emblem in question. It's barely visible with the naked eye, but to hit it, the sniper rifle is a must.



After striking the twentieth BSAA Emblem, move to your left. Chris and Sheva will have a brief conversation as you go, but for the time being, you won't run into any enemy resistance whatsoever. When you reach the end of this brief path, jump downward, and then continue forward along a new path. Smash the vases on your left for goods, and continue onward. You'll ultimately be led to another drop that you'll need to take down to another area below. Navigate forward towards a large stone treasure chest. Both characters will be required to open it, but when you do, you'll find a plethora of gold to take as your own.



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Chapter 4-1 (Continued)

Begin heading to the left of this treasure chest. It won't take long for the game to takeover in cutscene form. Sheva is incredibly annoying throughout the game and messes a lot of things up, so it will come as no surprise whatsoever that she'll cross a stone bridge without you, only to see it crumble, separating the two partners. Oh well! When you regain control, head forward and to the left, grabbing the goods from the two vases you encounter. Then, head to where the bridge once was, and drop down. When you head leftward, you'll finally encounter the first substantial zombie resistance of the chapter. These enemies can be dealt with conventionally, but you'll want to single out their archers, since they are dangerous with their ranged attacks. Also, enemies with shields can easily be blown-through with a shotgun blast or grenade chuck.



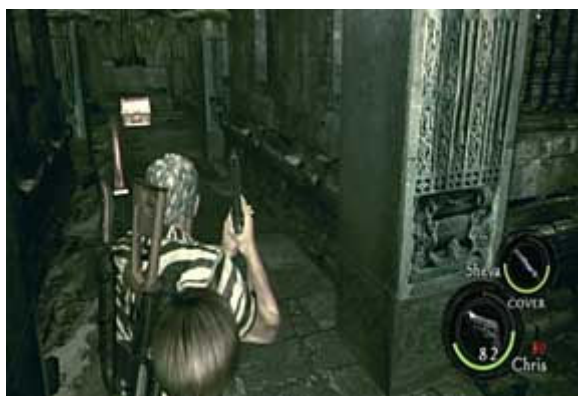
After this wave of foes is felled, grab the Green Herb nearby and continue forward to a staircase leading upward. Sheva is nearby, so if she's equipped with anything useful (which frankly, she shouldn't be), she's probably too busy wasting ammunition to join you at your current location, even though she easily could. So, expect to work your way up the stairs on your own. You'll deal with more archers and shielded enemies, so quickly toggle between your pistol and shotgun-of-choice to take care of the enemies in the best way possible. Also -- and this goes without saying at this point in the game -- be sure you grab whatever items are dropped by enemies as you go along. When you reach the top of the stairs, deal with the final wave of foes as you head rightward. It's at this point that Sheva can reconnect with you.



With the two estranged teammates reunited, head into the first room you encounter, which should have another large stone treasure chest that will require both characters to open. You'll find a **Sapphire (Square)** and **Sapphire (Pear)** on top of a pile of gold within this chest. After collecting your booty, head into the adjacent room. You'll find a Green Herb in an open chest, some ammunition in a jar, and a **Ruby (Pear)** in the grasp of a skeleton in a standing sarcophagus. Head back out into the corridor hereafter. Heading forward, you'll come to the other side of the bridge where your partner was earlier stranded. Head to the right from here, where yet *another* large stone treasure chest sits. Once the partners open it, however, they'll find that it springs open a trap door underneath their feet. Be sure to pay close attention to the fall, since to land it successfully, you'll have to follow through with a button press or face certain death.



As soon as you land, draw your gun and get ready for a prolonged battle in close quarters. You're in a plus sign-shaped location, directly in the center of it. Running down one path will allow you to continue with your mission, but first, you're going to want to make absolutely sure you deal with the heavy contingent of enemies that come here to greet you *and* grab the valuable treasures around you as well. Begin by calling your partner to your side and running down into one of the three dead-end corridors nearby. With your back against the wall, chances are you won't be flanked, so all enemies in the area will need to come at you from the front. Amongst the thick contingent of Majini, you'll also be dealing with pesky Bui Kichwa. Also keep in mind that a handful of downed Majini will turn into Cephalo, so if you have Flash Grenades on you, now's the time to use them. The good news is that when this huge enemy force is downed, you'll be able to grab the numerous goods they've dropped. You'll also be able to help yourself to the goods from the three treasure chests at the end of each dead end before proceeding down the fourth path. You'll find a **Ruby (Trilliant)**, **Sapphire (Trilliant)**, and **Emerald (Trilliant)** to add to your horde of treasure.



With treasure in hand, head down the only pathway that will allow you to continue with your mission. This will bring you to a wide open room full of hostile enemies. If you act swiftly, you can break out your sniper rifle and initiate hostilities with your foes before they even know you're there. Aim for headshots (of course) for the cleanest kills, and focus on the bow-wielding enemies before their defensively-postured friends, equipped with shields. That way, you eliminate the threat of ranged attacks right off the bat. You'll only be able to get a shot or two off before your enemies realize you're there. This won't only spring into action the foes around you that you've yet struck, but it will also encourage movement from behind the scenes. In other words, the enemy force already there will be supplemented with reinforcements almost immediately. Keep that sniper rifle rocking, blasting through enemy heads. Shielded enemies can easily be killed by waiting for them to turn their backs. Remember that any enemy you aren't able to eliminate will jump up and greet you up close and personal. Switch to your pistol when this happens to nullify the remainders.



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Chapter 4-1 (Continued)

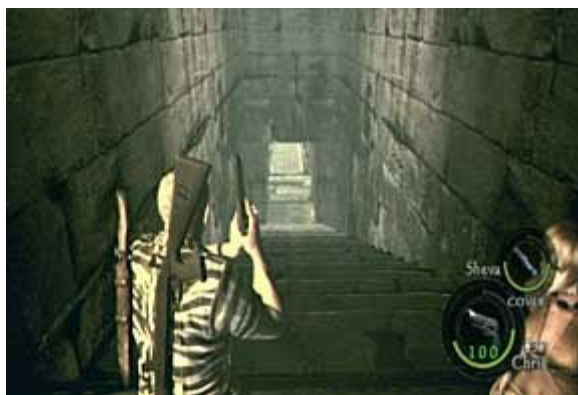
After killing all of the enemies in your current location, and after procuring the third and final emblem located on this mission, you're free to explore this wide open room. When you reach the far end of the room, explosive, fiery spiked balls will show up and begin rolling all over the place, bulldozing the item-filled jars all over the floor. These are the only hazards in the room, and are surprisingly easy to dodge so long as you keep an eye on all sides of you moving around. Grab all of the gold and ammunition that were once located in those jars, as this is an *awesome* area to refill lost ammunition (and then some). Then, examine the mechanism in the middle of the room. Once twisted around by you and your partner, you'll be able to run through a door on the far end of the room in order to proceed. Make haste, though! The door will be quick in closing, which will force you to reexamine the mechanism and try again.



BSAA Emblem #21 - As soon as you arrive in this area, before you do anything, you should first seek out the third and final emblem located here on Chapter 4-1. From the entrance into this gigantic chamber head rightward and seek out a rubble-strewn pathway leading leftward over the gap. Once over the makeshift bridge, go left again and look into the distance. You should see a statue in the distance with a green hue surrounding it. This is one of the puzzle-centric statues in the area that we'll be utilizing shortly. However, from here, you can also see an emblem hanging well above the statue. Use your pistol or, better yet, your sniper rifle to destroy said emblem.



Once through the door, things will be quiet for a brief moment. Head forward and drop down to the pathway below, and then begin walking along the seemingly-linear pathway. When you do, the pair of adventurers will trigger a switch that will force statues behind them to begin falling on top of them. Follow the various on-screen prompts to ensure that you make it by running and jumping where necessary. As long as you're quick to follow through with on-screen prompts that appear, you shouldn't have any issue getting through this lengthy quicktime event. When all's said and done, you'll be confronted with a door that's locked. You and your partner should examine the two pulleys on either side of the door to lift it open. Then, head down a staircase beyond it to reach another wide open room.



There are no enemies to be found for a little while, which is good, since you can concentrate on collecting treasures and items and, more importantly, figure out the puzzle before you. Yes indeed, this room is one large puzzle. But before we solve it, let's stock up on some goods. Head rightward from the door and follow the pathway all around to some dead ends littered with debris. You can find some items hidden in jars. If you backtrack to the entrance, go right again and quickly jump across to an isolated platform ahead, you can follow this otherwise-isolated path to find even more items. Ultimately, however, you're going to want to head down some stairs into the ruins. Head forward until you can't anymore, and then swing leftward. You'll see one pulley on a statue in the corner -- you or your partner will have to run around to the other side of the debris via a lengthy route near the stairs to reach the other. Once pulled, the staircase you descended do get down here will disappear, and another staircase will reach upwards to the right.

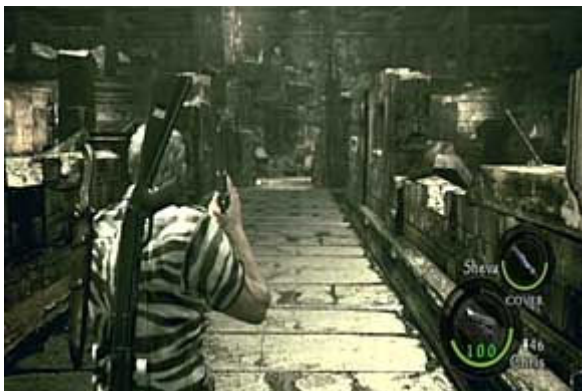


This next staircase, obviously, is our next goal, since the statue equipped with two pulleys on either side of it are clearly beckoning for a pulling. But first, explore the debris-littered area surrounding the first statue. First and foremost, you can find a **Sapphire (Square)** when the statue retracts into the wall. Nearby, in a glowing silver suitcase, you can also find a **Grenade Launcher**, a weapon you surely don't want to miss. After grabbing those goods, head up the new staircase. Before employing the pulleys on the statue, however, head leftward around the bend and jump across to another isolated platform. The treasure chest on this platform contains an **Idol (Gold)**. After grabbing that, backtrack to the second statue and pull the pulleys to make more staircases disappear and reappear. This statue will retract into the wall just like the last one, leaving behind an **Emerald (Square)** for you to acquire.



Chapter 4-1 (Continued)

After pulling these pulleys, you'll find that when you turn around to head back down the staircase, the staircase will have disappeared. Instead, you now have a bridge gapping where the staircase used to be. Go forward along this newfound bridge and then swing rightward back towards the doorway we used to get into this area in the first place. This will *finally* catalyze an enemy appearance, and you'll have to deal with roughly a dozen Majini that show up with various weaponry. Prioritize bow-wielding foes and enemies armed with spears, since they are capable of doing the most damage collectively. Then, concentrate on all of the remaining stragglers. Remember that using a sniper rifle on enemies far off is a great and effective way to take care of business easily.



After re-traversing some already-tread areas to find any items the downed enemies might have left behind, you'll want to head rightward from the entrance into the area, and then go forward. A staircase will now have appeared here that leads downward. Take the stairs downward, and then find another new staircase, this one leading upward. There's another statue here with a pulley system to exploit in the same way we used the other ones earlier. But first, be sure to seek out the nearby treasure chest full of Flash Rounds for your new Grenade Launcher. Once you have those, execute your move on the pulleys and watch as, once again, bridges and staircases restructure themselves yet again. Grab the **Topaz (Square)** from the gap left by the retracted statue before continuing.



Now it's time to get to the last of the pulleys in the area and finally get out of dodge (damn this chapter's long, isn't it?) Head back down to the ground floor, where you'll have two areas to explore. With your back facing the way you came, you can either head rightward or leftward. First, head to the right. There's nothing integral to acquire here, but there are plenty of jars to smash open, where some new items can be procured. Once you're satisfied you've found everything there, you can then backtrack to the area on your left. Here, there's a statue with a lone pulley. The statue above you on the catwalk surrounding this area also has a pulley. Grab the pulley on the ground floor and your partner will scamper up to the second floor to grab the other pulley automatically.



Once both pulleys are... pulled... you'll be assaulted by a group of perhaps ten enemies of varying strengths and with various equipment. Since they'll be on you quickly and be accompanied by ever-pesky Bui Kichwa, consider using a shotgun here to make quick work of all of your enemies (though you shouldn't go too crazy -- shotgun ammunition is always at a premium). Once you've dealt with all of those foes, clean up all of the various goods they dropped, and then head into the final area with another statue. Before you do this, however, be sure to examine the recesses of both statues earlier examined. Since they've gone into the wall like every other statue here, there are *two* treasures to be found before proceeding. A **Ruby (Pear)** and **Sapphire (Pear)** can be acquired in this way. This statue, bright with a red hue, will again necessitate both partners, and it will once again reveal another treasure (a **Ruby (Oval)**) once the pulleys are employed. But when you back away from the statue, you'll have your hands full with a quick boss fight.



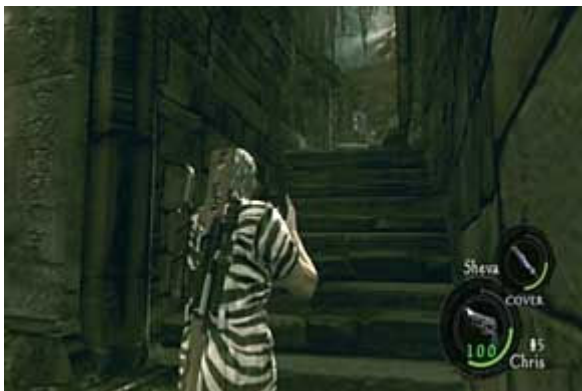
Remember this guy? You laid waste to him earlier in the game, or so you thought. Believe it or not, a similar technique should be employed here, and you'll want to stick to this technique so you can get the extremely rare gem from this foe once he's killed. If you *don't* follow through and kill him all the way (and instead attempt an escape), expect to miss this treasure. And unfortunately, it's the only place to get it. So, if you're weak, run away and avoid the fight completely. Otherwise, employ similar tactics here as you did when you battled it earlier to get the creature to flip over. Whether you use Proximity Mines, grenades or your newfound Grenade Launcher is up to you, but rest assured that once it's flipped over, a half-dozen shots or so from your well-upgraded M3 shotgun will do it in frighteningly quick. Grab the **Soul Gem** from the downed enemy once he's dead, and then head up the stairs to finish this unforgiving chapter.



«	Part One	Part Two	Part Three	»
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Chapter 4-2

As usual, this chapter will begin quietly enough. Head forward and up the stairs, deviating to your left immediately only to grab the goods from the two jars you see there. As you proceed even further up the stairs, the staircase will turn into a debris-filled corridor leading forward. As you can easily see, this is an extremely vast area that has one single puzzle for you to solve. When you get close to the door with the three circles in it, a cutscene will pan the camera back and show you the area in its entirety. Not only is that door your conduit to salvation in this area, but there are sun-concentrated lasers that can easily fry you and/or your partner in a single strike. Thankfully, the power of these lasers aren't lost on your adversaries, either.



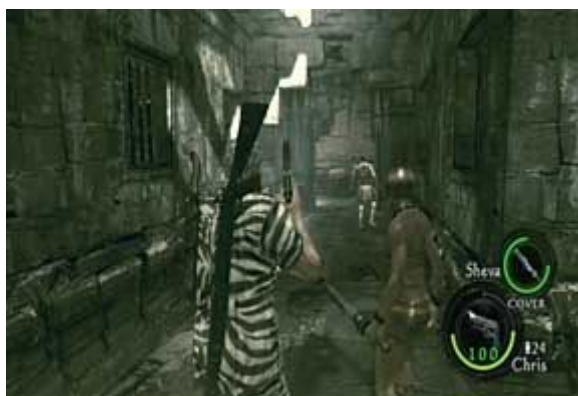
The idea is to find three emblems that will open up the door in front of you, and naturally these emblems are locked away in rooms to the side of this giant chamber, well-guarded by sunlight-driven lasers. Let's start by moving towards the left (if you're facing the locked doorway), where we can find the first of three emblems. Head to the left corridor guarded by a laser. Wait for the laser to pass through, then quickly duck towards the left side of the corridor. Walk to the dead end to find some items in a couple of vases, and then backtrack to the actual large room on the left. When you arrive, you'll see some foes in the distance guarding a torch-lit altar.



Since you're far away from these enemies, you can easily get the jump on them with the sniper rifle before they even know you're present. In fact, if you're extra slick with the sniper rifle, you should be able to fell a predominant number of enemies from afar before they're ever able to reach you. Then, when they get close enough that they are a danger, simply switch over to your pistol or shotgun and extinguish any residuals. With those foes slain, you can storm the altar they were guarding, where some items can be found in addition to the **Sea Emblem** you're here for. Grabbing that precious item will cause reinforcements to come through from the room's entrance, so employ similar techniques that were used when you gained access to this room in the first place, starting with your sniper rifle and felling enemies at close range with a pistol or shotgun. Be extra weary of their robust leader, who is quite strong, but who will drop a **Blue Enigma** treasure once downed.



With the Sea Emblem in hand, backtrack to the sealed door and place the emblem in the door, as this will catalyze a much-needed checkpoint. Now, let's chase the next emblem. This one is located on the right side of the area if you're facing the sealed door. Getting to the destination we're seeking out is a little more difficult, however, because the pathway exposed to the laser is much lengthier. Thankfully, once you reach this pathway, you'll notice that there are little alcoves where you and your teammate can easily hide as you move forward. In fact, as you head forward and bear rightward at the very top of the pathway, you'll notice that you're not bearing rightward into another alcove, but rather the pathway we'll use to proceed into the next room, where the next emblem is located.



«	Part One	Part Two	Part Three	»
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Chapter 4-2 (Continued)

Getting through this hallway rife with enemies isn't easy, but since you're in such close quarters with your adversaries, you may very well decide that you want to use explosives or other high-powered weapons here to exterminate your foes quickly and easily. Remember that enemies here may turn into Cephalo, so if that happens, wield your powerful weapons (or a Flash Grenade) to do them in easily. The room they were guarding is ornate, but surprisingly sparsely guarded compared to the pathway, though you will be flanked by enemies from behind here, so watch your back. Also, as you walk up the stairs towards the altar holding the emblem here, be sure to turn around and take out the archer(s) behind you, who will easily stymie your advances. When the enemy threat is quelled here, move forward to the emblem and claim the **Earth Emblem** there.



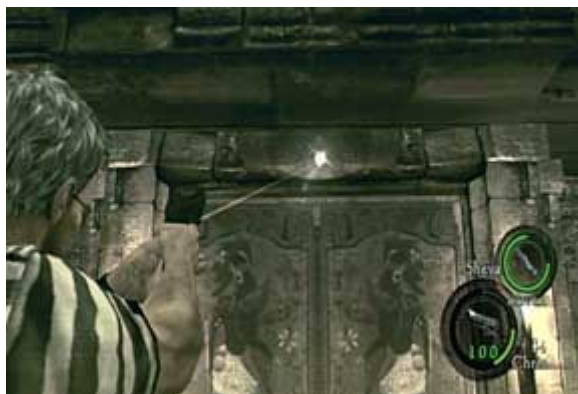
With the Earth Emblem in hand, you can indeed backtrack to the door to place it in the door and earn a checkpoint. But there's an easier way, especially since there's yet a rogue emblem out there that we still need to find. Backtrack down the staircase, but instead of rejoining the earlier-traversed pathway that was chock-full of enemies, run up the other staircase to reach an entirely new, yet-unexplored area. The pathway you come across is again full of laser-y danger, so wait for the laser to run its course, and then dash rightward, using alcoves if necessary. When you reach a bridge heading leftward, you're on the right track. In fact, if this is your first time visiting the area, then a checkpoint should take route here. Study the three lasers that rush around this platform and time your movements accordingly. Midway down this pathway, you should find an alcove with a Green Herb in it. This alcove has stairs leading down to a pathway, but this is the route we'll take back to the emblem-sealed door. Ignore it for now.



Instead, continue down to the far end of the pathway and look for a broken bridge that will require an assist jump. Send your partner flying over the chasm, and then break out your sniper rifle so you can cover him/her from afar, as enemies will come out of the woodwork in an attempt to stop your advance. Your partner should automatically acquire the **Sky Emblem**, the final of three emblems we'll need to proceed. Unfortunately, even though your partner can make his or her way back to you without the use of the broken bridge, enemies will pursue if you haven't killed them from afar. Thankfully, with the exception of a substantial Majini foe (the kind that drop a **Blue Enigma**), these are all basic, run-of-the-mill foes that should be nothing but cannon fodder for you at this point in the game.



Remember where we just found the Green Herb? Well, you'll want to head back to that alcove and duck down the nearby stairs to the parallel passageways beyond. Navigate these pathways carefully, being sure to dodge the lasers crisscrossing them. Then, return to the door and place the final emblem in it, which will raise it, allowing you to proceed. Climb the staircase the sealed door was guarding, and approach the large, ornate door at the top of the stairs. You'll need your partner to get through this heavy door, but be absolutely sure you shoot down the **Diamond (Trilliant)** above the door before heading on through, since this is an ultra-rare chance to get one of these valuable treasures.



This final section of this brief chapter will pit you against a few rather easy puzzles that will no doubt insult your intelligence. First, though, you have to traverse the desolate staircase leading up to the room with the first puzzle. Once you reach the gem-encrusted doorway, head on through it and you'll see the puzzle. All of the puzzles here are the same, and are based on deadly lasers that must be guided and re-guided to precise areas that will allow you to proceed. We won't say this again -- *do not touch the laser, or you will die instantaneously*. Instead, simply walk to the elevator on the far left side of the room. The mirror closest to the elevator needs to be adjusted so that the laser strikes the pedestal on the elevator instead of a random place on the wall. Well, that was easy, wasn't it?

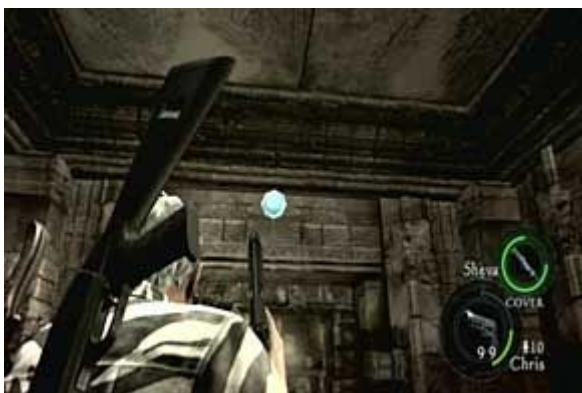


Chapter 4-2 (Continued)

Admittedly, the next puzzle steps things up a little bit. The first thing you're going to want to do here is approach both "pillars" that are blocking the flow of the laser, and knock them down. This is done simply by following the on-screen prompt that appears when you're next to each pillar. Then, you can begin to manipulate the mirrors here to focus the laser on the elevator straight ahead of where you began in the room. This is easy, too, though you'll need to be extra careful to dodge touching the deadly laser beams. Refocus the peripheral mirrors here so that they're facing the center of the room. This will successfully reflect the laser all the way from its source to the elevator, as desired. Again, another easy puzzle down. Take the newly-unlocked elevator down to the next floor. (Keep in mind that your partner will automatically grab a **Ruby (Pear)** in here.)



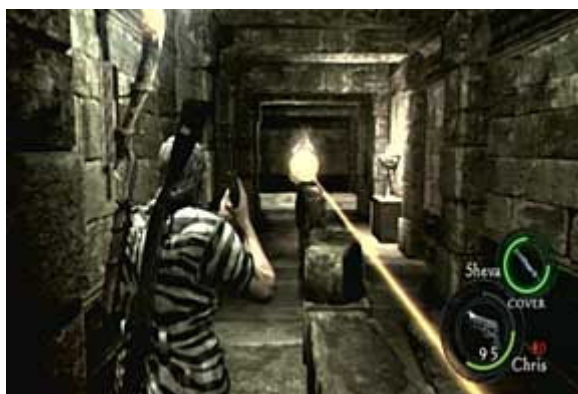
BSAA Emblem #22 - Before you do a single, solitary thing here, take the time to find and destroy the chapter's lone BSAA Emblem. Thankfully, this one is exceedingly easy to find. From the elevator that you took into this room, run straight across the room to the door there (there should be a treasure chest nearby; ignore it for the time being). Run into this small room, and some Bui Kichwa will come out of the ground and attack you. Dispatch these simplistic foes and then walk towards the hanging dead corpse in front of you. Turn around and face the door hereafter. You should see this emblem hanging above the doorway. Since it's so close and so obvious, this should be a simple emblem to destroy.



Now that we have the emblem in hand, let's take care of this puzzle, which is certainly the most complicated of the bunch (though that's not saying much). Do the following to get through. Shift the two mirrors on either side of the door where the emblem was found, which will let the laser careen around the room. Then, shift the final untouched mirror so that the laser strikes the open mouth of the skeleton statue. This will open all doors, giving you access to plenty of treasure (and ultimately, the final mirror that the laser must ultimately strike so we can leave). Grab the money you find, and be sure to strike both animal skulls hanging on the wall in one of the open chambers (the one with all of the money within) to procure a **Ruby (Pear)** and a **Sapphire (Pear)**. An **Idol (Gold)** can also be found in that same room. In the other room? A **Beetle (Gold)**, and little else.

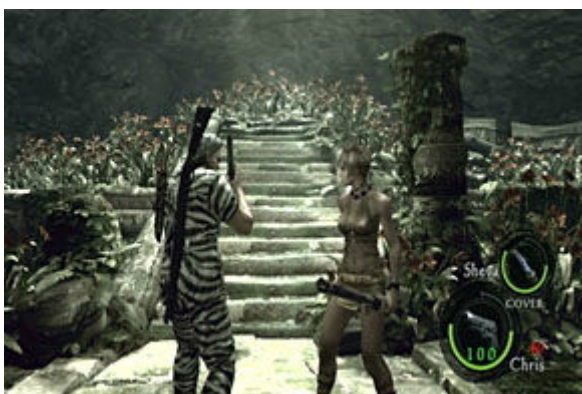


Now, shift the mirror closest to the room with the final mirror within. This will break the laser, allowing you to enter the center of the room without being struck by the laser, and thereby finding yourself killed. Shift the laser in the center of the room so that it faces the room on your left with the final mirror, and then put the mirror you earlier shifted back to its original position (the one you moved so you could gain access to the center of the room). This should do the trick as far as sending the laser down the lengthy corridor to the final elevator. Once you get on this elevator, you're just about in the clear. Simply head forward to the large chamber ahead, and the chapter will end.



Chapter 5-1

This chapter begins in a sort of creepy, eerie fashion. There are no enemies around you, but there are these mysterious flowers growing all over the area. Walk up to them and examine them -- there's certainly something going on with the flora here. As you explore the area completely vacant of any enemy presence, you'll realize that this is some sort of TriCell/Umbrella collaboration. But with little else to see or do here, you'll ultimately want to seek out a small metal bridge that gaps a small chasm. Beyond is a concrete tunnel that leads to a red door. Head to this red door and go on through it to proceed with the chapter.



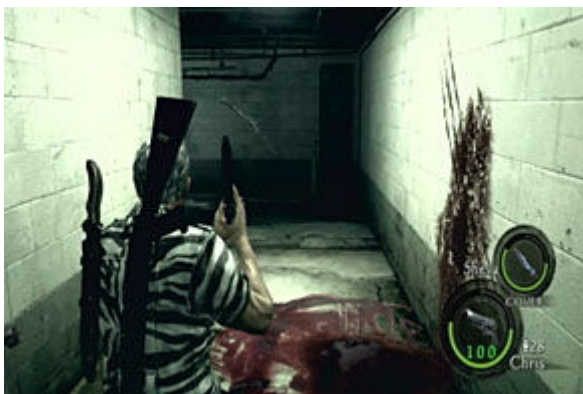
BSAA Emblem #23 - But *before* going through that red door, you may want to take a quick opportunity to strike and destroy the lone BSAA Emblem found on this chapter. Remember that small, innocuous metal bridge we mentioned above? This is the bridge on the far side of the starting point that leads to a large concrete tunnel and, ultimately, a red door that's used to proceed. Well this metal bridge is the key. Instead of walking over it, walk around the circular area so that you can view the side of it (it appears only one side, the right side facing forward, is effective in this regard). You'll see this emblem rather obviously sitting underneath the bridge, waiting to be obliterated with a bullet.



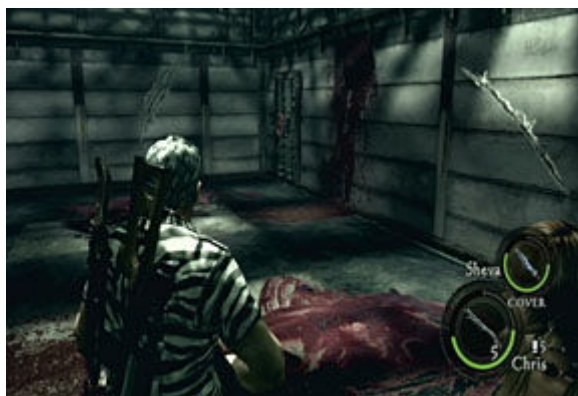
For the time being, you still won't encounter any enemies. Begin heading forward down this new hallway, and bear left into the first room you encounter. In here, you'll be able to read some documents and, more importantly, grab plenty of ammunition (and even a grenade). With those goods in hands, backtrack to the corridor and continue heading northward. You'll reach another door when you do, which you should head through (after grabbing the Green Herb nearby). You'll see more flowers in hydroponic chambers within this room. There are some scattered items and more documents to read (including on a computer), but it's the far door leading out of this flower-filled room that will allow you to continue with your mission.



This bloody corridor with scratch marks on the wall will likely give away the fact that you're going to be running into some pretty nasty foes shortly. But again, for the time being at least, all is quiet. The corridor is completely linear, so follow it (striking the box en route to grab the goods from it) and head to the sealed door. Follow the on-screen prompt to unlock it, and head to the room beyond. This room is chock full of blood and more scratch marks, so you know you're getting close. Use the lever on the nearby wall to activate the lifting of blast doors in the area, revealing glass windows that can be easily shattered by a bullet. Speaking of which, shoot the windows now exposed to your right and step through the newly-made gap to continue.

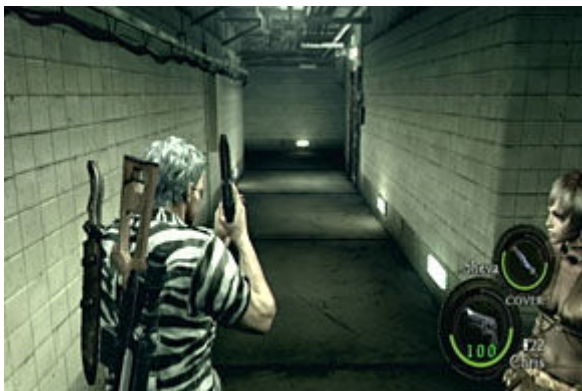


The area you stumble around from here is full of locked up, emaciated animals. There's no way to free them (nor would you want to in an area such as this), but you can kill them and put them out of their collective misery, if you so desire. In the far corner, amongst the cages, is a Green Herb you should get. As you swing leftward down another corridor from there, two of the enemies wreaking havoc in the area will finally reveal themselves. These creatures are called Licker Betas, and they are probably the most obnoxious enemies in the entire game, hands-down. A magnum-class weapon or a powerful shotgun will do the trick against these foes, but even with those weapons, they are a bona fide ammunition suck. So don't lose your cool -- simply off these dangerous creatures and be thankful there weren't more than two of them this time around. You certainly won't be so lucky during future confrontations. Be sure to grab the **Lion Heart** from one of the downed bodies!

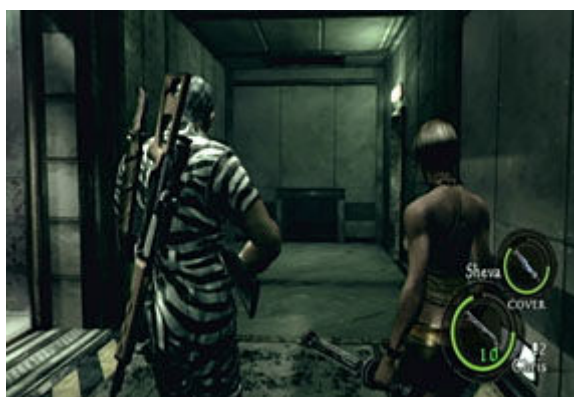


Chapter 5-1 (Continued)

To continue, head into the chamber they broke out of and use the conventional doorway out of that room. Once through the door, you'll again be out of danger, at least for the time being. Follow this linear corridor and seek out an office on your right as you head through the linear passageway. This room contains not only a Red Herb to add to your inventory, but perhaps more importantly, an **AK-74 machinegun** as well. While machineguns are all but useless in Resident Evil 5, this weapon certainly constitutes a step up for your automatic weapons, so be sure to grab it. Also be sure to open the safe in this room to be rewarded with quite a few dollars. Then, leave the room and continue along the passage until you come to a staircase, which you should take to the floor above.



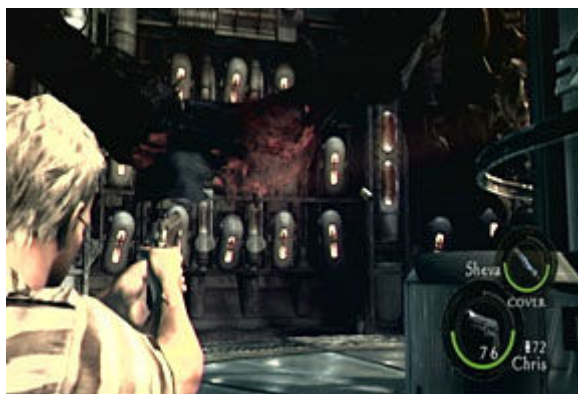
This brief corridor will present you with a simple puzzle. First, head to the lever on the left wall and activate it. *Then*, head to the door ahead and, with your partner, go on through it. This next area provides you with a bit of a conundrum. There are Licker Betas in two chambers, one on each side of this hallway. They don't have great senses, so if you're extra quiet (simply walk and holster your weapons), you can actually get through this area without having to fight them. But if you're feeling extra daring, initiate hostilities with them. You'll end up having to deal with about ten of them or so, but this is nothing a maxed out M3 shotgun can't take care of rather easily (for instance). Doing this will likely net you more ammunition in dropped items than you expended defeating the foes, and more importantly, a pair of **Lion Heart** treasures can also be grabbed. Regardless of how you choose to go about this part, head left through the door at the far end of the stunted hallway, and then go through the door on your right.



From here, it's a straight shot to an elevator that will bring you down to an area below. First, be sure to grab all of the items from the breakable crates in your vicinity. Then, hail the elevator. It will take a while to get to you, so obviously, you'll be assailed by another group of vicious enemies at this point. Licker Betas will turn the corner and begin coming towards you. Break out your sniper rifle to damage and kill as many as possible before they get too close. Then, toggle to your pistol or, preferably, your shotgun, and lay waste to more of them. When the elevator comes, you can immediately duck onto it and get out of dodge, but if you're daring, stay around and kill the stragglers. Yet another **Lion Heart** will be your reward when you do. When the elevator lets you off, grab the ammunition in front of you, and then head rightward to the large, large room there. After a cutscene, it's boss fighting time.



This boss is certainly gigantic, but he's still a pushover (and then some). You just need to know *exactly* what to do to make quick work of him. And, of course, this goes without saying, but the more powerful your weapons are, the easier this enemy is going to be. With a maxed-out M3 shotgun, for instance, this boss battle will take all of sixty seconds. This creature has two primary weaknesses -- the red, fleshy sections of his legs, near the joint, and his mouth, but only when it's open. By striking these two areas with your pistol, machinegun, shotgun, or whatever you have, the foe will eventually become weak enough that he will slink to the ground in a temporary haze. This is the time when you have to strike.

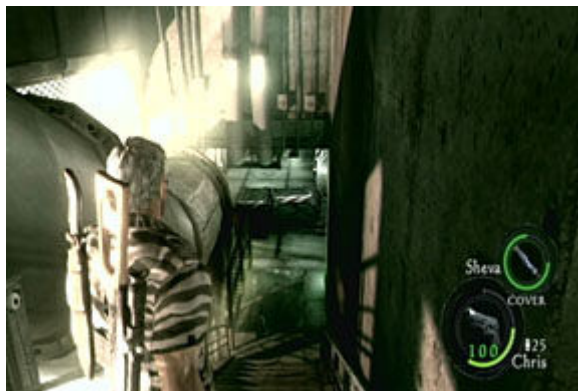


When he slams to the ground, he will do so identically, whether he's been coerced to do so by leg injuries or strikes to the mouth. His mouth will open momentarily, so run up to him and quickly follow the on-screen prompt to chuck a grenade in his mouth. A few rounds of this, and he will be no more. If you need grenades (and other items, including ammunition), the little bugs released by this foe every so often will be a welcome addition to the battle for you. But with quick work, he might not even get to dispatch his first group. If you don't have grenades, simply shoot your gun-of-choice into his mouth. It won't have quite the same power (unless you're using a magnum or other powerful weapon), but it certainly is an alternative. For the naysayers out there, our video of fighting this boss is done with the M3 Shotgun *only*. So yes, the boss can be defeated (and rather easily so) even without any grenades on hand.

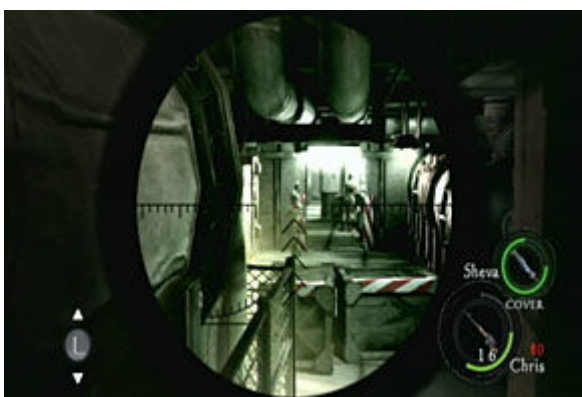


Chapter 5-2

This chapter will begin in the same location as the boss fight took place in at the end of Chapter 5-1. However, things are now considerably calmer, more well-lit, and less hectic. You'll begin the chapter facing the direction you have to go, so while you can circle back around the platform and head down the other pathway, you'll find nothing but a dead end there. Instead, continue forward in the direction you start facing, and head through the door. This will lead to a small storage area with four breakable crates to your right. Grab the goods from said crates, and then head leftward through another door. When you arrive here, you'll be introduced to a group of enemies down the stairs from you. And yes, these Majini are armed with guns. Oh joy.



You can get the jump on these enemies if you're quick and quiet. Begin to slink down the staircase towards them and stop about midway down, just when you can see all of the enemies ahead (there should be three of them, though only two might be initially visible). Break out your sniper rifle and carefully aim for a headshot at the Majini positioned closest to you. Then, go to town on his friends. If you're skilled enough with the rifle, you should be able to fell all three foes before they can react to you and return fire. If not, run ahead and storm their position. Switch out your sniper rifle in lieu of a pistol or shotgun, and eliminate the residuals. If you were wondering earlier in the game what good the cover system does against clumsy zombies, well, now you know. You'll need to keep cover in mind whenever gun-toting Majini are around. As you progress forward into the next room, two more enemies will attack, so be prepared. Keep the Stun Rod-wielding zombie at bay especially, since that's a potent weapon indeed.



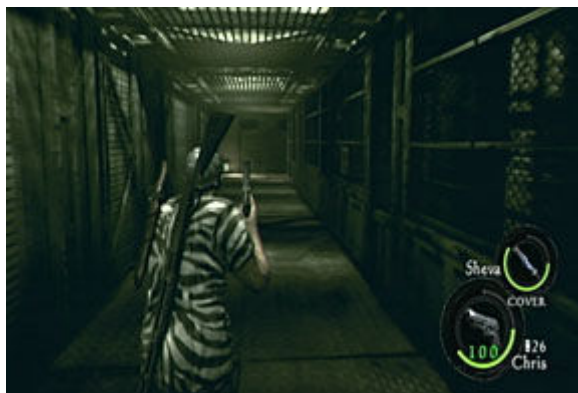
After killing the other two enemies (for five total, so far), head into the adjoining corridor. Smash the boxes to your left to grab some ammunition and other goods, and then proceed forward. Gunfire will be shelling your position ahead and to the left. Quickly move into the line of fire and seek cover. You'll have to deal with quite a few Majini here; perhaps up to a dozen. Some of them are armed with Stun Rods, but most of them are packing AK-74s. Concentrate on the former, since they are more aggressive and have, frankly, a much more powerful weapon. Then, return fire on the gun-wielding zombies, eliminating them with pistol fire (or, if you're feeling daring, sniper rifle rounds). When you've dealt with the last of the foes, the door ahead with the two green switches is the key. But make sure to explore the closet to the left. You'll be attacked by another Stun Rod-wielding foe here, but there are some boxes full of ammunition to destroy, and a Red Herb to grab as well.



Once through the door, you'll be greeted by a pathway that's a little too quiet. That's because it dumps directly into a room with about another seven or eight gun-toting thugs (and yeah, a couple with Stun Rods as well). There's no cover to use here in the traditional sense. Instead, you'll need to tuck yourself against the wall to the left of the entrance into the area. Then, follow the on-screen prompts to fire, exposing yourself only in short bursts, to minimize the amount of time enemies can successfully return fire. After defeating this initial wave of thugs, search the bottom floor for goods (including a Green Herb) and then run up the stairs. Try to sneak up the stairs and fire on the remaining three or four Majini up here. Then, grab the goods they dropped, explore the vicinity for more items in crates and the like, and head to the elevator at the far end of the room, which will bring you deep into this facility's basement.



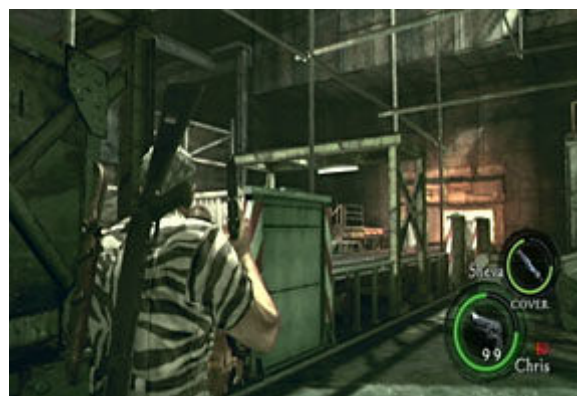
The subterranean passageway you're brought to is essentially one huge U-shaped corridor with a chain-link fence separating you from the other side (no matter which side you're on). To reach said corridor, move forward from the elevator, grab the Green Herb and other goods from the crate, and then swing leftward. As soon as you find yourself on this corridor, you'll find yourself amongst Licker Betas. In fact, even after the first, thickest wave is felled, you'll still need to deal with several smaller waves on the other side. Remember the key -- exploit their sensory weaknesses. As long as you're far enough away and don't run around or shoot your guns wantonly, you'll be able to get the jump on them each and every time. Use your sniper rifle to execute headshots from afar. If and when they get close, switch to a shotgun and do them in proper. The waves you meet on the other side of the wall will complicate the issue slightly as far as stealth is concerned, simply because they will jump out at you when you're close by. In this case, simply retreat and use similar tactics. We found *five Lion Hearts* by killing all of these Licker Betas. Your experience may differ.



«	Part One	Part Two	Part Three	»
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Chapter 5-2 (Continued)

At the end of the lengthy corridor with the Beta Licker threat, you'll find a door. Head on through, and you'll be brought to a relatively quiet (for now) industrial area. All is quiet for now, but it won't last long. Head down the metal grating to a ladder leading downward. Jump down and watch as an enemy contingent a dozen strong comes to greet you. Wielding machineguns and Stun Rods, this enemy collection is difficult to defeat for numerous reasons. This area provides for us a puzzle, but let's deal with it *after* each and every enemy in that wave is defeated. You'll know if they're defeated or not because the music will stop playing when the last foe is eliminated. Work your way around the conveyor belt, collecting goods and killing enemies as you go. Some will throw grenades and other explosives, so be sure to prioritize their deaths (along with Stun Rod-equipped thugs) before anyone else's. Thankfully, the roving boxes on the conveyor belt will provide incessant amounts of cover for you to utilize (your enemies aren't smart enough to return the favor).



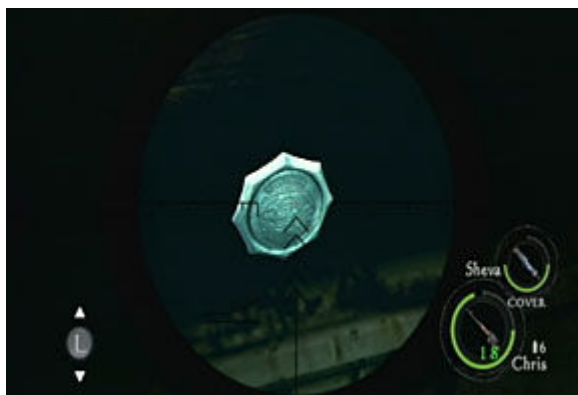
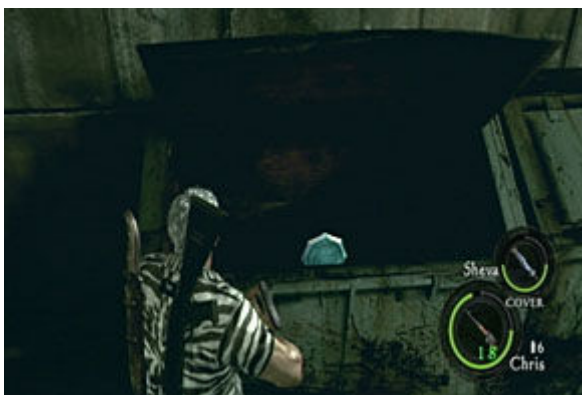
Are all of the enemies eliminated in the area? And have you grabbed all of the goods you currently have access to? Great; then we can proceed. Head to the raised platform via a staircase opposite to where you initially dropped down and catalyzed the enemy confrontation here. This will grant you access to the conveyor belt immediately before the goods enter the incinerator. Begin pressing against the tide here, using the center unmoving portion of the conveyor belt to dodge incoming boxes. Your ever-clumsy AI partner will complicate the issue, no doubt, but just worry about yourself here. When you can grab onto an otherwise-inaccessible platform to your right, do so. Use the switch there to shut down the conveyor belt before running up the stairs and busting through the door you encounter with your partner's assistance.



The scene you encounter here is even more violent and dangerous than the area surrounding the previous conveyor belt. The conveyor belt here isn't loaded with innocuous boxes. No... rather, it's loaded to the brim with explosives that will erupt in flames with a single shot. After collecting the goods to your left, jump on the conveyor belt, but only after priming your jump with some shots to the nearest explosives, thus giving you some padding heading forward as you gain your footing. Then, book it. Ignore the enemies above you and in front of you, and simply book it to the other side. When shield-toting thugs show up and enter the conveyor belt, fall back, use the explosives here to eliminate them quickly, and then run up the stairs to exit the conveyor belt posthaste. Continue to ignore enemies in your vicinity (unless you really want to kill them, at which case do so with the sniper rifle from a distance). Shut down the conveyor belt via the lever there and then run down the nearby staircase.



BSAA Emblem #24 - There's an emblem nearby, as soon as you get off of the second conveyor belt and shut the contraption down. Run down the nearby staircase next to the lever that activates/deactivates the conveyor belt, and then immediately look ahead and to your left. You'll see an open dumpster there. Peek inside the dumpster and the BSAA Emblem you seek is rather obviously sitting there. Striking and destroying it is another issue entirely, however. Your pistol won't do the trick, because Chris won't raise it high enough to aim inside the dumpster. Your sniper rifle, though? Well, that'll do the trick just fine.



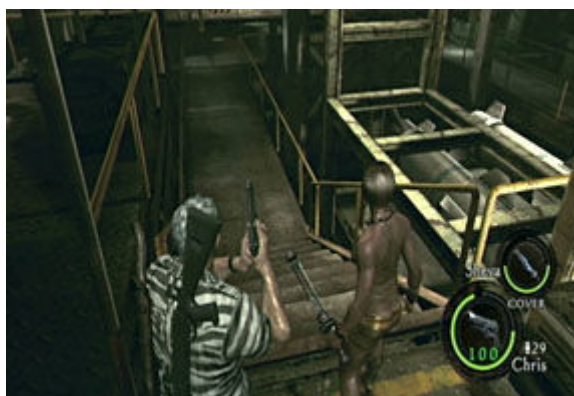
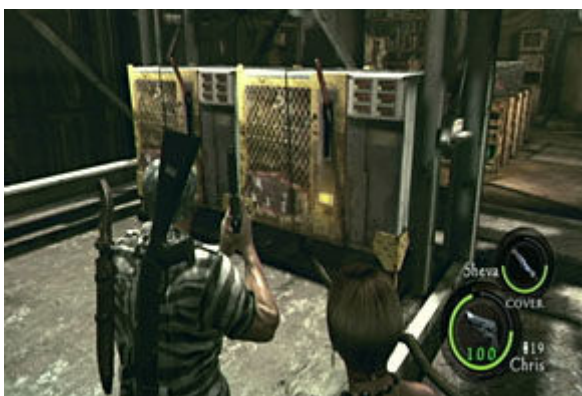
If you're excited about finding that BSAA Emblem, you'll be even more excited to learn that there's a new weapon nearby for you to procure, an **SIG 556 machinegun**. Yeah, yeah, machineguns are all but useless in this game, but you'll still want to grab it for your inventory nonetheless. After acquiring the gun, continue along the stagnated conveyor belt to your left. Climb the stairs you encounter and attempt to work the lever. You'll find out that there's no power heading towards it, so obviously, this is a situation we'll need to rectify. Don't bother going on the conveyor belt for now, since there's nothing you can yet do. Instead, work your way into the series of passageways and catwalks to your right. The going is fairly linear, and you won't run into any enemies (though you'll certainly see the preface to an enemy encounter in the near future all over a specific wall). When you run into a stock of missiles that the partners will talk about, you know you're on the right track.



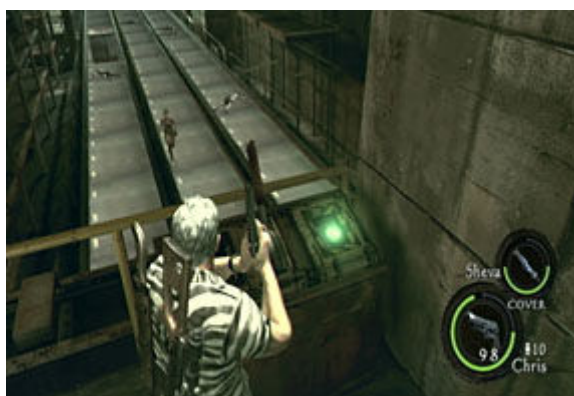
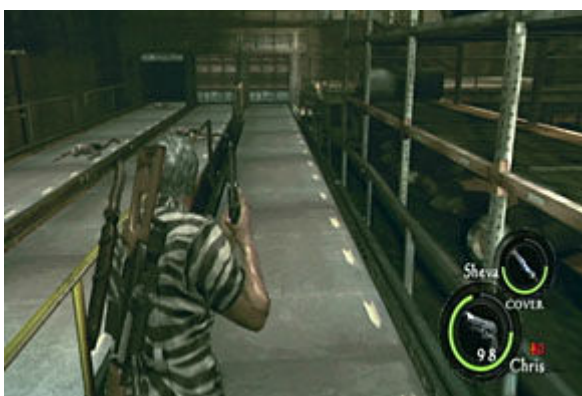
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Chapter 5-2 (Continued)

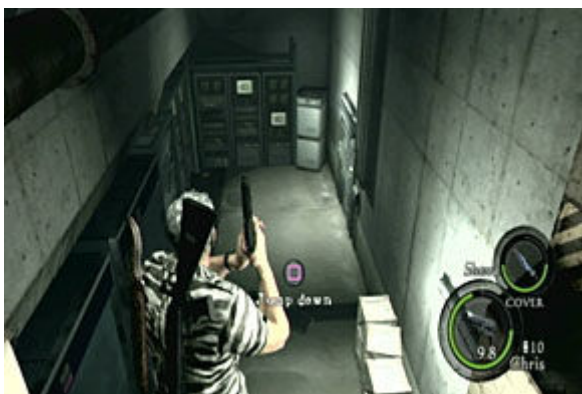
To the right of your location when you first see the missiles are a series of switches you and your partner have to flip simultaneously. Do that, and then grab the goods nearby, including the Red Herb. Once you have those items in your inventory, begin to backtrack towards the now-functioning switch, but do so cautiously. As soon as you arrive at the part of the run back with the goop and organic substance all over the left wall, you're near an enemy ambush. A dangerous, dangerous enemy ambush. Head right from here and a new enemy, a bug-like foe called a Reaper, will drop down to greet you. These enemies emit a stunning gas and can kill you rather easily in a single hit. As a result, stay far away. Pound it with fire and use explosives to chip away at its health. While it has a region of its body that's especially prone to damage, it's actually brute force that will bring it down quickest and easiest. Consider using Proximity Mines if you have to, and draw him into them. Then, once felled, grab the **Power Stone** treasure he drops and run back to the switch to flip it on.



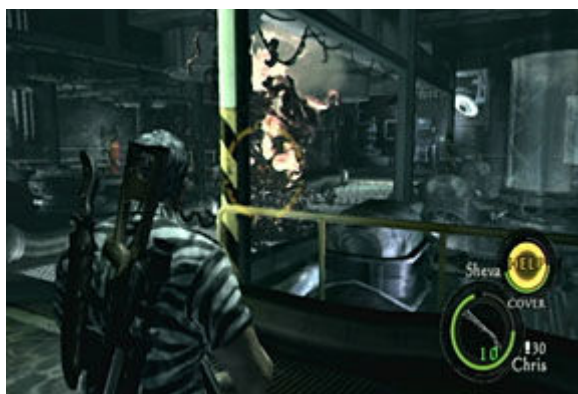
Flipping the switch will cause the conveyor belt to your left to suddenly function. Since boxes are now moving, you'll be able to run leftward on the belt towards the incinerator, and then head forward and back to the right immediately before the event horizon sucks you in (bad metaphor, I know). As you run forward towards the top of the conveyor belt, the corpses on the belt will come to life and grab you. This can be potentially harmful, but simply follow the on-screen prompts to dodge such events. Also, save your ammunition here. Don't shoot at them. When you reach the top right side of the belt, drag yourself up and climb the stairs. You've yet seen AI functions in the game function this poorly, so expect your partner to be caught on the belt for quite some time. Use the switch you find to stop the belt, keeping in mind that if your partner is still trapped due to the layout of the boxes at the time of shutdown, you can activate it again and try once more. After you're sure you've grabbed the **Dead Bride's Necklace** treasure from the conveyor belt and your partner meets back up with you, head to the nearby door that necessitates both of you to open it.



This brief run up to the boss of this mission will lead you to a dead corridor. In other words, there's nothing here of consequence as far as enemy encounters are concerned. What you can find, however, are plenty of items. After the corridor drops you down to a room below (making everything you've done up to this point inaccessible from here on out on this mission), you'll be in a room chuck full of goods. Smash the crates to your right to collect a load of ammunition. More ammo can be found along the computer terminals here. When you go through the door on your right via the dual switches, you'll encounter this mission's boss battle. Here we go!



This boss battle can be obnoxious, but when push comes to shove, it simply isn't that hard. This boss battle revolves around one thing, and one thing only -- *fire*. No, not *firepower* (though it certainly doesn't hurt). *Fire* is the key. More specifically, the conveniently-rechargeable flamethrower sitting on the wall in the location is what's vital. Unfortunately, it won't be available immediately (not until all five lights are green on the charger). So while you can begin the fight by using other flammable items in your inventory, such as Incendiary Grenades or Flame Rounds discharged from your Grenade Launcher (the latter hinted at because you find them right before this battle), we highly recommend against it. Why waste precious ammunition and grenades when you simply don't have to? No, stick with the flamethrower instead. While you wait for it to charge, run around and dodge the slow moving, wormy fiend.



There's plenty of ammunition and curative items to grab as you're dodging the foe. When the flamethrower is charged, run up to it and have your partner grab it while you toggle to your most powerful weapon, most likely a shotgun. When drenched in flames, this enemy will send out orbs at the end of tentacles. These signify his *only* weak spot, so holster your weapon until these orbs show up. When they do, aim carefully and blast away at them to damage him as much as possible before he retracts them. As long as you keep moving here, you shouldn't run into any problems as far as being damaged is concerned. However, keep in mind that the flamethrower must be manually charged, which will force you into evasive mode. If you're accurate and make the most of your shots when the enemy's weakness is exposed, however, you shouldn't have to recharge the flamethrower more than once.

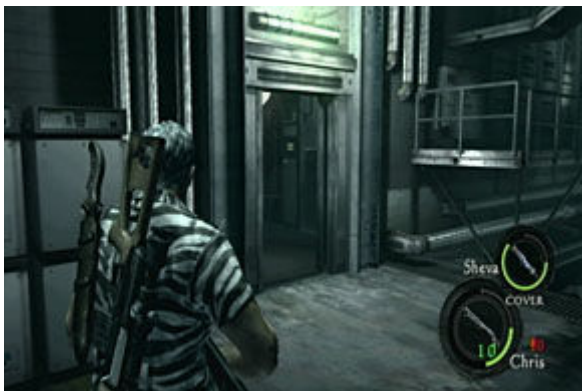


Trust us on this fight. There's no need to use your own items. Use the flamethrower and go at the exposed orbs with as much firepower as humanly possible, and this enemy will turn into an innocuous goop before very long.

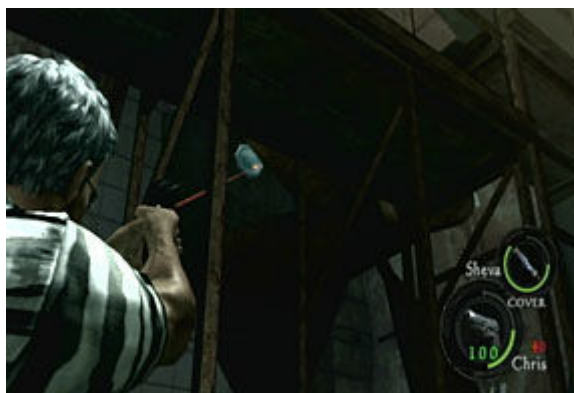
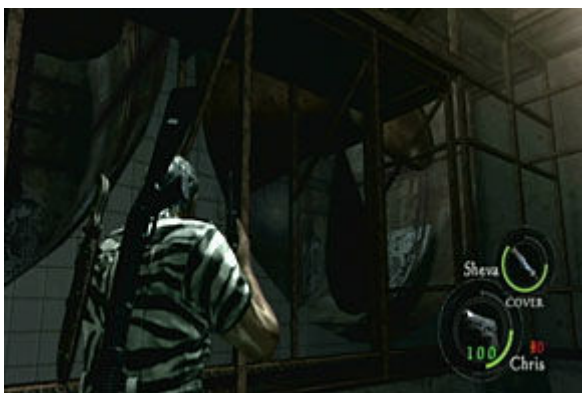
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Chapter 5-3

You'll begin this chapter in the same chamber where the boss battle on the previous chapter took place. While this room was covered with items you could grab during that boss battle at the conclusion of Chapter 5-2, any neglected items will have disappeared by now. Thus, there's no reason to explore this room. Head rightward and into the corridor there, and climb the ladder you encounter. Head forward along the hallway and continue straight, bearing to the left. This will lead to a dead end, but you can find ammunition in this room and, more importantly, a **Sapphire (Marquise)** in the safe there. With that in hand, backtrack down the hallway until you see another yet-unexplored corridor swinging out. Take this new pathway to a staircase leading upward.



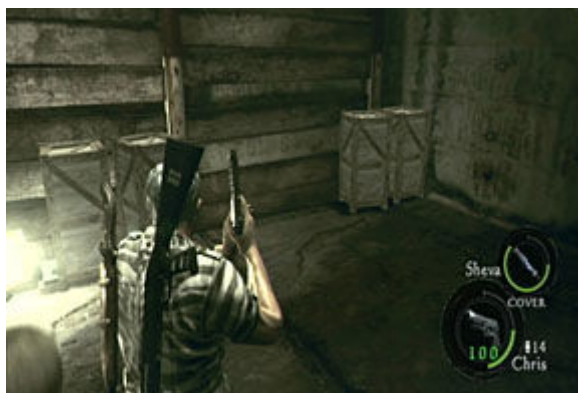
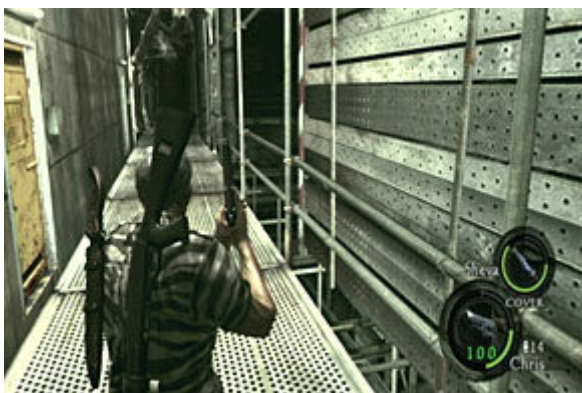
BSAA Emblem #25 - Before you run up those stairs, however, you may want to grab this, the first of three emblems found on this chapter. In fact, this emblem can be found almost immediately after beginning the chapter, so hopefully you've read ahead a bit! From the starting point of the chapter, in the room identical to the room where the boss battle during Chapter 5-2 took place, you'll be forced to bear out of the room into an adjoining corridor. As soon as you walk into the corridor, look ahead (with your back facing the previous room). You'll see two gigantic fans on the wall. Focus on the fan on your right; behind the propeller on the left side of the right fan will be the emblem, constantly appearing and then disappearing as the fan rotates. Aim carefully and shoot it when given the chance, but act quickly, because your window here is ever-brief.



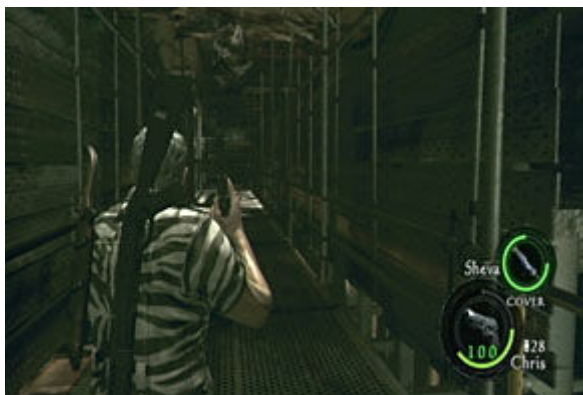
Once you've run up the stairs, grab the ammunition off of the nearby mechanism, and then head up the path to a door that will require both partners to go through. After heading through, move forward and examine the dead end on your right, since there are four crates containing valuables and ammunition that you'll want to procure before continuing. Then, head leftward. You'll ultimately reach a door at the end of this linear pathway that leads to a large catwalk. Thus begins a section of myriad enemy encounters. Immediately take cover behind the wall in front of you as two gun-wielding Majini show up on the scene. When it's safe, peek on out, preferably with your sniper rifle in hand, and lay waste to these fiends. Then, before continuing down the catwalk, head to the right (if your back is facing the direction in which you came) to smash open two item-containing boxes.



As you continue down the catwalk, you'll draw out another wave of enemies, so take cover behind the next wall and deal with the Majini just as you did with the last. Sniper rifles are best here, but what's most important is to seek cover and keep damage received to an absolute minimum. After felling the second wave, duck into a nearby room via a yellow doorway. This room is simply a storage area, but there are destroyable objects within that contain items, so be sure to grab what you can before backtracking to the catwalk to proceed. As you continue down and around the catwalk, you'll draw out more enemies, especially in the distance. Making matters more complicated, Majini wielding Stun Rods will storm your position. Prioritize the latter's deaths first, and then take out the gun-toting enemies from afar. Then, jump across the gap in the catwalk, keeping in mind that you should be grabbing all of the goods dropped by deceased zombies.



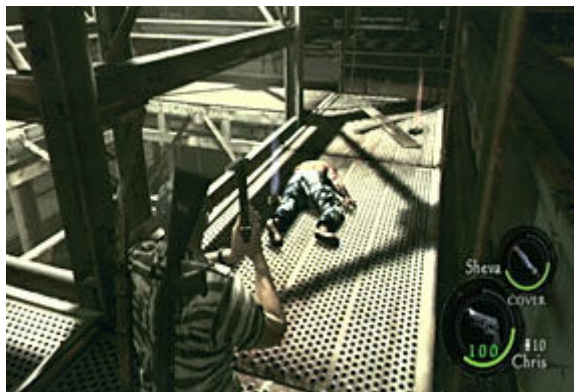
As soon as you jump across the gap and swing leftward, a dangerous Reaper will fall from the ceiling to greet you. Remember these guys? They are a huge pain; possibly the game's most dangerous enemies, simply because they can so quickly and so easily kill you with a single blow, even if you and your partner are fully healed. The best way to deal with them here is to fall back and let them chase you. If you put enough distance between you and it, you can break out your sniper rifle and do serious damage to it from afar. While we told you during your first encounter in a previous mission to deal with these guys with brute force, here, you have much more room to work with, so killing them in a more conventional fashion is totally possible. Wait for it to reveal the white section of its chest, and then hammer it with your gun of choice. This will cause the foe to stumble, revealing more white sections off of its back. Take care of those, and this enemy will be no more. Keep in mind that this may take several go-arounds for it to sustain enough damage to be killed. Either way, it'll drop a **Power Stone** once slain.



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Chapter 5-3 (Continued)

For a brief time, you'll be out of harm's way. Continue forward from where the Reaper initially confronted you, and then swing leftward. This square-shaped end of the catwalk leads to a moving platform, but the switch activating the moving platform currently has no power going to it. Let's take care of that really quick by bearing leftward into another storage closet. Within, you'll find a switch that needs to be flipped -- this will take care of the aforementioned powerless switch next to the moving platform in the previous area. You should also explore this room thoroughly for goods. Perhaps the most important item is the **H&K PSG-1 rifle** in the silver case. Make sure to grab this powerful weapon before heading back out to the moving platform. But when you arrive there, you'll be assailed by a group of enemies, *including* -- you guessed it -- another Reaper.



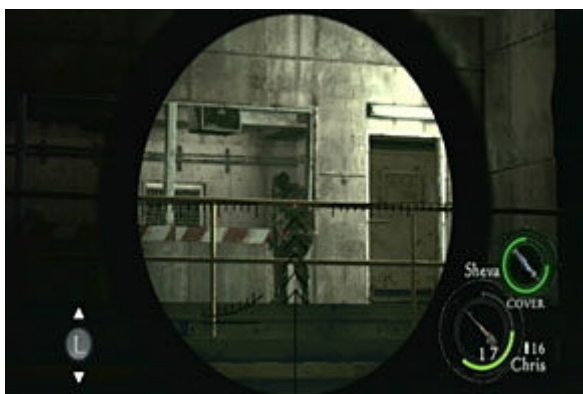
Because you're going to be inundated with enemies here, including a rather bulky Majini, you're going to want to run away, using similar tactics against this Reaper-led group of enemies that you utilized against the lone Reaper earlier. If your sniper rifle, for instance, is powerful enough, your shots should careen through multiple enemies at once, making your life much easier. As for the Reaper, deal with him identically to how you dealt with the one earlier, and be sure to grab another **Power Stone** from its dead corpse (you should also be able to grab a **Jewel Bangle** from the bulky Majini you laid waste to, as well). Then, send your partner over the gap via the moving platform, but be ready to defend your partner from afar thereafter.



Your partner, once over the chasm, will be able to flip a switch on the far side that allows the platform to come back so that you, too, can cross over. However, you'll need to take care of a few enemies before you get on the platform so that your partner doesn't find him or herself in a bind. These foes will no doubt turn into Cephalo once felled, but this is nothing you can't deal with at this point in the game. Before heading left to continue, first head rightward down the catwalk there. This will lead to a dead end, but there are some items at the dead end that will allow you to pad your inventory and purse. Then, swing leftward past the moving platform.



As you move leftward down the catwalk, a final contingent of Majini will show up to defend their turf. Amongst these foes are a couple of RPG-wielding enemies that *must* be dealt with immediately. Otherwise, you're going to have an exceptionally difficult time getting through this area. Keep moving to avoid being targeted by them as you deal with extraneous enemies. When you finally reach the booth from where all of the enemies were pouring out of, you'll need to deal with a few more foes, including another RPG-equipped thug and two shield-defended enemies that will both turn into Cephalo once "slain". Retreat to deal with these enemies effectively, and then explore the room they were guarding. You can find some random ammunition, a Green Herb, and most importantly, a **Royal Necklace**. With those goods in hand, take the adjoining corridor into the next area.



When you head through the door and enter the next area, swing forward along the linear path laid before you, collecting goods and ammunition as you go. You'll eventually reach a wide open, familiar area. This (so it appears) is where you fought a gigantic boss enemy not too long ago. As you head down the catwalk towards a staircase that leads to the circular elevator, be sure to stop off and smash the boxes you encounter to earn some rifle ammunition. You'll need as much of it as humanly possible to deal with the enemies ahead. But first, before you get on the circular elevator itself...



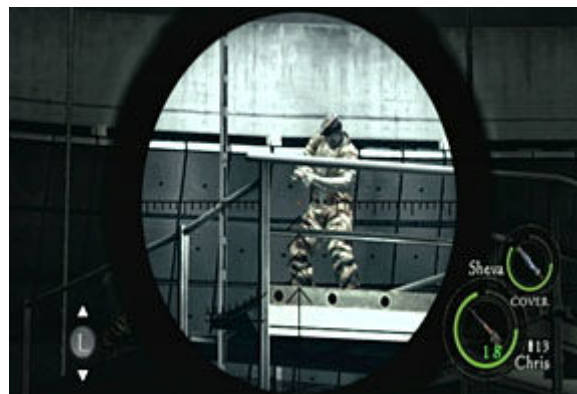
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Chapter 5-3 (Continued)

BSAA Emblem #26 - ...you'll want to destroy the second of three BSAA emblems found on this chapter. To do so, you won't want to yet step onto the elevator. Instead, stand just to the left of the elevator, so that you're still on the catwalk. Then, look around you. You're looking for a location above you on the gigantic walls surrounding the area that's markedly different than other areas. What you're looking for almost looks as if it's a control station of some sort. When you find this balcony-like area, use your sniper rifle to zoom in underneath it. The grated floor contains the emblem you seek, and though it's actually on the top of the catwalk, your rifle can still shoot through and strike it.



After you've struck the abovementioned emblem, head on the circular elevator. Use the control panel with both partners to begin sending the elevator careening upwards. Keep in mind that the elevator rotates as it heads on up, so you're going to get disoriented on your journey, no doubt. Immediately toggle to your sniper rifle, because it's the only weapon that will be even remotely effective as the elevator travels. Majini will show up in a couple of waves as you head on up to fire on you. For the most part, the gun-toting foes aren't really of issue. They're using machineguns, which have poor accuracy at such a long range. But what should (and will) concern you are the Majini in each wave that clutch a lever to slow the elevator down to a crawl. While you don't have to (and shouldn't) shoot at any other Majini, these thugs must be shot at in order for you to proceed. Unfortunately, the elevator will still be rotating, making these shots especially difficult, considering the range.



When the elevator finally reaches its apex, you'll be assailed by another group of Majini. These foes aren't exactly aggressive, but they will occupy the catwalk you need to use to get off of the elevator and into a nearby corridor. Stay on the elevator and use what cover you can to guard yourself from their incessant gun-shooting. Return fire when it's safe to thin their ranks, and then rush the remainders' positions for some easy kills. After grabbing all of the items they dropped, traverse the linear catwalk until you're finally out of this gigantic room. A nearby door will allow you to breach the next section of this chapter.



As you head down the narrow corridor, it will eventually open up into a much larger area, a place that seems to be focused on excavation of some sort. Be sure you pay close attention to your surroundings at the end of the tunnel leading into this room, because if you look at the top of the tunnel right before it ends, you'll see a **Ruby (Brilliant)** hanging out up there, which you can shoot down and subsequently acquire. Then, move into this room. For the time being, the room is completely devoid of enemies. You'll see an elevator on your left, but ignore it for now. Instead, run around grabbing what goods you can, and then approach the chasm straight ahead. A bridge normally gaps the chasm, but not until it's activated. To begin the process of activating said bridge, switch on the generator to the right of it. Then, head to the aforementioned elevator.

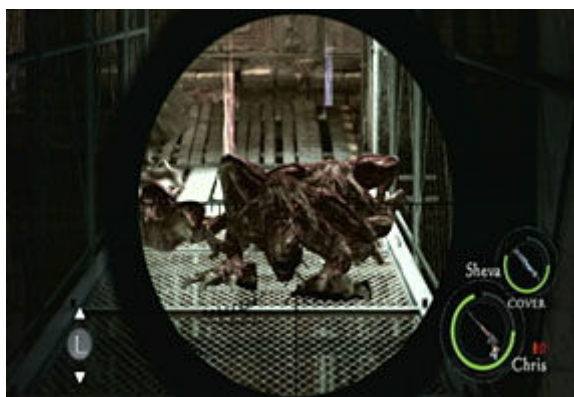


BSAA Emblem #27 - Before messing with the elevator in order to proceed to the catwalks surrounding this room, you can destroy the third and final BSAA Emblem located on this chapter. Doing so is rather simplistic, so long as you know precisely where to look. Naturally, that's where we come in. Don't hail the elevator yet. Instead, work your way around to the back side of the elevator shaft, and then look in the shaft itself. If you're on the back side of the elevator, you'll see this emblem hanging in front of and slightly below your position. Shoot it!



Chapter 5-3 (Continued)

After destroying the third and final BSAA Emblem to be found on Chapter 5-3, it's time for us to finally hail the elevator. This will grant you access to the catwalks surrounding this room, which will ultimately allow you to activate the bridge here. Since both partners can't head up, we recommend going up yourself. This will keep your partner out of harm's way. When you arrive at the catwalk, the quiet room will suddenly devolve into controlled chaos, with none other than hordes of Licker Betas showing up on the scene. These guys, as you well know by now, are bona fide pains in the ass. The first wave of them will only present you with two of them, which should be easy enough for you to handle. As you progress, a second wave of three will present themselves. Try shooting them before they climb off the walls for easy one-hit kills. And finally, as you circle around to the far catwalk, the final wave of perhaps ten or more will show up. This is when things get hectic. You'll be forced to push a large blue container across the catwalk to gain access to the locked room on the right side of the area via the roof. But it's not that easy, because you're being tailed by a brigade of Licker Betas. What to do? Well, if you're having difficulty, consider bringing Proximity Mines with you to this chapter. Then, plant them every few steps as you push the container out of the way. This will kill many of the Licker Betas in pursuit, and stymie their advance significantly.



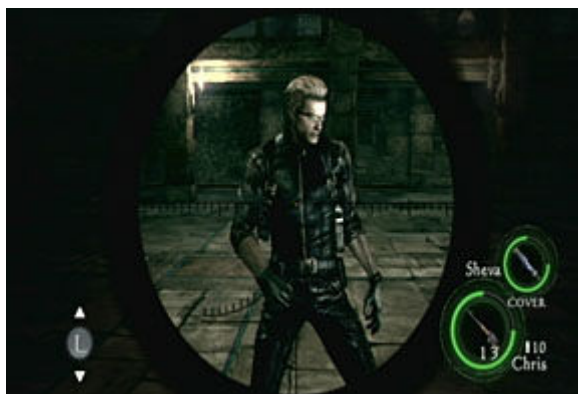
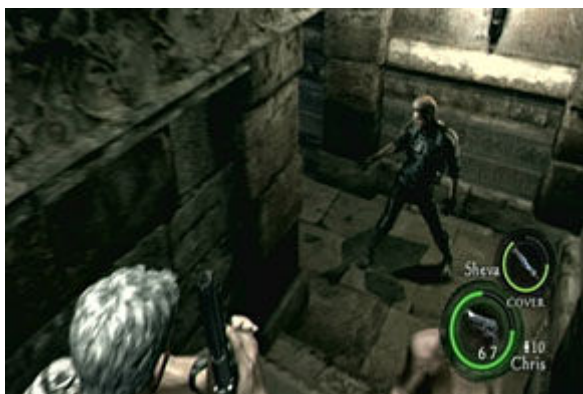
Once you've gained access to the roof, turn around and deal with any remaining Licker Betas coming your way. You *don't* want to go into the locked room with them on your tail, or you're going to be horribly contained, and likely die. Instead, take care of them now while they're still in a straight line (sniper rifle round should careen through more than one at a time, which will conserve bullets). Grab the Green Herb on the roof of the small room and then climb down the ladder into it once the enemy threat is dissolved. You can find all sorts of items in this room, including some more curative items, ammunition and even a **Chalice (Gold)** in the lockers. Activate the switch within the room hereafter, and then head out to cross the now-activated bridge. As you cross, keep an eye above and ahead of you, as there's a **Topaz (Brilliant)** hanging on the wall above the end of the bridge that you can shoot down and acquire. Then, head into the next room to activate a rather interesting boss fight. (Although you likely have more than enough by now, we acquired three more **Lion Hearts** from the Licker Betas here, as well).



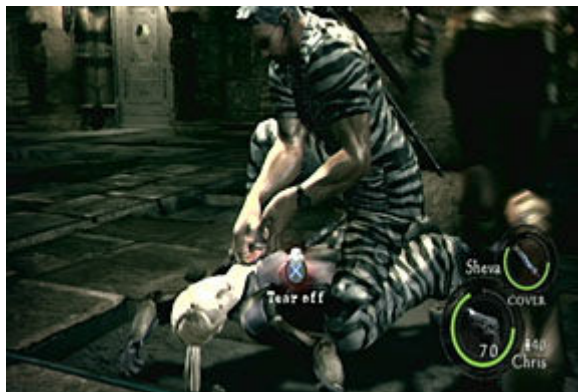
This is an interesting battle. You'll be dealing with an old, familiar friend here. In fact, you'll be dealing with *two* old, familiar friends. Wesker and, yes indeed, Jill. But Jill isn't really your adversary here. Wesker is. So, holster your fire and don't attack Jill. In fact, if your AI partner is unequipped (or equipped with only a Stun Rod), she'll take care of Jill. Just be sure to dodge Jill's machinegun bursts at the appropriate times. Then, stay in pursuit of Wesker. He'll repeat several times that he only has "seven minutes" to deal with you, and he's not kidding. This battle is extremely easy, therefore, if you want to take the easy way out. What is the easy way out? Why, just dodge his attacks and stay far, far away from him. After seven minutes, boom! All is over, and you'll move on to the second phase of the fight.



But there's more to this battle if you want to explore. Wesker, at some point during the fight, will kick you through a doorway that opens up an entire series of passageways littered with items. In fact, if you strike all of the jars you find, and if you open the concrete box you encounter (which will require your partner's cooperation), you'll find all sorts of valuable items, including (but not limited to) an **Emerald (Brilliant)**, **Sapphire (Brilliant)**, **Emerald (Oval)**, and an **L. Hawk magnum**, a powerful weapon indeed. While you can use this extra space to continue to evade him, fighting him and forcing him away before the seven minutes are up won't only net you an achievement/trophy, but it will net you a special treasure at the beginning of the second phase of the battle. Don't attempt to do this until subsequent playthroughs, however, since you don't even remotely have weapons strong enough. Instead, wait until you have a maxed-out magnum with infinite ammunition, and return here. Draw Wesker into these corridors and try to flank him, shooting him when he's not looking. As long as he doesn't see you, he won't dodge the attacks. Otherwise, he will *always* dodge the attacks.



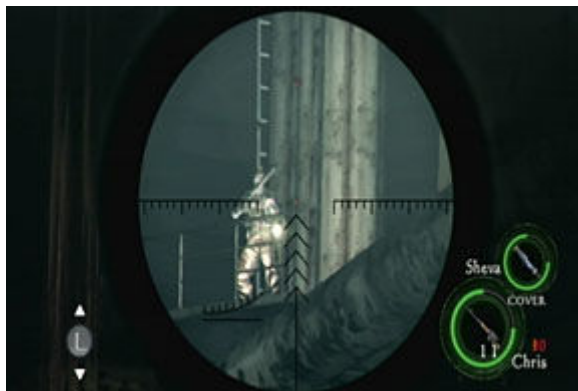
As for the second phase of the battle, this will occur either after seven minutes or, if you're skilled, after you force Wesker away. If the latter occurs, be certain you grab the **Heart of Africa** treasure from in between the two staircases before engaging Jill. Then, holster your weapons. If you shoot and kill Jill, you'll lose this battle. Instead, you need to coerce her via various means to stop the madness long enough for you to grab the gem from her chest and rip it off. You can do this in a variety of ways, but most of the techniques involve following quick-appearing on-screen prompts. When you're able to grab her (or when your partner does), be sure to follow these prompts succinctly. This will take time, but eventually, you'll be able to rip Jill's gem from her chest, snapping her out of her deep confusion. And thus, the chapter comes to a conclusion.



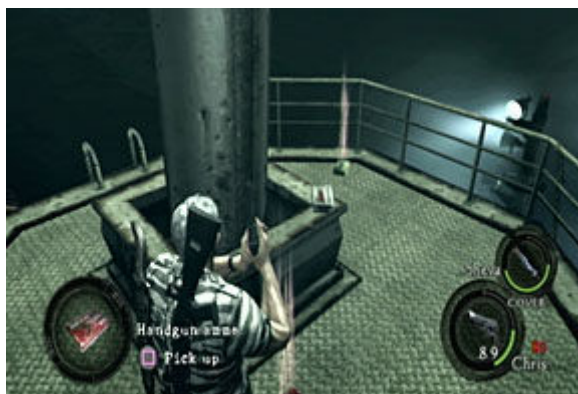
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Chapter 6-1

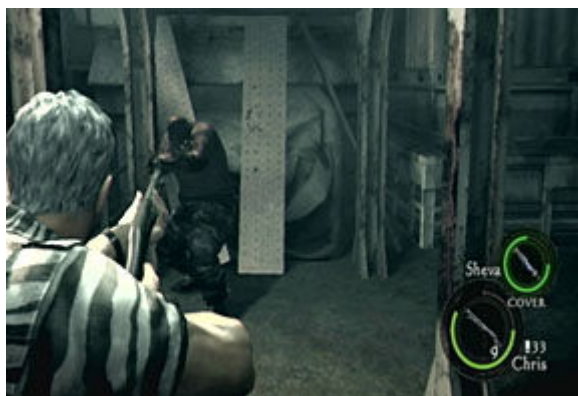
You'll begin this chapter, which takes place on a gigantic freighter, on a raised platform. Head forward and drop down to the area below. Grab the goods from the two breakable boxes in front of you and, before running up the nearby staircase to continue, toggle to your sniper rifle. There's a watchtower of sorts in front of the staircase and slightly to the right. If you don't run up the stairs willy-nilly and instead aim at and kill the two enemies on the tower (on different parts of the tower, one above the other), you'll be able to strike these two enemies before their friends nearby can react. This is important stuff, considering those guys are armed with dangerous explosives that can be dropped on you from high above, damaging you almost immediately on this lengthy, difficult chapter.



Once those two fiends are felled, run up the staircase we earlier told you to ignore. Since you just made a racket killing the two Majini on the tower, their friends will already know you're there and will likely be working their way towards your position by the time you begin climbing the stairs. These guys are armed primarily with dangerous Stun Rods, so try to take them out from afar so that you don't risk being struck by their melee attacks. When the coast is clear, run around and grab the goods dropped by deceased enemies on the corridor you find yourself on. In fact, before proceeding to the next part of the ship, be sure to climb both tiers of the aforementioned tower so that you can collect the goods dropped by the enemies there, as well.



From the far side of the tower, jump down into the next area. For a brief time, you won't be assailed by more enemies here, so you can climb up a nearby ladder to an isolated platform, where more goods can be found from within breakable crates. There is also a precious (at this point in the game) Green Herb up here. Grab those, then drop back down and work your way to the staircase on the left. At this point, a pair of enemies will appear ahead, and two Adjule (dogs) will come from behind. Since the dogs are the greater menace because of their speed, quickly turn around and take them out. Then, let the two Majini come to you, where you can fell them both easily (be prepared for one to turn into a Cephalo). Run up the stairs and across the platform they were guarding, and more dogs and Majini, including an especially-annoying obese foe, will show up. Deal with these enemies as well, backing up to give yourself room if you need to. Be sure to grab the **Jewel Bangle** dropped by the obese Majini before continuing.



Continue forward and bear to your left. You'll be assailed by a fairly rare enemy, foes called Duvalia. There's only one here. Avoid the pincer on its head (you'll need to reveal the Majini's Duvalia form by first killing its regular form), and shoot the appendage on its side to damage it. These foes can cause massive damage, so be sure to dodge its attacks at all costs. Once slain, grab the nearby Red Herb and then jump down to an area below. Head forward into the labyrinth made by the storage containers. You can't go left, as debris blocks your path, so instead, go rightward. Duck leftward to grab some goods from a crate, and then rejoin the path. You should find a mechanism to your left that can be lifted with a press of a nearby button. Press said button to lift the device so that you can continue.



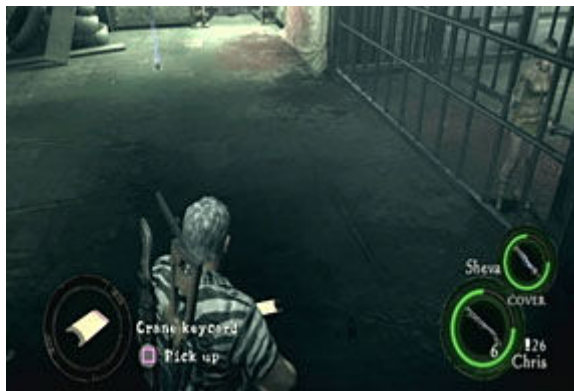
When you enter the area beyond the debris you cleared, you'll find a locked door with a computer terminal next to it to your right. There's also another object stymieing your advance, so to proceed, you'll need to climb a ladder to the right. This will bring you across a debris-filled dumpster blocking your way. To move it, you'll need both partners. Once it's out of the way, you can drop down to an area below, but this is where things start to get tricky. Your partner will automatically run straight across the area and be trapped by a cage dropped from above. Then, Majini start flowing into the area. Before you free your partner, you'll need to fend off this wave of adversaries, so drop down and engage them in battle, keeping in mind that deceased foes may turn into Cephalo or, worse yet, Duvalia. If either of these things occurs, then you'll want to make absolutely sure you take out those highly-dangerous enemies before continuing.



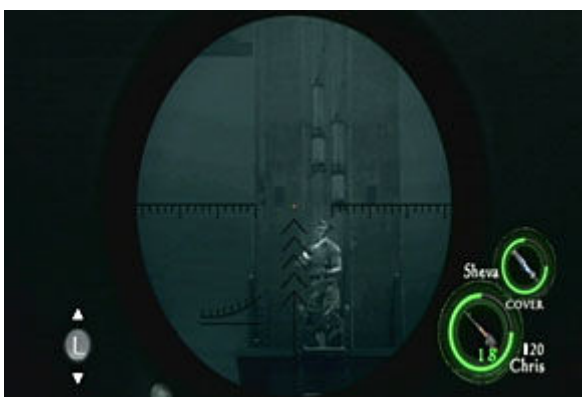
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Chapter 6-1 (Continued)

A few things to keep an eye on as this fight ensues. First of all, not all of the enemies will drop out of the container that opens up and lets most of them into the location in the first place. Some will drop down from other areas, and one will stay in the container chucking explosives into the field of play. Take out that guy as soon as humanly possible, since he is a huge nuisance. Also, keep moving around as much as you can to dodge any damage. None of these foes will be armed with firearms, which is good, but their Stun Rods and explosives can still do massive damage if they go unchecked. Thankfully, the last foe killed here will give up the Crane Keycard, which is an item we'll need to use to proceed with freeing your partner and continuing with our mission.



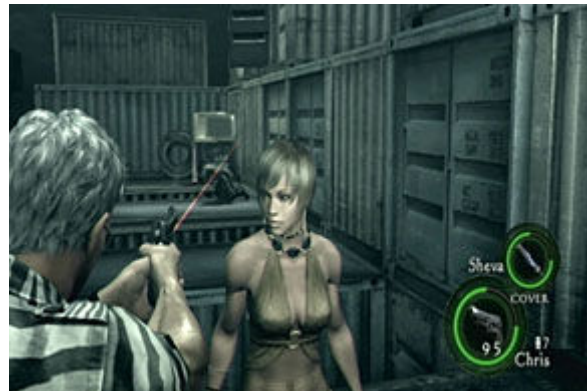
With the keycard in hand, wield your gun and shoot at the elevated green switch next to the open container, which will lift the obstruction you earlier observed. This will lead directly to the locked door we found earlier, which can now be unlocked by using your newly-found Crane Keycard. Head on through the door and up the stairs you encounter. This will lead to a lengthy pathway heading leftward towards a gigantic tower (be sure to take out the enemy on your right that appears, as well, since he'll attempt to ambush you). Wield your sniper rifle and aim ahead and above to take out the enemy (or enemies, if you can see them all) occupying the tower before you actually climb it. Then, climb on up until you can't climb up anymore, taking out any remaining foes you couldn't kill from below. Use the switch here to lift the cage surrounding your partner. Don't worry about him or her getting out of dodge, as your freed partner will quickly scurry up a nearby ladder before the vicious dogs can do any damage.



BSAA Emblem #28 - When you backtrack all the way to the area where the cage once trapped your helpless partner, you're in the vicinity of the first of three BSAA Emblems to be found on Chapter 6-1. In fact, if you find all three emblems on this chapter, you'll have found them all (if you've been following our walkthrough up to this point). Remember the elevated storage container that opens up and releases all of those enemies? Well, now that the enemies are dead and your partner is free, you have time to focus on that container without being attacked. The emblem you seek is *inside* the container, but to destroy it, you'll need to artfully chuck a grenade in there. This isn't as hard to do as it sounds, but it's certainly obscurely-hidden, nonetheless.



With your partner freed, the emblem above acquired, and with the vicious dogs that show up after your partner is freed slain, you can climb up the ladder on the far end of where the cage once was to proceed. Collect all of the goods here -- you should be able to find both a Red Herb and Green Herb here if you're in need of health. Then, with your back facing the way you came, continue forward, ignoring the first branch to your right for now. You should come across several storage containers that are staggered in their placement. This will allow you to jump from one to the next. You can thereby access the safe at the end of the containers, which contains thousands of in-game dollars. Just remember that you will be assailed by four enemies or so here when you begin jumping across, so get ready to fight! Remember that the armored enemies you've been encountering on this chapter require heavy firepower to down.



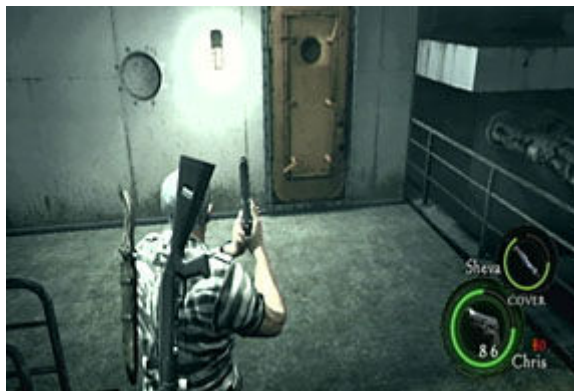
With the money in hand and that small wave of foes downed, backtrack to the section we earlier told you to ignore, near the ladder you used to climb up to this area. When you arrive, you'll see a bit of a puzzle, with two lifts that somehow need to be used for both partners to get up to the area above. However, before you worry about that, utilize your weaponry to take out the pair of obese Majini you find here, being certain that you grab two more **Jewel Bangles** that they drop once dead. Then, although we tell you to have your partner equipped with only a Stun Rod, you'll want to equip him or her with a weapon of your choosing for this time only. It's required. Once the gun is equipped on your partner, go to one of the two yellow lifts, and your partner will go to the other. Let your partner take aim at and shoot the button your lift to allow you access to the area above first. Then, return the favor so that both lifts are activated.



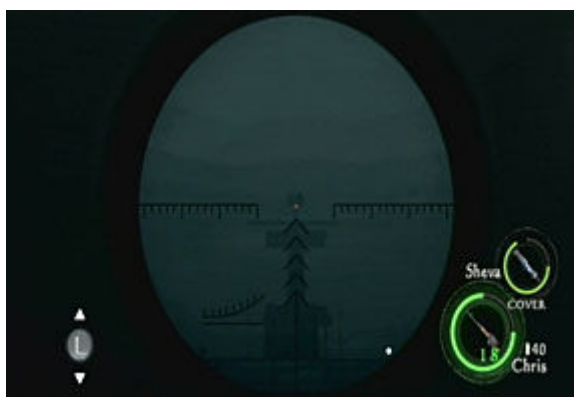
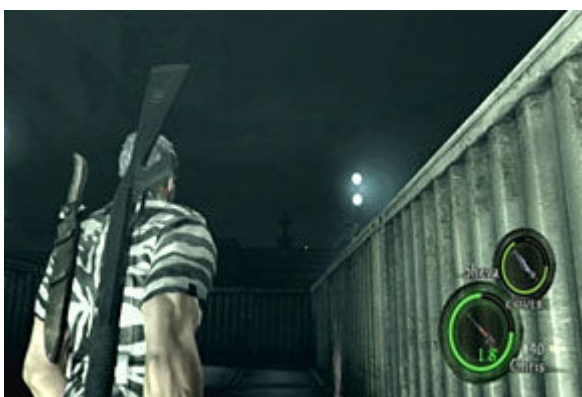
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Chapter 6-1 (Continued)

Regardless of which lift you took up, you'll want to explore both areas where the lift lets you off, since items can be found around both. Otherwise, the only enemies you'll be dealing with in this locale are dogs, which will be nothing but fodder for your weaponry at this point in the game. Nearby and to the right is a yellow doorway that leads into the ship, which will allow us to continue with and finish this chapter. But before you head into the door, there are two things you'll want to do. The first is to find a lift on the left, directly ahead of the door. Use the button to lift the obstruction and follow the pathway it was blocking. You'll find more money in a safe there. The second thing you'll want to do before heading through the door is to strike and destroy another BSAA Emblem.



BSAA Emblem #29 - To find and destroy this emblem, you'll need a sniper rifle. There's no ifs, ands or buts about it. The best place to go after this emblem is from one of the yellow lifts you used to get up to this area in the first place. More specifically, you want to get on the lift that is closer to the location of the cage that once trapped your partner. Then, turn around and face the front end of the ship, towards the yellow door you'll eventually go through to enter the ship itself (and slightly to the right). There's a mast far in the distance. This is the mast that the emblem is affixed to. With your sniper rifle, zoom in on the mast and you'll see the emblem... barely. This one takes patience to destroy, because you are at a considerable distance from it. Nonetheless, it's completely doable.



For the time being, you don't have to worry about any enemies. What you do have to worry about, once inside the ship, is finding items to pad your inventory. You can find a Green Herb and some ammunition on the shelves in the initial room you encounter once inside the ship. Then, it's all about climbing down staircases. The first set of stairs you encounter will have some items next to it. But once you enter a lengthy climb down (when the partners start conversing with each other about Wesker), you'll have nothing to find. Simply climb downwards for a while and listen to the important conversation the characters are having. At the foot of this long climb down, you can find more items and, more importantly, a **Jail Breaker shotgun**, which you'll want to add to your inventory. Then, take the adjoining corridor and go through the door, where a cutscene involving Excella will take place.



BSAA Emblem #30 - Immediately following the cutscene with Excella, you'll be able to explore the laboratory she escaped from before continuing on your way. This will allow you to grab lots of valuables, including ammunition. But the most important thing you won't want to leave without is the thirtieth and final emblem in the game, located in this very room. Finding this emblem is child's play, so long as you know precisely where to look. There are myriad glass cabinets in this room, but you're looking for a small, elevated glass cabinet that's near the ceiling of the room. In one of these cabinets, the emblem you seek is clearly visible. Remember that it'll take two bullets to take this particular emblem out. One to destroy the glass, and then another to destroy the emblem itself.



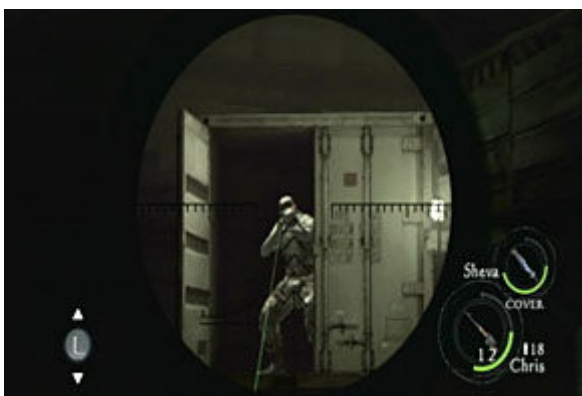
Head out of the laboratory. You'll ultimately reach a gigantic room, likely the ship's storage hold. This room is rife with enemies, but thankfully, they aren't too smart. Therefore, you should be able to wield your sniper rifle and take out two or three enemies before they even know you're there. In fact, this section seems more time sensitive than anything else, meaning that new waves of enemies appear at a certain point after entering the room regardless of how many enemies you managed to kill (or not) before reinforcements arrive on-scene. Nonetheless, staying on the catwalk directly in front of the door you entered via is a great idea, and you should remain there for most of the duration of the upcoming gunfight.



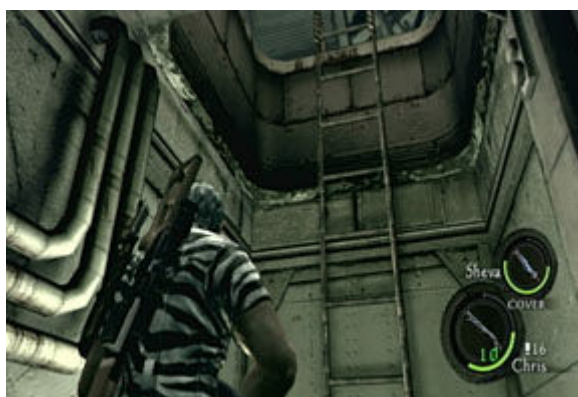
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Chapter 6-1 (Continued)

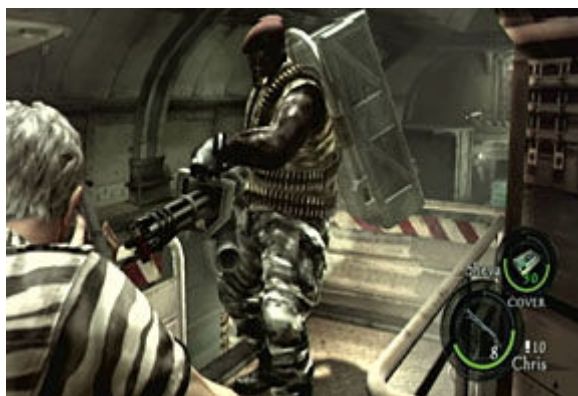
If you missed gun-toting Majini, you won't be missing them for much longer, because they make their glorious comeback here. Along with them, you'll find explosives-armed foes and enemies armed with Stun Rods. Thus, you're going to have your hands full. Stay directly in front of the door and seek cover along the railing, which will be adequate. Watch your left flank, since enemies that must melee you to damage you will try and surprise you. Clear out as many foes down below as you possibly can, keeping in mind that there are some flammable barrels to use below if you're feeling overwhelmed. As you take the catwalk to the left and jump down hereafter, more reinforcements will show up, including a couple of grenade-throwing enemies stationed where you just were, up above. Patiently deal with the rest of the enemies in the area, grabbing all of the goods they drop. Also, don't neglect to grab the Green Herb in this area, since you'll likely need it by this point.



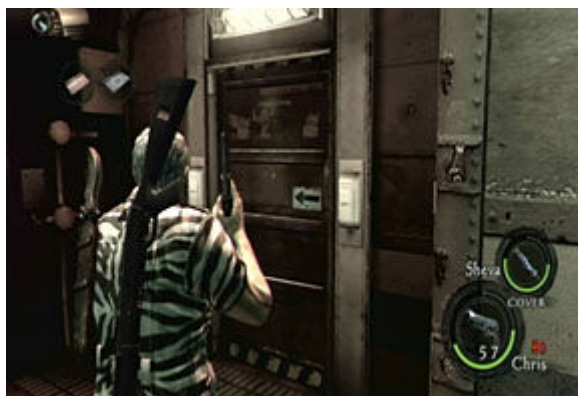
When all's clear, jump into the open hatch to proceed. You'll naturally meet more Majini down here, and they're armed with firearms like their friends above. However, you have little room to maneuver here, so it's integral to your success that you take out these enemies as soon as humanly possible. A Majini or two above likely turned into Cephalo, but down here, the last foe you kill will almost certainly turn into an even more dangerous foe, a Duvalia. As you know by now, you'll want to aim at the appendage hanging from their side. When they receive enough damage, their mouths will open. This is when you can lay the killing blow. Once all is clear down here, take the ladder upwards on the far side of the linear corridor to continue.



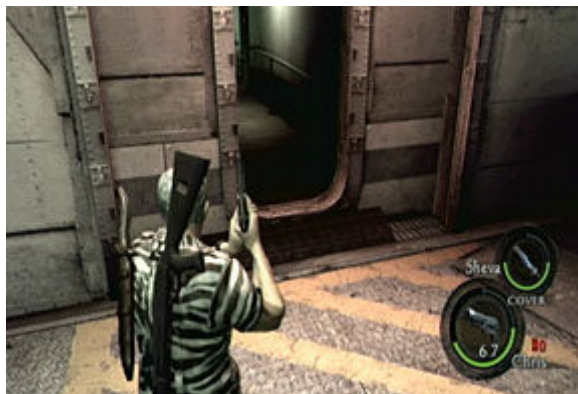
You're going to meet *quite* the daunting enemy here. The lone foe roving around this location is a gigantic Majini equipped with a humongous gatling gun attached to his back. This gun can absolutely *devastate* you and your health meter if you aren't careful, and making matters worse, this foe is a handful during your first playthrough, when you're not dealing with very powerful weapons. The main idea here is to keep moving, using every single opportunity you can to chip away at your adversary's substantial health meter. Thankfully, you have a lot of room to work with, so constantly climb up to the two catwalks in the area, drop down, and keep moving. The foe can jump up to greet you, but he can't move fast, so you can consistently flank him with constant movement. If you're extra skilled, you can try to line him up along a corner (for instance, the corner where the Green Herb is found in this area) so that he thinks he can hit you. Use your sniper rifle and zoom in on him to strike him at close range as he shoots directly into the wall.



When this enemy is downed, he'll drop Keycard A. But, as you notice, to utilize the door leading out of this area, you'll need to find an additional keycard for your partner to use simultaneously. This keycard, thankfully, doesn't necessitate killing any more Majini. Instead, simply traverse the area's catwalks until you find an isolated platform with a small safe on it. This is where Keycard B can be found. Now that you have both keycards, you can head through the door out of this area. Before you do, though, be sure to scour the room for any missed items, including ammunition, since you're likely experiencing a bit of a shortage at this point.

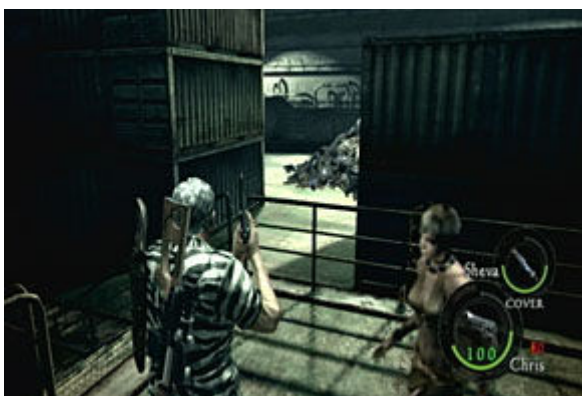


The room you stumble upon from here is the final room of this epic chapter. Here, you'll need to deal with three or four armored enemies. Making matters worse, they're all armed with RPGs. Thankfully, you have plenty of cover to work with here. Your sniper rifle is the best tool for the job, since you can aim at the vulnerable parts of their bodies from afar while remaining behind cover when they fire their rockets. If you run out of rifle ammunition, switch to the shotgun and go for some close-range fighting. Be aware that some Bui Kichwa will jump out at you as you run across this room, so be ready to extinguish a small group of them. Also, you should be able to find three **Dead Bride's Necklaces** here from downed Majini, so don't miss them. The pathway leading away from this room ultimately leads to an elevator. Once you head into the elevator, a cutscene plays and the mission concludes.

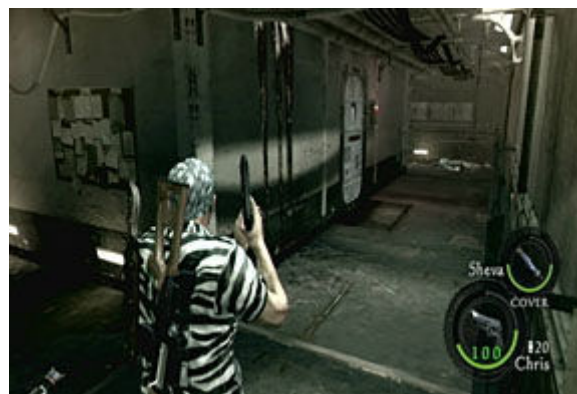
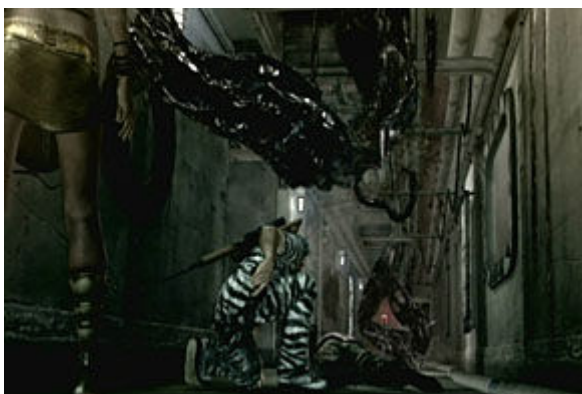


Chapter 6-2

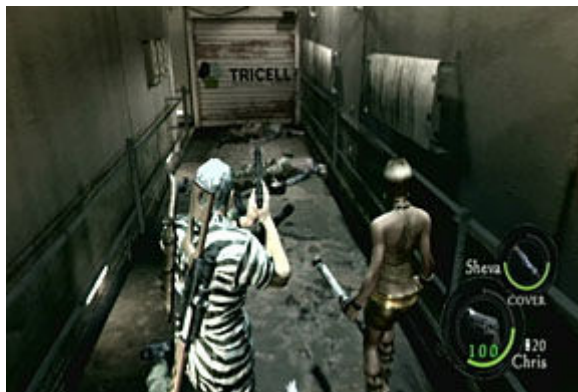
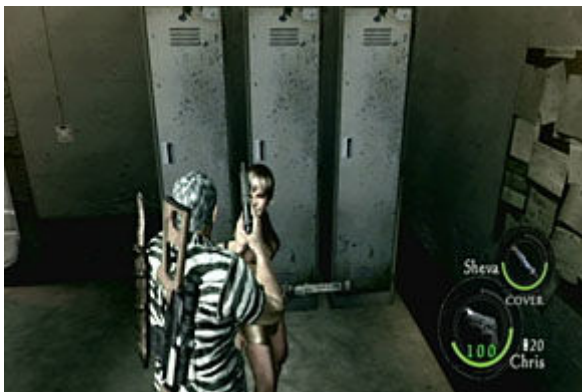
The beginning of this chapter will start just like most others -- eerily quietly. Walk down the stairs from the elevator and begin walking to your right. There's a *gigantic* pile of dead bodies ahead of you. As you walk towards the pile to investigate, a series of cutscenes will take place. It's vital that you pay attention during the latter cutscene, since it's chock-full of quick time events. If you miss even one button-press that's displayed on-screen, you'll die and be forced to start over again. So, be mindful of that moving forward and pay close attention! When the cutscene runs its course and you've successfully navigated the various quicktime events, you'll regain control of your character as usual.



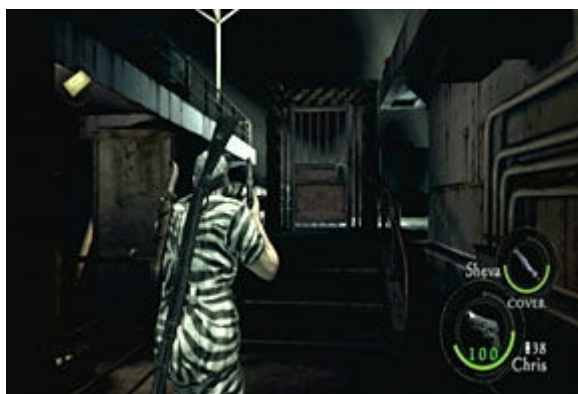
You have much to be thankful for here. When you regain control after the cutscene involving all of those quicktime events, you'll find yourself in the ship itself. For a while, things will be completely linear for you, and you'll have to do nothing but explore the passages of the ship. You'll easily find your way when you do. There is something to be aware of here, however, and it's in the form of brief quicktime events. As you turn certain corners and traverse the pathway before you, parts of the monster chasing you will burst through the ceiling or wall and try to strike you. Right when this is about to happen, a button-press will flash on the screen. Quickly press the right button to dodge being hit. Remember not to touch any parts of the monster that are sitting statically as you go, either, as you will suffer minor, prolonged damage if you do.



As you head through the ship, be sure to search your surroundings. Be especially certain you look inside various lockers and the like that you encounter, since not only will you find some ammunition amongst other empty lockers, but you'll also find the only two treasures on this entire chapter in the form of two **Chalice (Gold)** items. They're fairly valuable, as you already know, so don't miss them. Also, you will eventually run into an enemy contingent. You will come across a pathway littered with dead Majini bodies. But when you begin walking over them, they'll spring to life and attack you. Retreat down the previous corridor and let them come to you, wielding your shotgun to take them out quickly and easily. One of these foes may turn into a Duvalia once killed, so be ready to deal with one of those pesky enemies. The last enemy killed will drop a keycard you'll need to continue, so be sure to not proceed without that in hand.

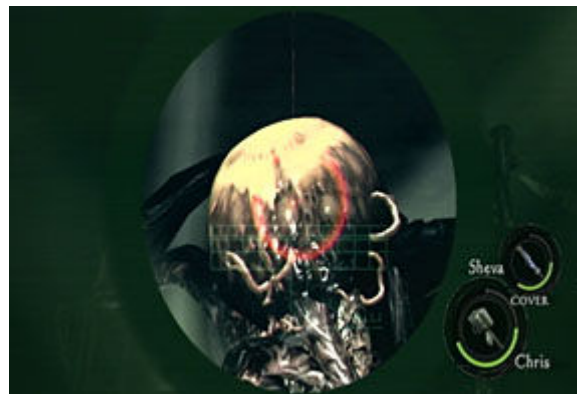


Eventually, you'll be able to climb up to what is, in essence, the first or two control rooms on the large ship. You'll be able to gain access to these rooms after you've acquired the aforementioned keycard and use it to head through the otherwise-locked door. Be sure to thoroughly explore both control rooms, since there are documents to read, computers to read off of, and items to be found, mostly in the form of ammunition (though you can also acquire a Red Herb here as well). When you're prepared, head back outside from the second, more substantial control room and go through the door. It's at this point that you'll finally face off with the boss of this chapter, the one that's been stalking you all this time.

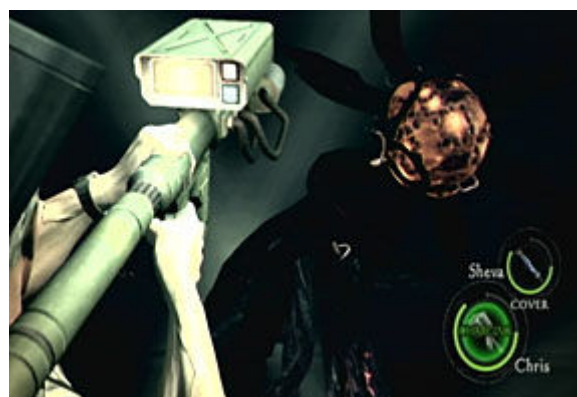
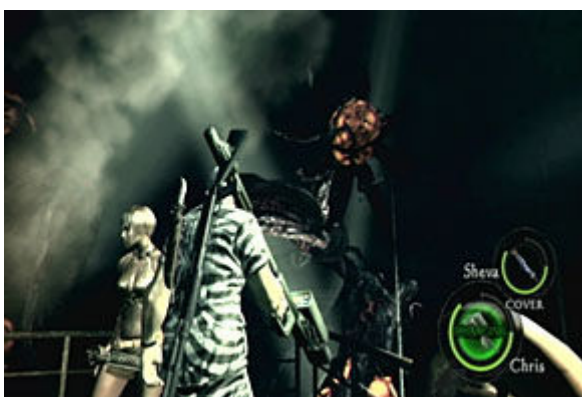


Chapter 6-2 (Continued)

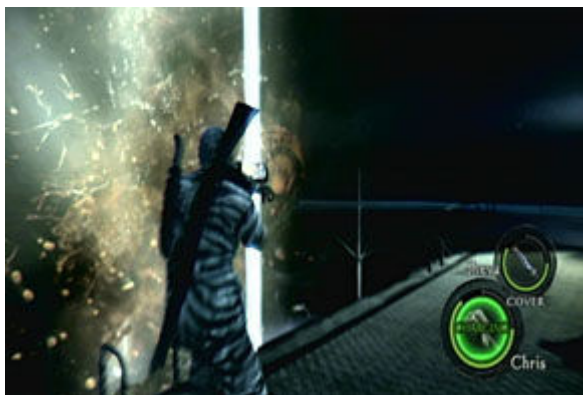
This battle is easy in premise, there's certainly no doubt about that. What this battle lacks in challenge it makes up for in time consumption, however. Skilled players might get through this battle in under ten minutes, but it could easily take most gamers twice that long to get through this battle. The first thing to mention here is that you don't want to use your conventional weapons on the enemy. It's a waste of ammunition. Instead, since you have that keycard you found earlier, you can use it on a locked safe-like device on the wall at the back end of the boat that will give you a special weapon. This weapon, when focused (like a sniper rifle) will allow you to lock-on to parts of the enemy and let a satellite laser come down, destroying it. Of course, this is easier said than done, but we want to repeat once more to not shoot at this enemy with your regular weapons. It's a complete waste to do so.



Instead, grab the special weapon and then climb up one of two ladders to a heightened position. This is where you'll want to remain for most of the battle, if not for the entire thing. Then, begin focusing on the glowing circular orbs that appear from the enemy's gigantic tentacles. Aim the weapon and follow the orb in question carefully, allowing the red indicator to circle around the orb. Then, quickly fire the weapon before the enemy moves again, disrupting your trace. This is basically what the entire battle is -- locking on to orbs the enemy puts out and firing the weapon to let a space laser come do the dirty work. You'll be doing this over and over and over again, and while the battle certainly gets more difficult as you go, it doesn't change much in premise.



There are a few things to note before we let you get to it (the video we've included might be helpful in allowing you to see just how to go about this battle... and how long it will take you). The first is that this enemy, obviously, is not innocuous. He's going to attack you. Thankfully, the attacks are all easy to dodge, so long as you pay careful attention to on-screen prompts that appear right before the enemy is poised to strike. The second thing you should know is that after each successful strike with the laser, the enemy will erupt poisonous snake globules that you'll need to dodge. Better yet, since your targeting rifle needs to recharge after each use, use this opportunity to drop it, toggle to another weapon, and destroy the globes. Then, pick the targeting rifle back up and repeat the process as usual. The third and perhaps most important thing to keep in mind is that you don't necessarily have to stay on the top tier of this area. If you think you can strike the foe more easily from below, then go down and attempt it from there instead. Generally speaking, however, staying on the topmost platform, above where you found the targeting rifle, is the way to go.

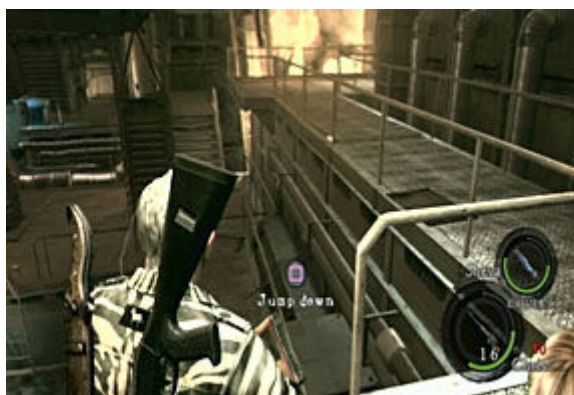


Chapter 6-3

The first section of this chapter will run you along similar ground. You'll find yourself on the back of the ship where the epic boss battle ending Chapter 6-2 just took place. So, begin to backtrack, first by going back through the metal door to your right, and then by going back through the door and into the ship's control room. From here, your character will have a conversation with his or her partner. Go back to the elevator at the top end of the control room and swipe your card to head back down to a new area. This is the beginning of the end of Resident Evil 5, so get ready for a hell of a fight!



After the elevator releases you, you'll find yourself in a large hold inside the ship that is suffering from a spreading fire and massive explosions. Don't let that affect you for the time being, though. Instead, break out your sniper rifle and pick off two enemies you can see right off the bat -- one ahead and one to your right. With those foes downed, switch to your pistol or shotgun and head leftward, where you can deal with another enemy. Be wary of the explosions coming from where the path turns rightward (the explosion will come from the left), since this can significantly damage you. Drop down to the watery area below and then climb back up to the next location, where you can deal with any stragglers you missed with your sniper rifle.



When there are no more enemies around you for the time being, holster your weapon and run ahead to a staircase leading up to an elevated platform. This platform was once occupied by a Majini, but chances are you took him out with your sniper rifle as soon as you arrived in this area. This Majini was guarding a switch that will open the blast door ahead, so go ahead and flip the lever. Then, immediately wield your weapon once more, because enemies will begin pouring into the room from beyond the blast door *and* from the direction in which you entered the area via, and you'll need to fend them off as the blast doors open. Thankfully, none of these guys are armed with firearms (though some have explosives), so kill them at close quarters while watching for a possible enemy strike with powerful Stun Rods.



With the blast doors open, you can proceed into the next area of this volatile location. Here, more Majini will come out in droves to fight you, and these enemies are of the gun-equipped variety. In fact, most of them will have automatic weapons, some of them will have explosives, and a few well-positioned thugs will even have RPGs to launch your way. Work quickly and efficiently here, since the enemies are aggressive and since you have no place to hide for a prolonged period of time. While it might seem to make the most sense to go after the guys with RPGs first, it might not be possible, no matter how sound an argument you can make in the contrary. You might have thin out the enemies closer to you in proximity first. This will allow you to hide behind a pillar or box for longer to protect yourself from flying rockets without being immediately chased out by a Majini with an assault rifle.



Chapter 6-3 (Continued)

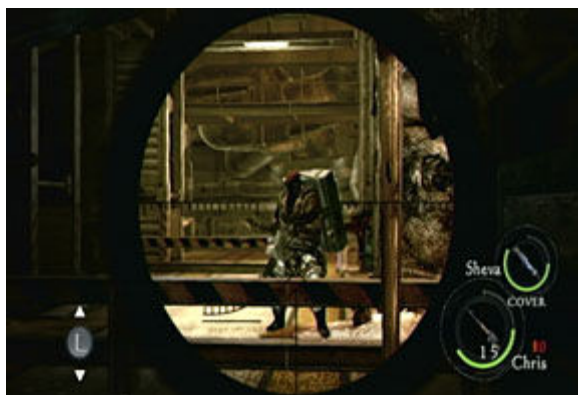
When you've managed to clear all of the enemies here (and there might be a dozen of them or more to deal with), *thoroughly* explore the area before opening the next blast door. First and foremost, you'll want to run around collecting items dropped by deceased foes. Then, you'll want to find other items lying around, including Green Herbs. The catwalk above the next blast door can also be traversed. There are doors on either side of said catwalk, with items within, including Red Herb, other curative items, and some Proximity Mines. Also, the RPG-wielding enemy on this catwalk should have dropped a **Dead Bride's Necklace** which you may want to add to your robust inventory of treasures. When you're positive you've scoured the area for everything it can provide you, open the blast doors by using the levers present. Both partners will need to do this cooperatively in order to continue.



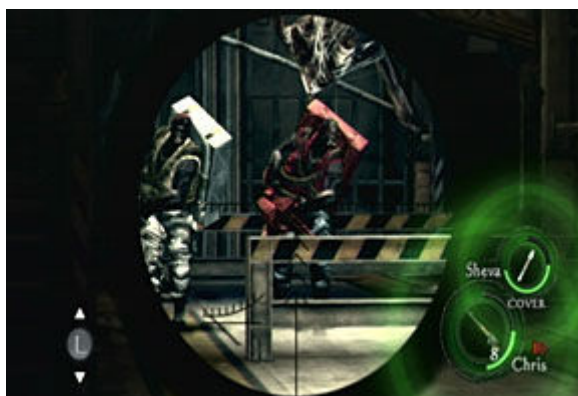
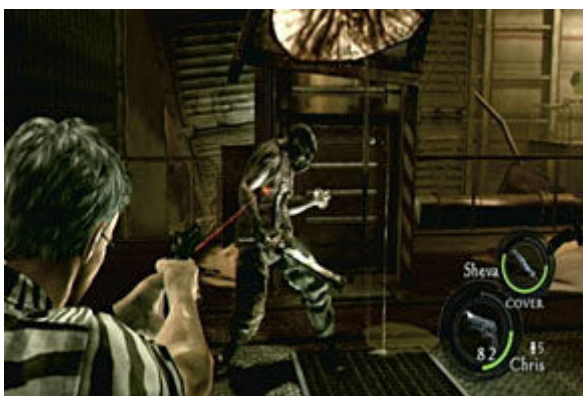
If you were extra observant going through the previous area, you no doubt noticed the telltale cocoons used by dangerous Reaper enemies. As soon as you activate the opening of the second blast doors, two Reapers will hatch from those cocoons and come after you posthaste. Dealing with two simultaneously is something we haven't yet done in the game, but thankfully, you have plenty of room with which to work. Stay mobile, breaking out your most powerful weapon (perhaps a shotgun or magnum), and as always, wait for the Reaper to open his chest, revealing a white-colored appendage. When he does, blast it with a powerful shot, which will send the foe keeling over. This reveals more white appendages from his back that must be struck. Striking the back appendages will kill the foe, so repeat this on both enemies for an easy victory. Be sure to grab the **Power Stones** dropped by both foes before continuing through the newly-opened blast doors.



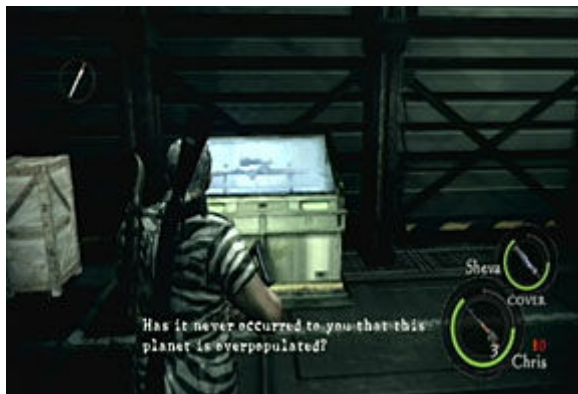
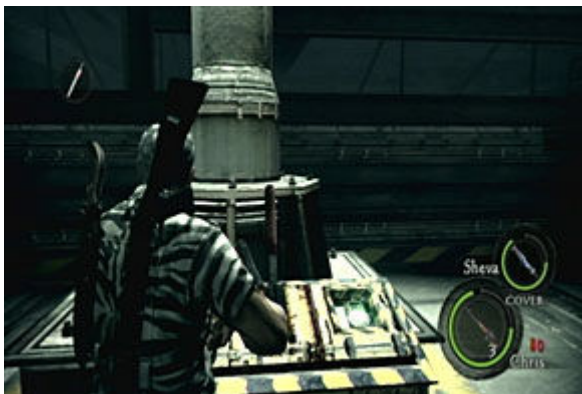
Once the blast doors have opened, you'll encounter the final normal enemies you'll deal with in the entire game before the series of last boss battles begins thereafter. However, this won't be an easy battle for you. In addition to the wave of perhaps twelve or more Majini of the melee/explosive variety showing up on the scene, you'll also have to deal with two gigantic Majini wielding gatling guns. You only dealt with one of these guys once in the game, and there was only a single foe to deal with. This time, you have to deal with two simultaneously, while also dealing with all of their lesser friends. This, reader, is no easy feat. But it can be done. The key is to start by thinning the ranks of the lesser enemies first, while staying completely mobile to dodge the devastating attacks from the gatling guns.



Though it doesn't seem like it, there's a lot of room to work around here, so you should never stop moving. When you see a lesser Majini, deal with him and move on, never staying in the same place for more than a few seconds at a time. This will negate most of the effect of the gatling guns, since the foes stay stationary and shoot in a very specific area when they do. When you've finally dealt with all of the lesser enemies, you can then concentrate on the two gatling gun-equipped adversaries. We recommend using the sniper rifle here from afar, aiming for head shots while staying ducked behind cover for as long as you can. When the enemies close in on you, run away from them, find a new place to dig yourself in, and repeat the process. Once you've killed one, the situation becomes a whole lot more manageable. Once you kill both, you'll get both Hangar Keycards from their bodies, which will allow you to proceed northward out of this room and then northward up another corridor, where you'll run into -- who else? -- Wesker.

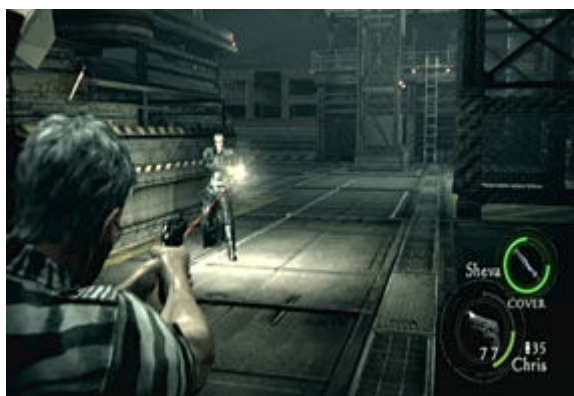


This is the first of two forms of Wesker you'll be forced to deal with. Thankfully, this fight is more unique in nature than actually difficult, so as long as you know exactly what to do, this shouldn't take too long at all. Begin by running around the square-shaped area you're in. There are four levers, one in each corner. Each one of these controls the lights in that quadrant of the square, but one of the levers are broken. In other words, you can use the levers in the other three corners to shut the lights off, making it hard for Wesker to track you. While he can walk around and turn the lights back on, stay consistent in turning them back off. If the lights remain off, the fight will be in your favor. When the lights are out, you should then seek out the Rocket Launcher located near the broken lever. This weapon is the key to winning this fight.



Chapter 6-3 (Continued)

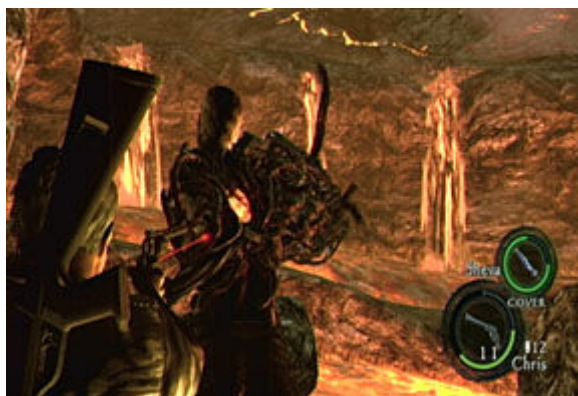
Wesker will dodge your attacks like he did last time, especially if you shoot him in a lit area. To avoid this, take your rocket launcher and try to flank him, with his back facing you in a dark area. He'll turn around and catch the rocket. When he does this, immediately switch to the pistol and shoot him -- anywhere will do. When he's shot, the rocket will explode. Quickly run up to him and grab him, allowing your partner the chance to inject him with the needle you're carrying. You'll need to repeat this process twice in order for him to be felled so that you can move on to the final leg of this, the final battle. Keep in mind that you may miss several times, but there are plenty of rockets in the area hidden in crates and the like. The biggest store of rockets is found on top of a catwalk along one side of the location. Climb the ladders up to the catwalk and break into the case of rockets to grab all of them you need. Remember that you can use your partner to deliver the rockets to you as well, though since single player co-op is permanently broken in Resident Evil 5, you shouldn't count on this as a surefire technique.



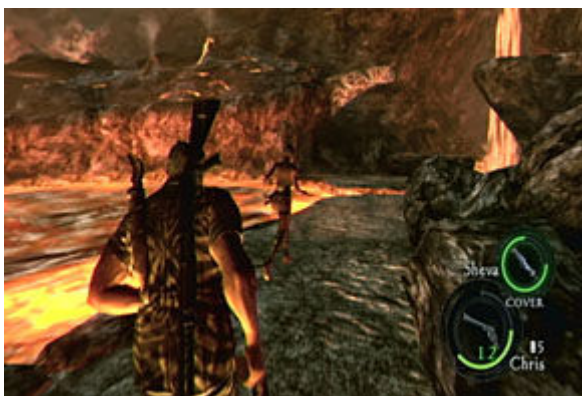
When Wesker's been dealt the second explosion and has been injected with the needle, a cutscene will ensue. Pay careful attention when you board the aircraft, since there are multiple quicktime events that will make or break you here. Don't miss any of the button presses when they appear on-screen and, ultimately, you'll arrive at a volcano, a fitting location for the game's final battle. Now, this battle is confusing if you don't know what to do. If you do know what to do, however, this battle is pretty darn easy for the game's last fight. It's all about that orange emblem on Wesker's chest and back. However, it's almost always covered with the snakes that cover most of his monstrous body. Thus, you're going to need to figure out how to get through the snakes to strike the emblem. This fight only requires about six well-placed magnum shots, but you should bring as much magnum ammunition to this battle as possible. Magnum rounds, health, your strongest (preferably maxed out) magnum weapon and a backup weapon (like a shotgun) are great to have here.



As soon as the battle begins, run away from Wesker. His swinging arm will knock you into the lava if it hits you, so get away from him. Run up the ramp in front of you and go towards the makeshift rock bridge. It will collapse underneath you, sending you to an area below. Wesker will pursue. Run towards a ramp leading upward to a circular area. Here's where you'll make your first stand against the foe. Allow him to lift his mutated arm in the air and attack. Then, flank him and shoot him in the emblem in his back when it's exposed. Depending on how strong your weapons are, this may or may not take several strikes with your magnum. When he's received enough damage here, he'll jump across to where your partner is. Your partner will dash off, but a rock bridge will fall underneath her as well, and she'll be holding on by a thread. Shoot Wesker a few times to give her an opportunity to pull herself up. Then, book it back down the ramp away from this circular area, and wrap around it until you see a large boulder in your path.



Examine the boulder and follow the multiple on-screen prompts to knock it into the lava. You must do this quickly, before Wesker catches up to your partner, or you will fail the mission. Once the rock is in the lava, your partner will jump across. Reunited, you should run back up the previous ramp to the previous area where you first shot at Wesker. This is where the final leg of the battle will take place. His attacks here are more powerful and difficult to dodge. But the idea remains the same. Wait for the orange emblem to be revealed (almost certainly on his chest) and then shoot it. Repeat the process over and over again while dodging his attacks, making sure you never get too close, since his tentacle attack will create a whirlwind around him that will damage you significantly. Once you've struck the orange-colored emblem for the final time and he's taken enough damage, the game is over. Congratulations! You've beaten Resident Evil 5.



Resident Evil 5 Inventory

Welcome to the massive inventory section of our guide, where we'll run down all of the items, weapons, gear and more the game has to offer. There are two things to keep in mind before you use the links below to get to where you need to be. The first thing is, we've separated goods by type. So if you're looking for, say, a Shotgun, you might want to head to the Shotgun section. Then again, if you want information on the Herb (G&G), Curative Items is the place to go.

And without further ado...

Pistols	
--	CLICK HERE [H&K P8, M92F, M93R, SIG P226]
Machine Guns	
--	CLICK HERE [AK-74, H&K MP5, SIG 556, VZ61]
Rifles	
--	CLICK HERE [Dragunov SVD, H&K PSG-1, S75]
Shotguns	
--	CLICK HERE [Hydra, Ithaca M37, Jail Breaker, M3]
Magnums	
--	CLICK HERE [L. Hawk, S&W M29]
Heavy Weapons	
--	CLICK HERE [Grenade Launcher, Rocket Launcher]
Explosives	
--	CLICK HERE [Flash Grenade, Hand Grenade, Incendiary Grenade, Proximity Mine]
Ammunition	
--	CLICK HERE [Rounds: Acid, Electric, Explosive, Flame, Flash, Nitrogen Ammo: Handgun, Machinegun, Magnum, Rifle, Shotgun]
Armor	
--	CLICK HERE [Bulletproof Vest, Melee Vest]
Curative Items	
--	CLICK HERE [Egg (Gold), Egg (Rotten), Egg (White), First Aid Spray, Herb: Green, G+G, G+R, Red]

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Pistols

H&K P8

COST	4,000	The H&K P8 is a powerful weapon that's worth twice as much as the standard M92F in its default form. Its standard capacity is slightly lower than the M92F, and its firepower is a little lower from the get-go. The advantage to using a weapon such as this is its considerably faster reload speed, which cuts off about a fifth of a second compared to all other guns in this category.
FIREPOWER	140	
RELOAD SPEED	1.53 sec.	
CAPACITY	9x	
SPECIAL	Critical %	

M92F

COST	2,000	The M92F is your standard, run-of-the-mill pistol. You will be able to use this weapon from the get-go, since it will likely be the first weapon you find yourself equipped with. Upgrade it and take good care of it, and it will be a great weapon to use on lesser, weaker enemies throughout the game. Every pistol in the game is theoretically stronger, but don't underestimate this default weapon's usefulness.
FIREPOWER	150	
RELOAD SPEED	1.70 sec.	
CAPACITY	10x	
SPECIAL	Critical %	

M93R

COST	30,000	Costing a staggering 30,000 (dollars?), the M93R is the game's best pistol. You won't be able to use it much during your initial playthrough, but once you've unlocked it, you can begin to upgrade a weapon that already starts out pretty darn strong. Its default firepower almost makes it the most powerful handgun, but when you're done upgrading the beast, you'll realize it will be your pistol-of-choice. It holds plenty of bullets and has a standard reload time, but it's its special ability, its 3-round burst, that makes it a truly unique weapon.
FIREPOWER	170	
RELOAD SPEED	1.70 sec.	
CAPACITY	10x	
SPECIAL	3-Round Burst	

SIG P226

COST	4,000	The SIG P226's default firepower theoretically makes it the game's strongest pistol at standard strength. However, its cost and stats put it in the same league as other weapons in the game, though there appears to be more of a concentration on the conventional uses of a pistol with the SIG P226. That is to say, the pistol can be upgraded heavily, but there's no special feature on the SIG P226 that makes it stick out from other handguns in the game.
FIREPOWER	180	
RELOAD SPEED	1.70 sec.	
CAPACITY	8x	
SPECIAL	N/A	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Machine Guns

AK-74

COST	4,000	The AK-47 is, without a doubt, the best machinegun in the game. That's a relative statement, however, considering that the machinegun is probably the most useless and undesirable of the five primary gun types in Resident Evil 5. However, if you're looking to unload the massive amount of machinegun ammunition you've no doubt collected up to this point, consider the AK-74. It has the most firepower of any other gun, though its high reload time, small magazine size and lack of a special ability does detract from its positives considerably.
FIREPOWER	90	
RELOAD SPEED	2.83 sec.	
CAPACITY	30x	
SPECIAL	N/A	

H&K MP5

COST	2,000	The H&K MP5 is a lacking machinegun, except for one key attribute -- its armor-piercing abilities. Once upgraded to piercing status, the H&K MP5 becomes a much stronger and more worthwhile weapon to have in your arsenal. If you neglect to cash in on this upgrade, however, expect to have a weapon that's pretty run-of-the-mill compared to other firearms of its kind, with average everything across the board, except for a considerably-sized clip, which is useful, because it takes time to reload a gun like this, especially in the heat of battle.
FIREPOWER	60	
RELOAD SPEED	2.70 sec.	
CAPACITY	45x	
SPECIAL	Piercing	

SIG 556

COST	4,000	While it's not a weapon with any special flair, the SIG 556 is certainly one of the better machineguns in the game, though that's a relative word (we're not really fans of <i>any</i> of the machineguns in RE5 here at IGN). We say the gun lacks flair because it doesn't have any special attribute that makes it stick out in comparison to other weapons of its kind. However, it does have a reasonably-sized bullet capacity, a decent firepower, and is the fastest machinegun in terms of reload (when standard). If you must use a machinegun, however, we recommend you go for its stronger cousin, the AK-74.
FIREPOWER	80	
RELOAD SPEED	2.55 sec.	
CAPACITY	40x	
SPECIAL	N/A	

VZ61

COST	2,000	The VZ61 is the first weapon you find in the game (other than your standard pistol), but you'll find that, even once upgraded, this weapon is more of a novelty than anything else. With a paltry standard firepower more than three times weaker than your pistol's standard firepower, you'll need to carry around some serious ammunition if you hope to do any damage with this weapon, especially in latter chapters. Using this weapon is a great way to get used to the automatic weapons in the game, but beyond that, we recommend you look elsewhere for your machinegun fix.
FIREPOWER	50	
RELOAD SPEED	2.83 sec.	
CAPACITY	50x	
SPECIAL	Critical %	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Rifles

Dragunov SVD

COST	4,000	You'll no doubt find that the Dragunov SVD is going to be your sniper rifle of choice for the most part, simply because it's the first sniper rifle you find in the wild, and thus the first one you'll have the opportunity to go crazy with as far as upgrades are concerned. And a capable sniper rifle the Dragunov SVD is, especially once you've upgraded it to its more potent semi-automatic nature. It has average stats as far as sniper rifles are concerned, falling somewhere in between the other two, but it will no doubt be a mainstay in your arsenal nonetheless.
FIREPOWER	650	
RELOAD SPEED	2.83 sec.	
CAPACITY	7x	
SPECIAL	Semi-Auto	

H&K PSG-1

COST	4,000	The H&K PSG-1 certainly has its uses, but it's the weakest sniper rifle in the game, especially if you don't upgrade both of its special abilities, to give it a sniper scope and to give it semi-automatic capabilities, so that you don't have to cock the gun after each shot. Before those things are upgraded, however, expect to have a gun that isn't too useful to you. It has the weakest starting stats, which will discourage you from upgrading it over other sniper rifles, and although you will likely upgrade it nonetheless (so you can get your Trophy or Achievement), put this one aside for its better cousins.
FIREPOWER	600	
RELOAD SPEED	2.55 sec.	
CAPACITY	5x	
SPECIAL	Scope/Semi-Auto	

S75

COST	2,000	In our humble opinion, the S75 is, by far, the best rifle in the game. While it has an extremely slow reloading speed compared to its cousins, the sheer power it starts with makes it a beastly gun indeed. It lacks any special abilities to upgrade, which is a bummer, but it doesn't change the fact that this is one rifle with firepower to contend with, especially when its upgraded to full capacity. Don't let its cheap price and no frills nature fool you -- you don't want to ignore this weapons capabilities.
FIREPOWER	750	
RELOAD SPEED	3.67 sec.	
CAPACITY	6x	
SPECIAL	N/A	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Shotguns

Hydra

COST	30,000	The Hydra is a beast of a shotgun, but unfortunately you have to unlock its use, so it won't be available to you immediately (simply upgrade the Ithaca shotgun to capacity to unlock it). Once unlocked, you'll see what appears to be an extremely high price tag associated with substandard statistics. But rest assured, this shotgun is unlike any other shotgun in the game, simply because of its three-barrel attack. When combined with an upgraded attack range, what you'll end up having is the power of a shotgun with the range of another weapon entirely. Quite unique.
FIREPOWER	280	
RELOAD SPEED	3.67 sec.	
CAPACITY	4x	
SPECIAL	Attack Range	

Ithaca M37

COST	2,000	The Ithaca M37 is going to be the first shotgun you come across in the game, and you'll find that, even though it's not the most powerful shotgun in the game, it might be the most useful weapon in the game for many chapters. That's because you won't have other options for shotguns for a while after finding the Ithaca. Therefore, by dumping money into upgrading it as soon as it's found, you'll have a powerhouse of a weapon that will devastate most enemies at close range with a single shot, especially if aimed for the chest or head.
FIREPOWER	200	
RELOAD SPEED	3.00 sec.	
CAPACITY	6x	
SPECIAL	N/A	

Jail Breaker

COST	4,000	The Jail Breaker is a strange weapon. When you look at it, it appears to be more of a tommy gun or even a grenade launcher. But if you thought it was either, you're mistaken, because the Jail Breaker is indeed a bona fide shotgun. Unfortunately, it's not an incredibly powerful weapon, though it appears to have a greater range and firing rate than other weapons of its kind. By the time you find this weapon, you'll already have a fully-upgraded Ithaca and the best shotgun in the game, the M3. So while this weapon has a great name, it's not exactly useful.
FIREPOWER	180	
RELOAD SPEED	2.52 sec.	
CAPACITY	5x	
SPECIAL	Critical	

M3

COST	4,000	Out of all of the shotguns Resident Evil 5 has to offer, the M3 is our favorite. While it lacks any sort of special functionality, it is otherwise the most well-rounded shotgun that, once fully upgraded, is an incredible powerhouse capable of taking out any enemy in the game rather easily. The lack of special functionality actually contributes to its overall power and the ability to unleash said power, because you can dump money into everything else to upgrade the weapon without worrying about anything else on the periphery.
FIREPOWER	300	
RELOAD SPEED	3.00 sec.	
CAPACITY	5x	
SPECIAL	N/A	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Magnums

L. Hawk

COST	5,000	It's hard to differentiate much between the game's two magnum-type weapons. After all, both weapons are downright beastly by nature. If there had to be a weaker gun of the two, however, then one would suppose that it would be the L. Hawk, simply due to its lower starting stats. However, there's more that can be done with the L. Hawk if you're willing to dump the money necessary into upgrading it, but consider the obvious here -- that at a starting attack power of 1,400 (or about seven times more than the starting strength of your standard pistol), is there really much you can do as far as upgrades are concerned?
FIREPOWER	1,400	
RELOAD SPEED	1.70 sec.	
CAPACITY	5x	
SPECIAL	Piercing	

S&W M29

COST	4,000	If you read the description for the L. Hawk above, then you'll know that the S&W M29 is our preferred magnum of the two available in the game. Like was said above, upgrading guns is relative when the starting attack power of the weapon is already 1,500, which is what the S&W M29's starting power is. Sure, upgrading it will giving you devastating piercing damage in addition to higher attack power (and other variables), but the big drawback with this magnum <i>and</i> the L. Hawk is simply that, because of its extreme power, rounds for the guns are extremely rare.
FIREPOWER	1,500	
RELOAD SPEED	3.53 sec.	
CAPACITY	6x	
SPECIAL	Piercing	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Heavy Weapons

Grenade Launcher

COST	10,000	The Grenade Launcher is, quite simply, one of the game's most powerful weapons, and the only weapon in the game where a vast variety of ammunition can be used, depending on what you need. Unfortunately, ammunition is rare in the wild, so you'll have to buy it yourself from the store if you want it.
DESCRIPTION	<i>"Powerful weapon that can fire six different types of grenades. Ammo is sold separately."</i>	

Rocket Launcher

COST	10,000	The rocket launcher is more of a novelty weapon than anything else (except for when you have to use it, but we won't spoil that for you). It's also a one-and-out weapon, and since you can't buy ammunition for it, you better use it wisely! Because for the most part, after one shot, you're done!
DESCRIPTION	<i>"Weapon that launches a high-explosive rocket propelled grenade. Designed to be disposed of after a single use."</i>	

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Explosives

Flash Grenade		
COST	2,400	"A hand grenade that explodes with a blinding flash. Momentarily hampers enemy movements."

Hand Grenade		
COST	N/A	"A powerful hand-thrown explosive device. Effective against groups of enemies."

Incendiary Grenade		
COST	N/A	"A hand grenade that explodes into flames upon impact. Slows down attackers as well as inflicts damage."

Proximity Bomb		
COST	1,500 (per 5)	"An explosive device that can be planted on the ground. The device is set off by enemies in close proximity to it."

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Ammunition

Acid Rounds

COST 2,400

"Large shells for use with the grenade launcher. Filled with highly concentrated sulfuric acid."

Electric Rounds

COST 1,200

"Large shells for use with the grenade launcher. Releases a high-powered electric charge upon impact."

Explosive Rounds

COST 10,000

"Large shells filled with plastic explosives. The wide damage radius can hit multiple targets."

Flame Rounds

COST 2,400

"Large shells filled with a potent chemical. The reaction upon impact creates a conflagration."

Flash Rounds

COST 600

"Large shells for use with the grenade launcher. Emits a blinding flash and deafening noise upon impact."

Handgun Ammo

COST N/A

"Ammo for the handgun."

Machine Gun Ammo

COST N/A

"Ammo for the machine gun or assault rifle."

Magnum Ammo

COST N/A

"Large caliber rounds for use with the magnum."

Nitrogen Rounds

COST 4,800

"Large shells filled with liquid nitrogen. Freezes target upon impact."

Rifle Ammo

COST	N/A	"Ammo for the rifle."

Shotgun Shells		
COST	N/A	"Ammo for the shotgun."

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Armor

Bulletproof Vest		
COST	10,000	"Provides protection against weapons fire. Can be worn with the Melee Vest."

Melee Vest		
COST	10,000	"Provides protection against melee attacks. Can be worn with the Bulletproof Vest."

HG	MG	RIF	SG	MAG	HW	EXP	AMMO	ARM	CI
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Curative Items

Egg (Gold)

COST

N/A

"An extremely valuable rare golden egg. It will fetch a high price in certain markets and is highly coveted."

Egg (Rotten)

COST

N/A

"The egg is completely rotten. It's turned black. It's not edible at all."

Egg (White)

COST

N/A

"An ordinary egg. It can be used as a weapon."

First Aid Spray

COST

1,000

"A medicinal spray that completely restores one's health."

Herb (Green)

COST

N/A

"Restores a quarter of one's health. Its efficiency is greatly increased when combined with another herb."

Herb (Green & Green)

COST

N/A

"A mixture of 2 green herbs. Restores half of one's health."

Herb (Green & Red)

COST

N/A

"A health restorative made from the combination of a green herb and a red herb. It will completely restore one's health."

Resident Evil 5 Treasures

Welcome to the treasures section of our guide, which briefly outlines the various treasures available in the game. Overall, there are fifty-four treasures to find (or, nine columns of six, as seen in your inventory). The lists, separated alphabetically into three smaller sections (A-H, I-R, and S-Z), show the names, descriptions and values of various pieces of treasure. If you're in need of a treasure, simply take a look at our walkthrough list, which will show where certain treasures can be found *specifically* in certain parts of the walkthrough. Convenient, right?

Treasures A-H	
--	CLICK HERE
Treasures I-R	
--	CLICK HERE
Treasures S-Z	
--	CLICK HERE

«	Treasures A-H	Treasures I-R	Treasures S-Z	»
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Treasures A-H

Antique Clock

VALUE	2,000	"An expensive-looking clock. It could be worth something if it works."
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Beetle (Brown)

VALUE	1,000	"Your average, everyday beetle. Probably not worth much."
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Beetle (Gold)

VALUE	3,000	"A valuable and almost legendary beetle."
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Blue Enigma

VALUE	3,000	"A deep-blue, heart-cut gem."
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Ceremonial Mask

VALUE	4,000	"A mask belonging to the god of war, passed down through the generations."
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Chalice (Gold)

VALUE	3,000	"A chalice made of pure gold used during celebrations of the summer solstice."
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Chalice (Silver)

VALUE	2,000	"A chalice made of pure silver used during celebrations of the winter solstice."
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Dead Bride's Necklace

VALUE	2,000	"A necklace of pure gold with a large medallion hanging from it."
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Diamond (Brilliant)		
VALUE	4,000	"A colorless, brilliant-cut gem."

Diamond (Oval)		
VALUE	4,000	"A colorless, oval-cut gem."

Diamond (Pear)		
VALUE	1,000	"A small, colorless gem."

Diamond (Square)		
VALUE	1,000	"A colorless, square-cut gem."

Diamond (Trilliant)		
VALUE	4,000	"A colorless, trilliant-cut gem."

Emerald (Brilliant)		
VALUE	2,500	"A dark-green, brilliant-cut gem."

Emerald (Marquise)		
VALUE	3,000	"A dark-green, marquise-cut gem."

Emerald (Oval)		
VALUE	2,000	"A dark-green, oval-cut gem."

Emerald (Pear)		
VALUE	1,000	"A small, dark-green gem."

Emerald (Square)		
VALUE	1,000	"A dark-green, square-cut gem."

Emerald (Trilliant)		
VALUE	2,000	"A dark-green, trilliant-cut gem."

Gold Ring		
VALUE	5,000	"A gold ring with precious stones. It could fetch a good price."

Heart of Africa		
VALUE	10,000	"A colorless, heart-cut gem."

«	Treasures A-H	Treasures I-R	Treasures S-Z	»
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Treasures I-R

Idol (Gold)		
VALUE	3,000	"An ancient idol charged with controlling the movements of the sun."

Idol (Silver)		
VALUE	2,000	"An ancient idol charged with controlling the phases of the moon."

Ivory Relief		
VALUE	2,000	"A beautiful woman's portrait has been carved into this ivory. The handiwork is impeccable."

Jewel Bangle		
VALUE	1,000	"An elegant bracelet adorned with many precious stones."

Jewel Beetle		
VALUE	2,000	"A beautiful insect whose color changes depending on the angle you view it."

Lion Heart		
VALUE	2,500	"A red, heart-cut gem."

Power Stone		
VALUE	5,000	"A pale-yellow, heart-cut gem."

Royal Necklace		
VALUE	5,000	"A rather expensive necklace encrusted with jewels. It truly is a piece for royalty."

Ruby (Brilliant)		
VALUE	2,500	"A red, brilliant-cut gem."

Ruby (Marquise)		
VALUE	3,000	"A red, marquise-cut gem."

Ruby (Oval)		
VALUE	2,000	"A red, oval-cut gem."

Ruby (Pear)		
VALUE	1,000	"A small, red gem."

Ruby (Square)		
VALUE	1,000	"A red, square-cut gem."

Ruby (Trilliant)		
VALUE	2,000	"A red, trilliant-cut gem."

«	Treasures A-H	Treasures I-R	Treasures S-Z	»
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Treasures S-Z

Sapphire (Brilliant)		
VALUE	2,500	"A deep-blue, brilliant-cut gem."

Sapphire (Marquise)		
VALUE	3,000	"A deep-blue, marquise-cut gem."

Sapphire (Pear)		
VALUE	1,000	"A small, deep-blue gem."

Sapphire (Square)		
VALUE	1,000	"A deep-blue, square-cut gem."

Sapphire (Trilliant)		
VALUE	2,000	"A deep-blue, trilliant-cut gem."

Soul Gem		
VALUE	10,000	"A dark green, heart-cut gem."

Topaz (Brilliant)		
VALUE	2,500	"A pale-yellow, brilliant-cut gem."

Topaz (Marquise)		
VALUE	3,000	"A pale-yellow, marquise-cut gem."

Topaz (Pear)		
VALUE	1,000	"A small, pale-yellow gem."

Topaz (Square)		
VALUE	1,000	"A pale-yellow, square-cut gem."

Topaz (Trilliant)		
VALUE	2,000	"A pale-yellow, trilliant-cut gem."

Venom Fang		
VALUE	3,000	"A gold bracelet fashioned to look like a deadly snake."

Resident Evil 5 Emblems

Welcome to the section of our guide that covers the locations of the thirty difficult-to-find BSAA Emblems in Resident Evil 5. The locations of these emblems are covered contextually in the walkthrough section of this guide; that is to say, you can find specific instructions on finding each emblem in context with the actual flow of the mission. So, if you need help finding a specific emblem, you can always visit the corresponding section of the walkthrough. Otherwise, use this section to pinpoint specific emblem locations in a more general sense.

Chapter 1-1	
01	None to find.
Chapter 1-2	
02	CLICK HERE
Chapter 2-1	
03	CLICK HERE
Chapter 2-2	
04	CLICK HERE
Chapter 2-3	
05	None to find.
Chapter 3-1	
06	CLICK HERE
Chapter 3-2	
07	CLICK HERE
Chapter 3-3	
08	CLICK HERE
Chapter 4-1	
09	CLICK HERE
Chapter 4-2	
10	CLICK HERE
Chapter 5-1	
11	CLICK HERE
Chapter 5-2	
12	CLICK HERE
Chapter 5-3	
13	CLICK HERE
Chapter 6-1	
14	CLICK HERE

Chapter 6-2	
15	None to find.
Chapter 6-3	
16	None to find.

«	Chapter 1-1	Chapter 1-2	Chapter 2-1	Chapter 2-2	»
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Chapter 1-1 Emblems

None.

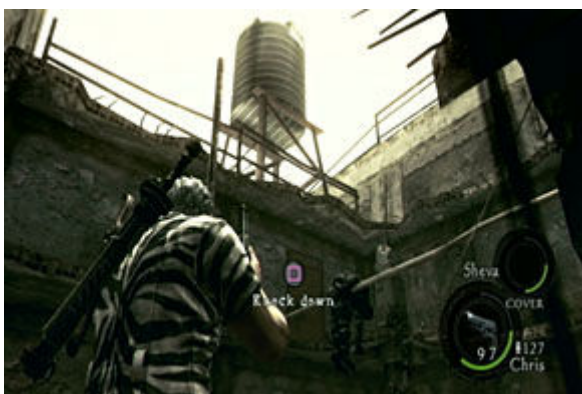
«	Chapter 1-1	Chapter 1-2	Chapter 2-1	Chapter 2-2	»
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Chapter 1-2 Emblems

BSAA Emblem #1 - To find the game's very first emblem, you'll need to work your way through a decent portion of Chapter 1-2. There comes a time where you're able to breach a house that has three doors leading in, with only one initially unlocked. The house seems empty until you reach the second floor and work your way out onto the balcony, where a pair of zombie citizens will attack. Flanking both sides of the second floor are balconies. One has a treasure (an Antique Clock) in a chest. You want to head to the *other* balcony. With your back facing the entrance back into the building, go to the right side of the balcony and look across the way, where the BSAA Emblem you seek is hanging from a nearby house.



BSAA Emblem #2 - There comes a time in Chapter 1-2 when you reach a mostly-destroyed building with a completely vacant first floor. When you climb the stairs to the second floor, you'll find a downed BSAA soldier, which will let you know that you're on the right path. Around the bend from where this foe is found is a ladder leading upward. When you circle around the pathway from here, you'll find a treasure chest which contains several pieces of gold. *Before* wrapping around and jumping towards this treasure chest, look upwards. You'll find a suspended water tank. This particular emblem is located off of one of its support beams. A pistol should do the trick.

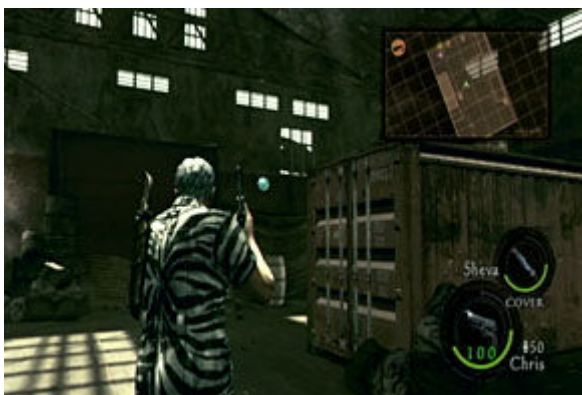


BSAA Emblem #3 - This one can be found at the very end of the chapter. After you defeat the wormy boss enemy and are able to use the Furnace Key you procured to open the previously-locked door, you'll be lead to a linear corridor that leads to an elevator and, ultimately, to the end of the mission. There are no enemies down here, so there's little to worry about. You'll eventually run across a briefcase with three boxes of handgun ammunition. While facing the case, move slightly to the left and look through the chain link fence that marks the right side of the path. In the distance, *through* the fence, you should be able to find and destroy the emblem you seek, sitting on a far-off wall.



Chapter 2-1 Emblems

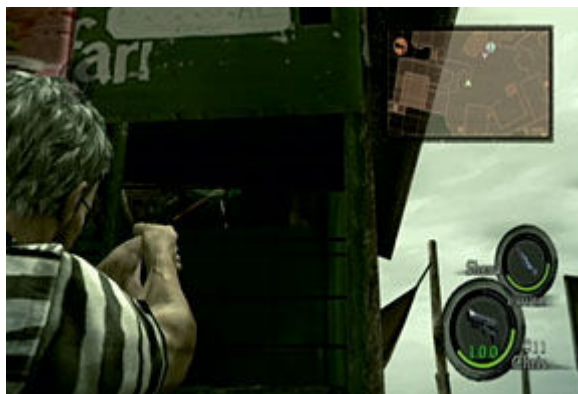
BSAA Emblem #4 - This emblem, the first of five to be found on Chapter 2-1, is easily obtained. From the warehouse in which you start the mission in, simply work your way towards the wall of the structure that contains the door you will use to leave the building. This door is on the left side of the wall. In the middle of the wall, you can find a gigantic garage door. And to the right of the garage door, hanging on the wall, is this glowing blue emblem.



BSAA Emblem #5 - To find this particular emblem, you must first cross the enemy-filled bridge on Chapter 2-1. After eliminating the driver of the renegade truck crossing the bridge, you'll be able to deal with all of his friends on foot. Proceeding forward to the far side of the bridge, you'll eventually once again reach dry land. After exploring for items, you'll need to find a staircase next to the bridge in order to proceed. As you go down the stairs, take a look at the bridge's support beams. The beam in the middle leading into the water, the one surrounded by white cloth, contains the emblem you seek.



BSAA Emblem #6 - This might be one of the most obscurely-hidden of all thirty emblems in the entire game. It can be found in the waterside village area of Chapter 2-1, where you're attempting to find a key to open the locked dock gate. Before jumping into the house to find the key, thus starting a series of events involving endless onslaughts of dangerous enemies, seek out an epically small vendor's stand, big enough to hold only one person. Approach the front of the stand and look through the window, peeking upward at the inside of the roof. You'll barely see the emblem in question -- take a shot at it to fell it.



BSAA Emblem #7 - After you use the Port Key and work your way across the boat and the docks thereafter, you'll come to an area where a friendly helicopter will show up on-scene and begin to cause havoc for your adversaries. While you'll want to supplement their fire with some of your own, use this opportunity to run forward, seeking out a ladder on your right. This ladder leads to an elevated platform over a small building. Move forward along this elevated area and aim your gun at the house across the way. You should be able to easily hit the emblem within the building by shooting through one of the open windows.



BSAA Emblem #8 - This emblem is easy to miss if you aren't careful. Well into Chapter 2-1, you'll encounter a couple of sections where a helicopter covers your path. This particular emblem is found *after* the helicopter leaves the scene and you begin climbing up the three-story house that the cannon-fodder for the helicopter was pouring out of in the first place. After exploring the house thoroughly, climb up to the third floor. An assist jump must occur at this point for the mission to continue, but *before* doing that, turn around and face the door on the third floor which you came out of. This emblem is sitting above and slightly to the right of the door, in between the roof and the overhang.



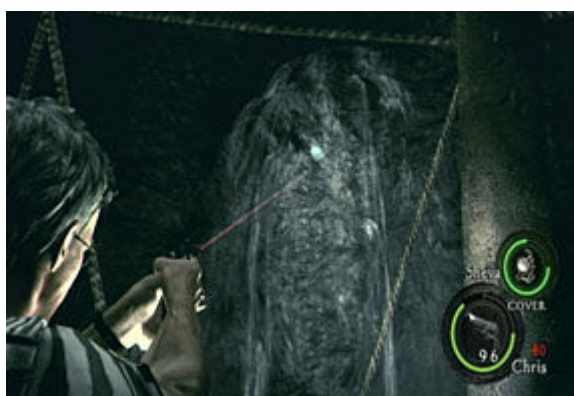
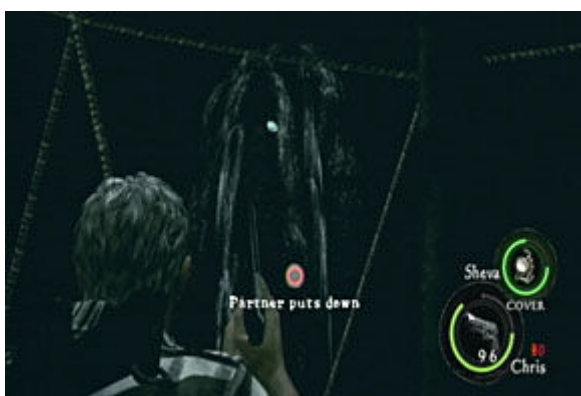
«	Chapter 1-1	Chapter 1-2	Chapter 2-1	Chapter 2-2	»
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Chapter 2-2 Emblems

BSAA Emblem #9 - The very first emblem of three found on this mission can be acquired near the beginning of Chapter 2-2. After leaving the house that acts as your starting point, you'll come across a train yard full of currently-unused train cars. You'll be forced to navigate your way between and around them, fighting a few groups of dogs as you go. Eventually, after killing the dogs and destroying the second booby-trapped explosive you find, you can climb atop some wooden planks that will give you access to a ladder leading to the top of the trains. After dealing with the zombies you find up here, you can turn around and face the building which you previously left. In the distance beyond it is a huge electrical pole. The emblem you seek is attached to the side of said tower.



BSAA Emblem #10 - This emblem is actually extremely easy to find, so long as you know precisely where to look. The beginning segment of the chapter will ultimately bring you to a dark, dreary cavern where either you or your partner are forced to holster their weaponry in lieu of carrying a lantern. As you move forward through the cavern (that's generally linear, but not completely so), you'll eventually reach a bridge spanning a gap. When you reach this bridge, head to the middle part of it and then look to your right. Along the water-covered wall is the emblem, sitting clearly on the rockface.



BSAA Emblem #11 - The third and final emblem found on Chapter 2-2 can be found near the very end of the chapter. Do you know when you leave the dark cavern via the elevator and emerge back outside? Well, you'll run into an enemy during a cutscene and thereafter traverse the two-story building he was occupying. At that time, you'll ultimately work your way back out of the building and continue along to an area rife with enemies, including one on a mounted machine gun. Once you've cleared the entire area of foes, head forward along the arcing pathway, and then turn around with a sniper rifle in hand. The emblem is sitting slyly on the side of the white factory-like building there, but remember to move as far away from the building as possible, or your view of the emblem's location might be obscured.



«	Chapter 2-3	Chapter 3-1	Chapter 3-2	Chapter 3-3	»
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Chapter 2-3 Emblems

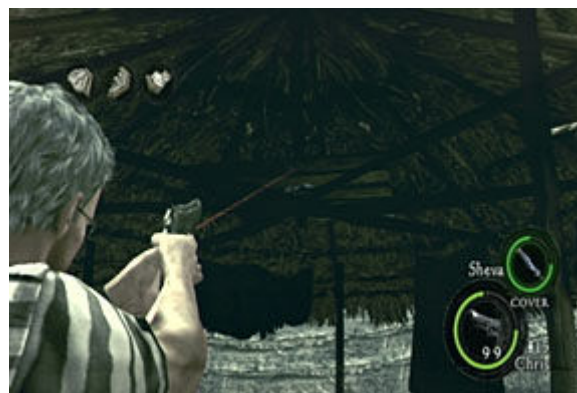
None.

Chapter 3-1 Emblems

BSAA Emblem #12 - To find this emblem, you needn't travel any farther than the very beginning of the chapter. You'll automatically begin on a dock adjacent to a speedboat that will be used to traverse the swampy terrain all around you. But before exploring the land to your right or getting on the boat to your left, move forward along the dock. You *must* have a sniper rifle to get this emblem, by the way. There's a telegraph line to your left. Follow the line out into the water until it runs into a makeshift support beam. It's on this very beam that the small, small emblem (from this distance) can be seen. Aim carefully and take it out.



BSAA Emblem #13 - The second of four emblems to be found on Chapter 3-1 is perhaps one of the easiest to find in the entire game. In the large swampy area you have to traverse via a speedboat, head to the northwestern corner of the map, where a small collection of open-air huts can be found. Disembark from your craft and move forward along the dock to the main hut there. Enter it and look up at the inside of the roof, where this emblem can be plainly seen.



BSAA Emblem #14 - This emblem is a bit difficult to find, and to find it reasonably, you'll need a sniper rifle. In the swampy area where you need to get around with your speedboat, head to the anomaly in the middle of the swamp. This small area doesn't contain anything of interest other than some items and a robust chicken population. It does, however, contain an emblem. You need to be in a very specific area to find it and hit it, however. As soon as you get off the boat, freeze. Equip your sniper rifle and look straight ahead towards the hut there. The hut is slightly raised. Point the rifle below it and seek out the emblem hanging below the hut. If you move any closer than this to the hut, chances are you won't see it, since your character, for whatever reason, can't crouch.



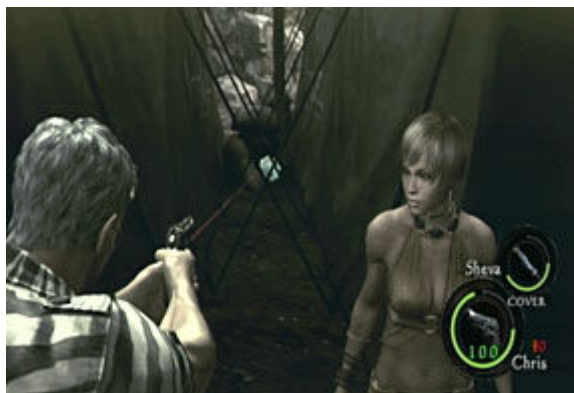
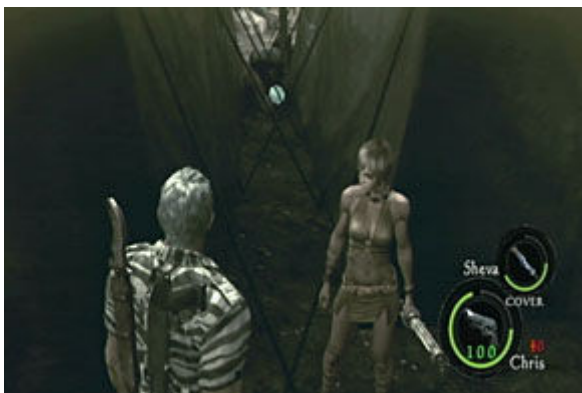
BSAA Emblem #15 - The final emblem of the four found on Chapter 3-1 is found after you've managed to open the sealed door by using the four slates you found around the swampy locale. In fact, once you go through the once-sealed door, you can find the emblem almost immediately. Head through the door and walk down the short dock until you can't anymore. Look rightward and drop down off of the dock into the shallow water. Then, face the dock and begin looking underneath it. The emblem you seek is sitting underneath the dock, waiting for a shot from your gun-of-choice.



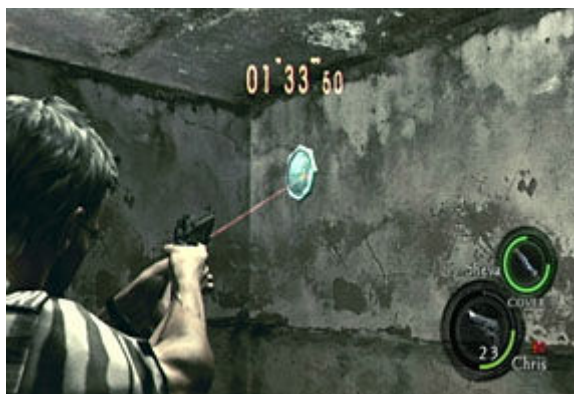
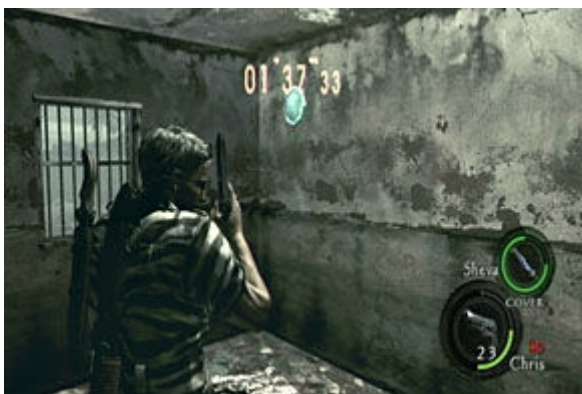
«	Chapter 2-3	Chapter 3-1	Chapter 3-2	Chapter 3-3	»
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Chapter 3-2 Emblems

BSAA Emblem #16 - In order to find this emblem, you must first get through Chapter 3-2's opening fray. This involves fighting a lot of angry natives and getting a bridge that was risen to be laid down once more. After crossing the bridge and traversing the cavernous pathway thereafter, you'll find yourself back outside. To your right, after passing through some high grass, you'll see two TriCell-labeled tents. Head into either tent, and go through the door at the back end, along the rockface. Then, head to where the two tents come together and look towards the center of the area. You'll see this emblem nudged in between the two tents, but keep in mind that you *must* go to the back end of the tents to see it. Otherwise, you'll never get to view it, nonetheless destroy it.



BSAA Emblem #17 - To find the final of two emblems on Chapter 3-2, you need to go to the very end of the chapter. You'll arrive at a dock where one of your enemies is making a getaway on his boat. After the boat "gets away," a timer will appear on-screen. You'll have two minutes to scurry through huge groups of enemies to the far side of the dock, where a friendly boat is waiting to take you away in pursuit. However, before running away, turn around and, with your back facing the building you earlier traversed, head into the little shack on your right. In here, on the wall, you'll find the emblem you seek, but be warned! Two minutes is not a lot of time to get through your enemies, so waste as little time as humanly possible here.



«	Chapter 2-3	Chapter 3-1	Chapter 3-2	Chapter 3-3	»
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Chapter 3-3 Emblems

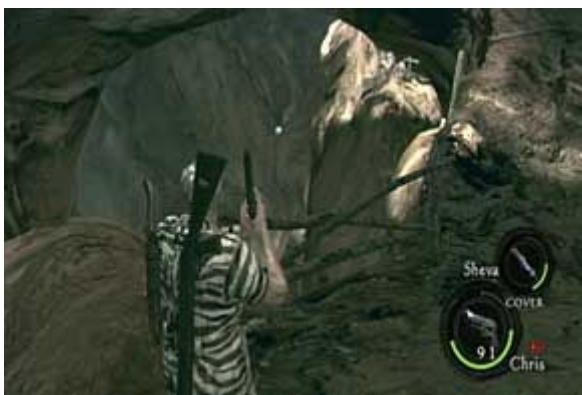
BSAA Emblem #18 - The lone emblem on Chapter 3-3 can be found towards the beginning of the mission. The mission will begin with you in a boat in a sort of on-rails segment (a motif that transcends the entire chapter, in fact). There comes a point where the boat stops for the very first time, so that Chris and Sheva can clean up the Majini mess in the area and hit a switch so that a sealed door will open, allowing the party to proceed. It's during this segment that the emblem can be found. There's a bridge gapping the water here that's split in two segments, forcing you to jump over a part of the water. Jump over this gap so that you're on the left side, facing the way you came. Then, look above the opening, and you'll see the slight glint of the emblem in question.



«	Chapter 4-1	Chapter 4-2	Chapter 5-1	Chapter 5-2	»
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Chapter 4-1 Emblems

BSAA Emblem #19 - The first of three emblems found on Chapter 4-1 is found during the mission's early-going. From the starting point, traverse the docks and broken-down shack, which will lead to a linear cavernous pathway. Things will remain relatively quiet on this pathway for a moment, but ultimately, you'll draw out a batch of Bui Kichwa -- zombie spiders -- that you'll need to deal with. Beyond them is a ladder leading upward. This ladder lets you proceed with the mission, but for the time being, simply ignore it. Instead, walk past it, which will likely draw out more spiders. After killing them, stare off into the chasm, positioning yourself near the makeshift wooden fence. You should see this emblem tucked into a crevasse along the rockface in the distance, near a small waterfall. Take aim at it with your pistol for an easy hit.



BSAA Emblem #20 - This emblem is found *immediately* upon entering the second leg of Chapter 4-1. To find it, you must first journey through the initial part of the chapter, which will ultimately bring you across myriad waves of spiders and a sealed door that requires both characters to open it (the treasure-wielding animal skulls on the ground in front of the door will let you know you're on the right track). Once through the door, you'll be introduced to this new, vast area. Take a look forward and to the left, where a prism-like gem is sitting atop a huge stand in the center of the area. It will be basking in much sunlight. On the stand of this gem, underneath it, sits this emblem. Use a sniper rifle to clobber it.



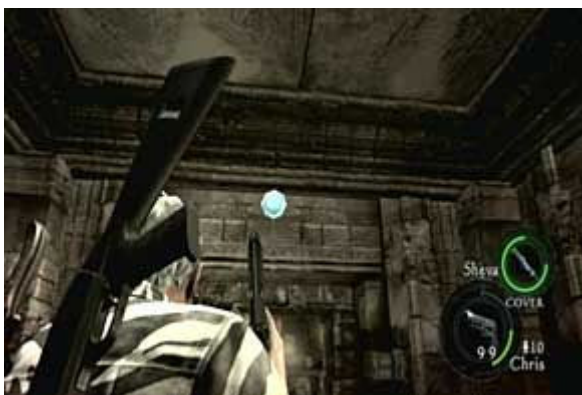
BSAA Emblem #21 - This final emblem of the three found on Chapter 4-1 can be found in the final area of the chapter, where you and your partner have to run around crumbling ruins to pull a series of dueling pulleys attached to statues glowing with certain colorful hues. As soon as you enter this area, you can strike this emblem from afar and add its destruction to your repertoire. Move rightward from the entrance and then shift leftward over some debris that creates a makeshift bridge. Then, look leftward. You're seeking out a statue that's colored light green. Almost directly above the statue in question, you'll see the faint glint of this emblem. Strike it with the weapon of your choice.



«	Chapter 4-1	Chapter 4-2	Chapter 5-1	Chapter 5-2	»
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Chapter 4-2 Emblems

BSAA Emblem #22 - The lone BSAA Emblem on Chapter 4-2 is found towards the very end of the chapter. After using the three emblems to open the sealed door near the beginning of the chapter, you'll gain access to an underground area full of puzzles. These puzzles are dependent on lasers being manipulated across rooms in patterns, so that the laser can hit certain mirrors and open the way to the next puzzle. This emblem is found near the *third* one of these puzzles, in a room with a treasure chest, and the first room in the puzzle set that has peripheral rooms off of the main chamber. Directly across from the elevator you used to access this room, run into the small adjacent chamber. Attack and kill the Bui Kichwa that appear, and then turn around and face the door jam. This emblem is hanging on the inside of this small room, above the door. Use your pistol to easily destroy it.



«	Chapter 4-1	Chapter 4-2	Chapter 5-1	Chapter 5-2	»
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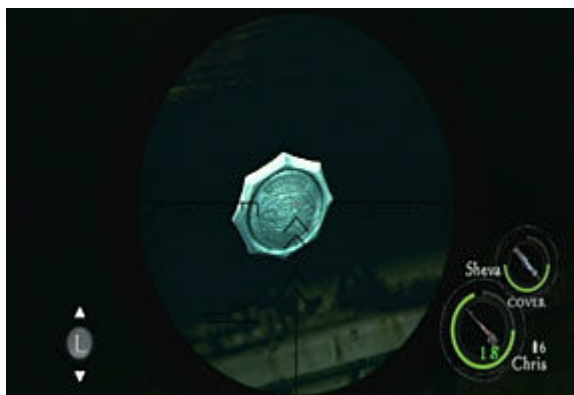
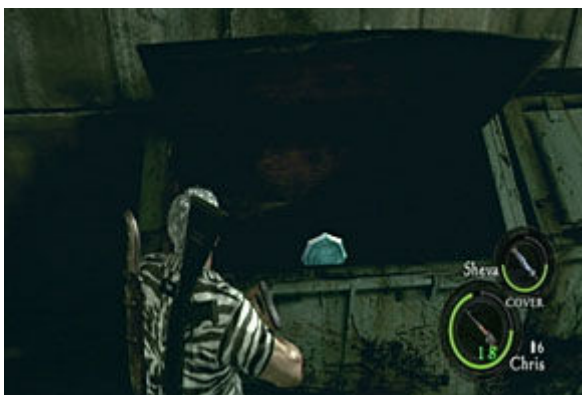
Chapter 5-1 Emblems

BSAA Emblem #23 - Finding the lone emblem on Chapter 5-1 is almost immediately possible as soon as you begin the chapter. You'll find yourself in an eerie locale full of mysterious flowers, the presumed result of a collaboration between Umbrella and TriCell. You'll need to head straight through the flora-filled area to a metal bridge that leads to a concrete tunnel. This tunnel leads to a red door we need to head through to proceed. However, it's the bridge that's of real importance in terms of finding this emblem. Instead of walking over it, traverse the circular area so that you can view the right side of it. The emblem in question is sitting snugly (and obviously) underneath the bridge.



Chapter 5-2 Emblems

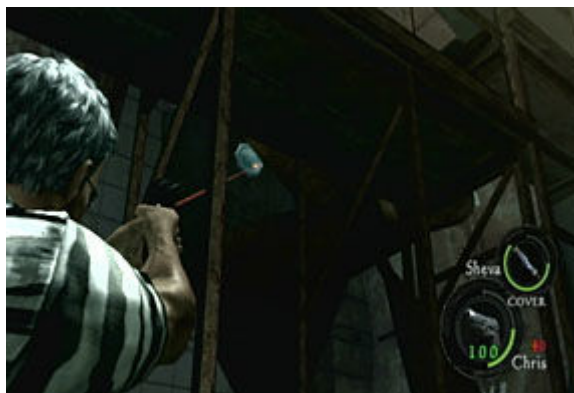
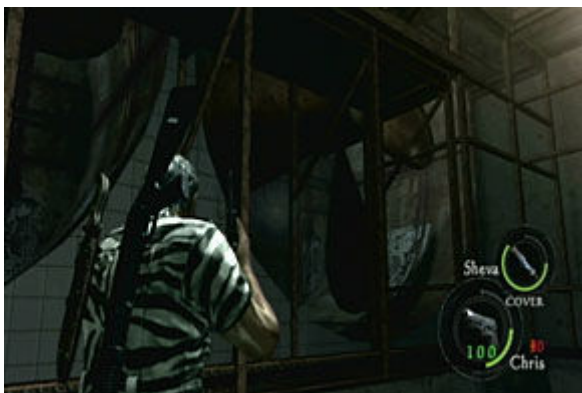
BSAA Emblem #24 - Well into Chapter 5-2, you'll come across the mission's only BSAA Emblem. It's located immediately after you successfully traverse the *second* conveyor belt you encounter. *Not* the first, but the second. The second conveyor belt is rife with danger, not only because of the myriad explosives on the belt heading towards the incinerator, but because of the enemies gunning at you from the catwalks above. After traversing the danger and shutting down the conveyor belt, run down the nearby staircase and look to your left. You'll see an open, blue-colored dumpster. Examine inside of it and you'll see the emblem in question. Keep in mind you'll need to use a weapon like a sniper rifle to hit it, because even though you're at close range, Chris won't lift his pistol high enough to strike it with that standard weapon.



«	Chapter 5-3	Chapter 6-1	Chapter 6-2	Chapter 6-3	»
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Chapter 5-3 Emblems

BSAA Emblem #25 - Finding this obscurely-hidden emblem can be undertaken almost immediately after beginning chapter 5-3. This, the first of three emblems found on the chapter, is found in the corridor you stumble into after leaving the starting point of the mission (the same room where the boss battle on Chapter 5-2 took place). Leave that room. You'll see two large fans built into the wall on your right (if you're facing forward). The rightmost of these fans is the key. Watch the fan rotate, looking at the left side of the wall behind said fan. You'll see this emblem on the wall behind the fan, constantly appearing and then disappearing as the fan functions. Aim your pistol at it and time your shot carefully.



BSAA Emblem #26 - The second of three emblems on Chapter 5-3 is pretty obscurely placed. You'll know you're in the right area when you reach a gigantic white-colored chamber with a huge circular elevator at the center of it (this area is found after you deal with all of those RPG-wielding enemies, where you find the Royal Necklace). You'll need to move down some linear catwalks to reach the elevator, but *right before* you get on the elevator, take a look around. Look for a platform-like location amongst the otherwise repetitive design on the walls. Underneath this balcony is the emblem you seek. Use your sniper rifle to shoot through the floor to strike it.



BSAA Emblem #27 - The final emblem on Chapter 5-3 is found in a pretty conspicuous location, so long as you know precisely where to look. After getting off of the gigantic circular elevator and dealing with all of the Majini in that area, you'll ultimately be brought to a cavernous room with an elevator on the left side and an initially-defunct bridge straight ahead. The elevator to your left will allow you to get up to the catwalk surrounding the location so that you can ultimately get that bridge functioning. But it's the elevator shaft that's the key. Approach the elevator without hailing it (so it's still suspended above), and work your way around to the back of it. You can see the emblem hanging on one of the walls of the elevator shaft below your location. Easy enough!



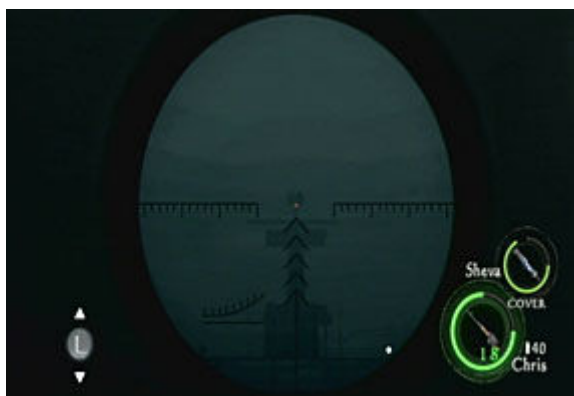
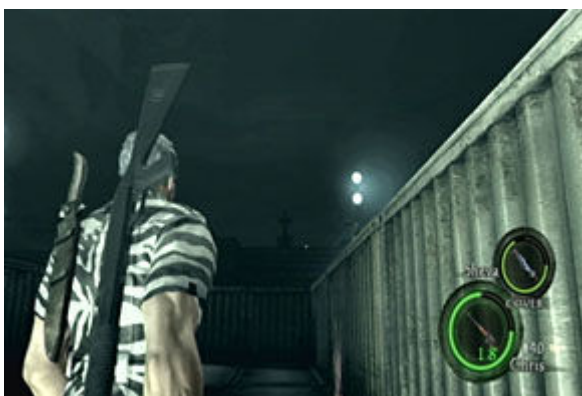
«	Chapter 5-3	Chapter 6-1	Chapter 6-2	Chapter 6-3	»
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Chapter 6-1 Emblems

BSAA Emblem #28 - Out of all thirty emblems in the game, the first of three found on Chapter 6-1 (and the last three found in the entire game, if you're finding them in order) is perhaps also the most obscurely-hidden one. Head through the beginning sections of the stage until you finally reach the section in which a cage falls down on your partner. At this point, you'll be acting alone and will be forced to free your partner from the cage to continue. That's irrelevant as far as finding this emblem is concerned, however. When you fight in the rectangular-shaped area adjacent to the cage, a storage bin atop another storage bin will swing open, freeing up some Majini to come fight you. The emblem you seek is within this open bin, but to get it, you'll need to chuck a grenade in there and hope for the best!



BSAA Emblem #29 - You'll know to make your move and grab this emblem because it happens right before you go through the yellow door well into the chapter to enter the ship itself. Before you do this, be sure to grab this emblem, because you won't be able to do so once you head through the door. The best place to find this obscurely-hidden emblem is to do so from one of the two yellow-colored lifts that require partner cooperation to raise. Once raised, head to the lift that's closer to the way you came into the area from (if you're not already there). Then, turn around and face the direction the door is. You will need a sniper rifle to get this emblem, since it's located far, far, far off in the distance. Wield your sniper rifle and look at one of the masts in the distance that's barely visible. The emblem you're looking to destroy is located on this mast. Even with a sniper rifle, this is a hard one to hit, so be patient!



BSAA Emblem #30 - The final emblem in the game, and the last of three found on Chapter 6-1 can be found *immediately* following the cutscene with Excella once you enter the ship and find her in a laboratory. After she makes a break for it, don't follow in her footsteps. Instead, look around the lab. You're looking for a cabinet elevated pretty high up, almost to the ceiling. This small cabinet, like all of the others in the room, has a glass door. Shatter the glass and then take aim at this emblem for an easy acquisition.



«	Chapter 5-3	Chapter 6-1	Chapter 6-2	Chapter 6-3	»
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Chapter 6-2 Emblems

None.

«	Chapter 5-3	Chapter 6-1	Chapter 6-2	Chapter 6-3	»
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Chapter 6-3 Emblems

None.