

P I G G Y B A C K I N T E R A C T I V E . C O M



RESIDENT EVIL

THE COMPLETE OFFICIAL GUIDE



THE COMPLETE ANTIDOTE



Super-visual Walkthrough

Level maps detail mandatory action on the left-hand page with side quests and advanced briefings presented on the right. The Walkthrough is designed for the highest difficulty level and applicable to all settings.

Ultimate Bestiary

This chapter studies each individual monster focusing on practical, advanced information: weak spots, weapon weaknesses/resistance, behavior patterns as well as tried-and-tested tactics...

Amazing art

An extensive Behind the Scenes section offers stunning concept art and unpublished insights from the Capcom developers.

All secrets

A complete Extras chapter reveals additional costumes, bonus weapons, hidden treasure, emblems, achievements and trophies – it's all in here!

ABSOLUTELY NO SPOILERS!



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BASED ON A GAME RATED "M" BY THE ESRB



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FOREWORD

Developing a game is like a long struggle in the dark and in this sense the Resident Evil 5 project was extremely demanding both on a physical and psychological level. Each of us may have come into the project with our own goals but as you now have a copy of the finished game in your hands, we can conclude that we have reached at least one of our collective aims in our struggle to see the first rays of a new dawn.

JUN TAKEUCHI



Research and development on this game started four years ago. At first only a few members were involved and soon enough, the team grew to reach over a hundred. We feel honored that so many talented people contributed their all to this project. The guide that you're now reading is also evidence of these endeavors.

MASACHIKA KAWATA



We started working on the graphics at a very early point in the game's development. The objective we set was simply unachievable with the technology available in 2005. This meant that our team had to come up with its own groundbreaking solutions, which only started to bear fruit in 2008 when development reached the point where we could almost play the game from start to finish. Looking back, we both agree that we truly miss the excitement and the turmoil of that amazing period. The ongoing, inner conflicts experienced by all team members had in fact been worthwhile. We had each covered so much ground and had reached a point where we could almost see the dawn.

We would however like to stress that Resident Evil 5 was not created solely through the efforts of the Capcom staff. We invited movie specialists from Hollywood to help us improve the quality of our cinematics and the interaction with these companies has been really insightful, and definitely kept our spirits up.

As for the music score, full orchestra recordings were made at the 20th Century Fox Hollywood studio. We were completely amazed when we heard over a hundred musicians play in perfect harmony by just reading their score sheets, practically instantly, without rehearsing. This is in such contrast to the reality of game developers, where it takes four years of quiet and unremitting labor to create a game of this quality. As a matter of fact, people from many different companies and diverse backgrounds worked together, shoulder to shoulder, to achieve every manner of quality improvement in this game. Our collaboration with external companies also included Piggyback and this very guide is the result of an extremely fruitful collaboration.

As we write these words in February 2009, we feel we have finally made it. We've lived to see the dawn of a new Resident Evil game, just like Chris as he seeks out his future in Africa. We leave it to you, the players / readers to judge if this was all worthwhile. We really hope that we may enjoy more enlightening project experiences such as Resident Evil 5 – this is our ambition as game developers.

JUN TAKEUCHI
MASACHIKA KAWATA
Resident Evil 5 Producers



HOW TO PLAY



With its focus on teamwork and choice of control schemes, Resident Evil 5 introduces novel ideas and refinements to the series. This section covers the fundamental principles of the new episode and reveals how to exploit them. Learn how to make the most of your sidekick in a single-player game or how to work effectively with a human partner in co-op.

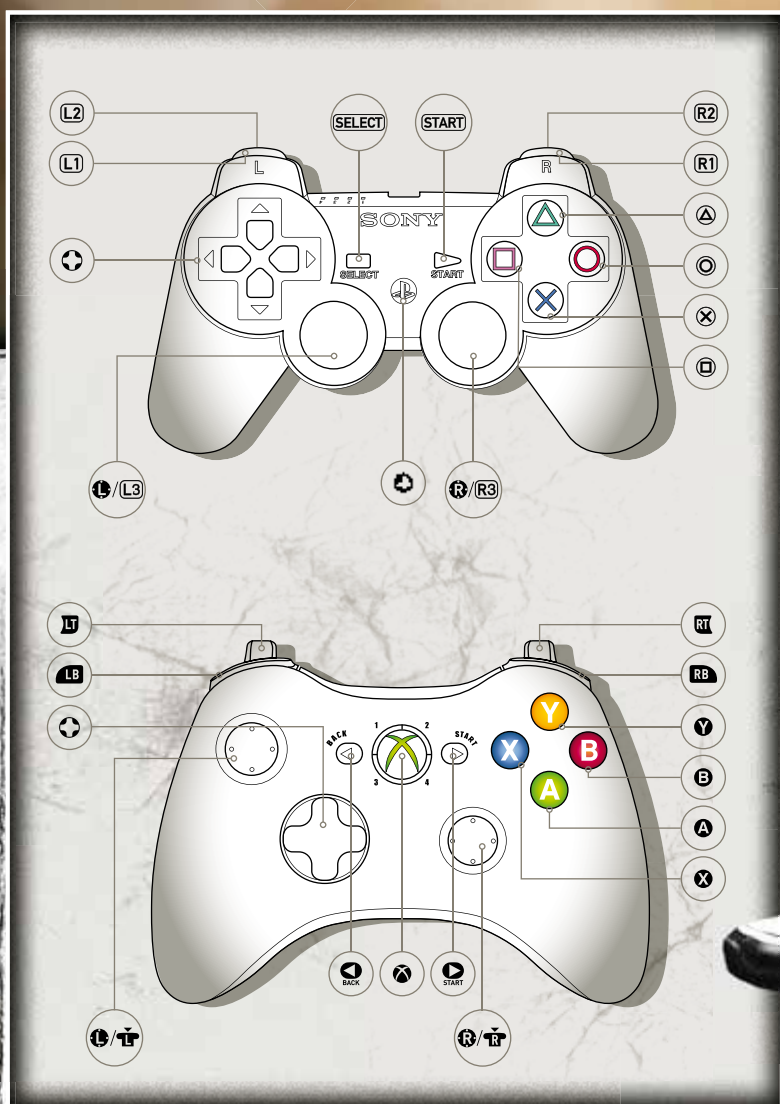


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BASICS

Commands

Refer to the following tables to help you find the optimum controller scheme for your system. Control types can be changed before starting a game in the Options screen or at any time via the Pause Menu, meaning that you can test them all without penalty to find the most comfortable layout.



Type A to D Commands

PS3	Xbox 360	Type A Commands	Type B Commands	Type C Commands	Type D Commands
		• Walk	• Walk	• Strafe	• Strafe
		• Adjust viewpoint	• Adjust viewpoint	• Rotate	• Rotate
		• Quick Turn	• Quick Turn	• Quick Turn	• Quick Turn
		• Quick Equip • Buy / Sell adjustment	• Quick Equip • Buy / Sell adjustment	• Quick Equip • Buy / Sell adjustment	• Quick Equip • Buy / Sell adjustment
		• Run (when moving) • Reload (when weapon drawn)	• Run (when moving) • Reload (when weapon drawn)	• Run (when moving) • Reload (when weapon drawn)	• Run (when moving) • Reload (when weapon drawn)
		• Partner Action • Hold to change partner mode (single-player games)	• Partner Action • Hold to change partner mode (single-player games)	• Partner Action • Hold to change partner mode (single-player games)	• Partner Action • Hold to change partner mode (single-player games)
		• Open inventory	• Open inventory	• Open inventory	• Open inventory
		• Context actions • Swing knife (when drawn) • Fire / Throw weapon (when drawn)	• Context actions	• Context actions • Swing knife (when drawn) • Fire / Throw weapon (when drawn)	• Context actions
		• Map toggle	• Map toggle	• Map toggle	• Map toggle
		• Draw weapon	• Locate partner • Fire / Throw weapon (when drawn) • Swing knife (when drawn)	• Draw weapon	• Locate partner • Fire / Throw weapon (when drawn) • Swing knife (when drawn)
		• Locate partner	• Draw knife	• Locate partner	• Draw knife
		• Draw knife	• Draw weapon	• Draw knife	• Draw weapon
		• Provoke	• Provoke	• Provoke	• Provoke
		• Pause Menu	• Pause Menu	• Pause Menu	• Pause Menu
		• Cancel cut scene • End game (at chapter scores)	• Cancel cut scene • End game (at chapter scores)	• Cancel cut scene • End game (at chapter scores)	• Cancel cut scene • End game (at chapter scores)
		• Console interface	• Console interface	• Console interface	• Console interface

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Choosing the Right Control Type

A more sophisticated control system has been introduced for RE5. The new Type D arrangement is the default setting when you first start playing, though it's backed up by a tried and tested alternative.



Control Type A: Basic control type based on RE4

Control Type B: Basic control type with altered combat configuration

Control Type C: New "Strafe" layout with combat config A

Control Type D: New "Strafe" layout with combat config B (default setting)

Types A and B reproduce the classic controls of previous Resident Evil titles, where the movement stick is used to turn while walking and running. Fans of RE4 should take to it immediately, and may prefer it. However, this simplicity can lead to slower maneuvers as the player cannot move sideways without also moving backwards or forwards. Others may find themselves more comfortable with a control system that grants the ability to sidestep, and for this reason it is highly recommended that you investigate Types C and D.

Once you've decided on your movement style, the next decision rests on where you want to assign the buttons that are held to keep your weapons drawn. Types B & D make your left hand do the work of choosing and holding, while Types A & C divide knife and firearm between left and right triggers. To avoid any overlap with context actions when firing, Control Types B & D are the preferred options.

Experienced players will also wish to raise the aiming speed to Fast or Fastest for a quicker but twitchier aim.

Context Actions

Interactivity with the environment is frequently driven by on-screen prompts, giving you the option of performing an action at the right place, or time, or both. Consequently, the same button you press to operate a lever may also be used to dive clear of danger or stomp a prone assailant.

It is therefore important to pay attention to the many messages that flash up, so that you don't miss out on vital details or find yourself stooping to pick up items when you were intending to take cover behind a wall. Searching locations thoroughly may reveal a context action to move an obstacle or to open furniture for hidden items. If you press to 'Investigate' a location feature, pressing a second time will exit you faster than waiting for the message to close.



Interactive Sequences

At key points of the game, you will be able to react to events by making the correct button press or combination, at the right moment, in response to an on-screen prompt. This is referred to as interactive sequences.

There are two types of interactive sequences in RE5. The first establishes a dramatic event or set-piece, through the use of cut scenes, before prompting the player with flashing icons depicting the correct button presses to make. Success will be rewarded with a favorable outcome while failure delivers damage or even a closing scene of grisly death. The right combination of buttons varies depending on the level of challenge and also on your performance, so that failing an interactive sequence may prompt a simpler combination on replay. For this reason, our Walkthrough section will warn of interactive sequence challenges but cannot give the exact button presses for any situation.



RE5 also incorporates interactive sequences within the ordinary game, sometimes as an option. For instance, it is possible to assist your partner by intervening when they are being grappled by an opponent (or to call for their help by pressing **○/□**, which increases their reaction time in single-player games). When your partner is presented with the option to free themselves by waggling **△**, you may also see a prompt to help free them with a punch or kick. Alternatively, you may choose to attack their assailant with a more conventional bullet, or knife swing, to the same effect of rescuing them. Similarly, prompts to

dodge or duck lunges from a boss can be used to trigger an evasion animation, or you may simply try retreating on foot.

Pay close attention to the icon instructions when they appear. Some activities demand rapid and repeated button presses, while others ask for two buttons to be pressed at once. When engaged in co-op play, be aware that some interactive sequences will fall to one player to make the saving action while others require a simultaneous response from both.

Hand-to-hand Combat

These moves are quite distinct from ordinary knife and rod swipes, although they may be initiated by them. There are no kick or punch buttons as such, because hand-to-hand attacks in RE5 are resolved as context actions. Such moves are extremely damaging if you're able to make use of the opportunity, and they will also help to conserve your ammo. Shooting or hurting an enemy will sometimes give you an opening to get close enough to fight unarmed, and you need to be looking for a stun or stagger to exploit. How and where the enemy was hurt – leg, torso, etc. – will determine how they are stunned and what kind of move you can perform on them, and the name of the move will flash briefly as a screen prompt. For example, Chris can perform a Straight punch that propels the enemy in a fashion true to its title.

Superior damage is in combos, and up to three attacks can be chained if both partners take turns to deliver them. You need to start with the right move – such as a Hook for Chris or a Kick from Sheva – and the other player must be in position to follow up. If your punchbag is still alive after the second attack, a rarer third strike is possible.

The knife served a prominent survival role in RE4 but is much weaker in RE5 and most likely to be used for smashing crates or in desperation. Although it may have been surpassed by new hand-to-hand moves, it can still help to set them up in a fix. You'll also see the occasional flash of steel in finishing moves against floored opponents.

Expert Moves

The Quick Turn is an invaluable shortcut for instantly spinning around 180° to flee danger or to fire at an enemy on your tail. Pull down on the stick and then tap Run with **△+⊗/⊙**. Try it out straight away, because you will be using this move throughout. It works with all of the Control Types, which should stress its importance yet again.

Items placed at the compass points of your nine slots (up, down, left, right) can be rapidly selected within the game via **⬅➡**, by pressing the corresponding direction. Place your weapons in these slots to swap quickly between them without needing the inventory. With preparation, Quick Equip is also the smartest way of readying a grenade or a healing item for the moment when you need it most.

When opening a door, you can double-tap the button rapidly to kick it open instead. It's plainly useful for fleeing or on speed runs but if you begin by pushing normally, only to glimpse something waiting on the other side, then you can still quickly add that extra tap to finish opening with a kick. Enemies may suffer damage or knockback from the blow.

In co-op, both players must press together to cancel cut scenes. Not only does this speed up replay of familiar chapters, but it also eliminates the connecting scenes between the challenges of multiple interactive sequence tests so that you can focus on timing.

Don't miss a useful shortcut when buying and selling items. Left and right on either **△** or **⬅➡** will automatically select minimum and maximum amounts respectively, speeding up your trade in gems and bullets.

If you want to play politely, you can thank your partner in-game by pressing Partner Action (**⊙/⊗**) after you've been handed an item or healed.



On-screen Display

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- 1 Health Gauge** – Indicates your health or near-death status. See page 16 for more information.
- 2 Weapon / Item** – A visual representation of the weapon or item you currently have equipped, ready to use or to give to your partner. If a Special Item you are carrying works like a weapon then it will be displayed here. You can drop a Special Item at any time by equipping an ordinary weapon or item via the inventory or Quick Equip method.
- 3 Remaining Ammo** – The number inside the gauge shows the number of rounds currently held in the clip, and will be green if the weapon is fully loaded, or a red zero if empty and in need of a reload. The number outside the gauge shows the ammo you are carrying in reserve for this weapon, and will be red when depleted.
- 4 Partner's Display** – You can monitor your partner's identical details on a smaller display. If they are being grappled or restrained, this will flash a yellow Help warning to call for your assistance. It also displays their combat status, set to either Attack or Cover.
- 5 GPS Map** – An overlay map of the current area, showing corridors, rooms and stairs. Player positions and facing directions are shown as arrows in green (Chris) and purple (Sheva). Your next mission objective will be marked with a yellow pulse, or a yellow arrow indicating its location if out of view. Many sub-bosses also show as a white triangle, helping you to stay one step ahead when you can't afford to look back: this triangle will turn from solid to lined if they are on a different floor, above or below.



- 6 Area-Specific Items** – Keys, cards and other unique items that are not held in your regular inventory will be displayed here as on-screen icons instead.
- 7 Laser Pointer** – Weapons without a scope have an underslung laser targeting beam to assist aiming. It provides a good degree of accuracy against slow or stationary targets but the skill in catching faster prey is to anticipate their movement, aim ahead and squeeze the trigger when the bright red spot flashes back to show they've interrupted the beam.
- 8 Context Action** – Indicates the buttons to use and the action you will perform.



Saving and Continuing

The game's six stages are numerically subdivided into two or three chapters (1-1, 1-2, and so on). Within each chapter, the game breaks down into distinct, named areas that can be thought of as the individual maps viewable in your on-screen display. Additionally, each area possesses checkpoints that record your progress. Reaching a particular location or fulfilling a certain condition can trigger the message that you've successfully passed a new checkpoint, from where you will restart if you die. An AutoSave feature will save your progress upon entering new chapters but be sure to save on quitting if you wish to record your checkpoint position for the next gaming session.

You can leave any game by dying or quitting, but there are different ways to quit. Restart (via the Pause Menu) will throw you back to the last checkpoint, instantly loading your previous position and forgetting any damage taken or items collected since. Choosing Quit and then saving your game will record health status and items collected since the last checkpoint, but you'll still be able to use the Continue option to start playing again from the last checkpoint.

You can begin to exploit this checkpoint system immediately, since each one represents a chance to access Item Management. Quit and Save enables you to replay the same section repeatedly to harvest the items between the checkpoint and when you check out, sometimes with little challenge. If you're holding a token or emblem that acts as a key, you can often choose when to insert it to trigger a conditional checkpoint.

The number of times you die within a chapter will count towards your score, so if things are looking hopeless then you might consider restarting. If you know



you're in for a difficult battle, you can also swap in heavier weapons or extra healing items accordingly.

Choosing to Continue from the Play Game option will restart you at the last checkpoint saved, so bear in mind that the game only saves one checkpoint. If you replay a section through Chapter Select then you will lose your place in any other chapter you were playing.

Replay is built into the structure of RE5. The equipment you collect is stored in an Extended Inventory that stays with you throughout, even if you start a new game. Similarly, if you replay an individual chapter and save at any point, the items you collect in that time are added to your inventory. You can replay previously completed chapters on your first play through the game, so if you get stuck or run out of ammo then you can go back and replay to collect some items or money. You'll also be able to take upgraded weapons back into an earlier chapter to make harvesting safer and easier. Our Walkthrough highlights some of the best looting spots. In this way, any player can eventually take on higher difficulty levels by amassing a well-stocked arsenal of upgraded weapons.



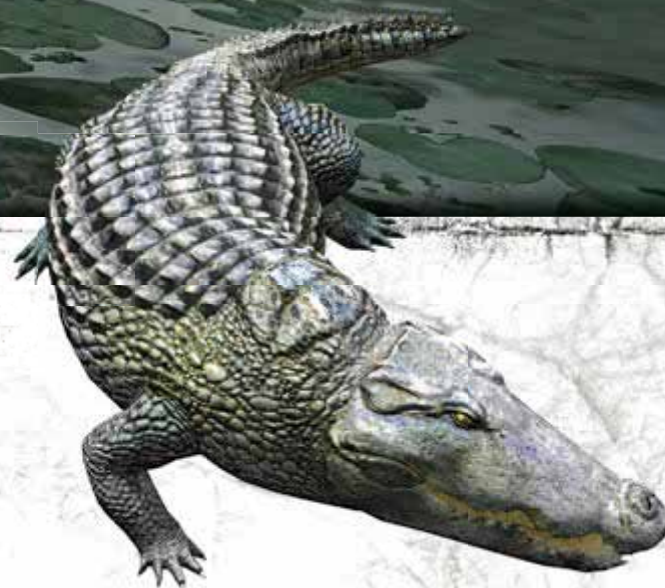
Difficulty Levels

You will be prompted to select a difficulty level before starting a new game or when replaying a completed section using Chapter Select. There are three difficulty levels at first, determining the kind of game you will experience.

- **Amateur** – Enemies are easier to kill, being less resilient and causing reduced damage when they attack. As they are also slower to react and readily stunned, knife and hand-to-hand moves are easier to execute on them.
- **Normal** – The default. If you're playing the game on co-op without having seen it in single player mode then this a good starting point of decent challenge, even for experienced players.
- **Veteran** – A worthy trial, but you would be wise to take some sections slowly and cautiously to avoid disaster. If you haven't completed the game previously, you will often be struggling for ammunition on a first run.

As a rule of thumb, higher difficulty levels drain your resources more quickly. You will take more damage from attacks, requiring deftness or frequent healing. You will expend more ammo in taking down enemies, demanding that you become more accurate and accomplished in combat. Monsters are also faster and hungrier, respawning more quickly (where applicable) and homing in on your location with greater speed and determination. Bosses who are beaten in phases require additional stages of weakening before they can be vanquished.

Interactive sequences are also affected by difficulty, introducing more complex button presses and demanding faster reflexes to hit the right buttons within a shorter time limit.



Additionally, certain specific elements are altered depending on the chosen difficulty setting, as shown in this table.

Difficulty Setting	Duration of Dying Status	Specific Features
Amateur	30 sec.	-
Normal & Veteran	15 sec.	No knockback effect on certain armed Majini when they attack.

On the positive side, successful completion of a chapter scores more points on higher difficulty (2,000 Points for an S rank on Veteran) and thus rapidly increases your access to the game's additional content.

Treasure stashes are not affected by difficulty, so you will find gems and artifacts consistently placed and worth the same sale value at all levels. If you intend to replay a chapter purely for money, Amateur pays equally decent returns without draining your ammo.

RE5 PRIMER

Choosing the Right Equipment

Basics

An underlying principle of the Resident Evil series is that resources are limited. You will need to hunt down every item, weapon, treasure and collectible you can find to improve your chances of survival. You must manage your inventory while you scavenge, maximizing the amount you can carry and making hard choices about the equipment you keep. If you panic and let fly with bullets and grenades, you will quickly run out of ammunition and find yourself with no more than a knife to protect you against the horde. You will need to use whatever the environment throws your way; a flaming oil drum can inflict far more damage than the single pistol bullet used to ignite it. Quite often, simply running away from danger is the best strategy.



Each character manages their equipment through an icon-driven 3x3 inventory grid displaying their current gear. Since there is only one item allowed per slot, no more than nine items can be carried at any time. Unlike previous games, there is no way of increasing your carrying capacity.

Spare ammunition will also take up slots, with an individual slot needed for each different type of ammunition and a limit on the amount of rounds held per slot. Excess ammo will overflow into empty slots. Because you can only reload a weapon with ammunition from your inventory, you should think of every weapon carried as requiring at least two slots – one for the weapon itself and one for its ammo reserve.

Between chapters, and any time the Item Management screen is accessible, it is possible to transfer items to and from storage via a more generous Extended Inventory grid. Any equipment collected and saved on either grid remains with the player throughout their game and is retained for any subsequent replays. Consequently, it is possible to amass a wealth of items and money during one game that will aid you in attempting a higher difficulty level later on.

As soon as possible, combine Herbs to make a single item. Swap items between partners to merge similar resources: one slot can hold five grenades of the same type. If you find you have either too much of a resource or practically none at all (perhaps a Herb or a couple of shotgun shells remaining), then use it up first to free the slot. Even reloading a weapon at the right time can make space. Whenever you get a moment to breathe after a fight, it's a good idea to examine your inventories jointly and rationalize them. As a last resort, you can always discard your least valuable item to make space for a much better one.

There is a good reason for keeping a couple of slots free at all times, and that's to help maximize the amount you can scavenge. Random loot dropped by slain enemies will disappear after a time, so you need to grab it while you can or collect it to give to your partner, even if you don't use it yourself. You can identify these short-lived items by the shafts of light rising from them.



Conversely, collectibles that are deliberately placed in the game environment (on shelves, in drawers and cupboards) will remain there permanently until picked up. You may find it smarter to make a mental note, perform any combat to secure the area, then collect these items just before moving on.

The third type of loot appears when you break open a container – crates, barrels, even piles of fruit. Although handgun bullets remain a constant reward, there will be a greater probability of finding the right ammunition for the weapons you are carrying.

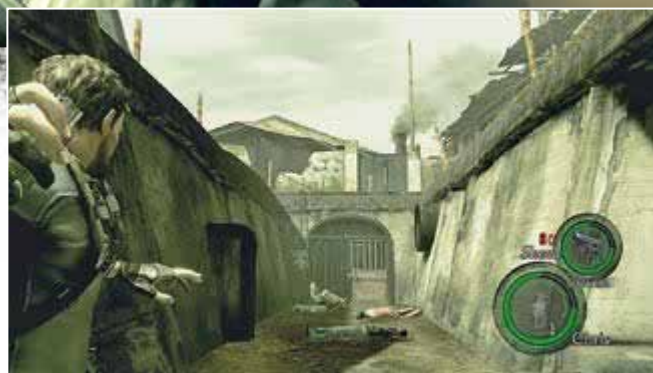
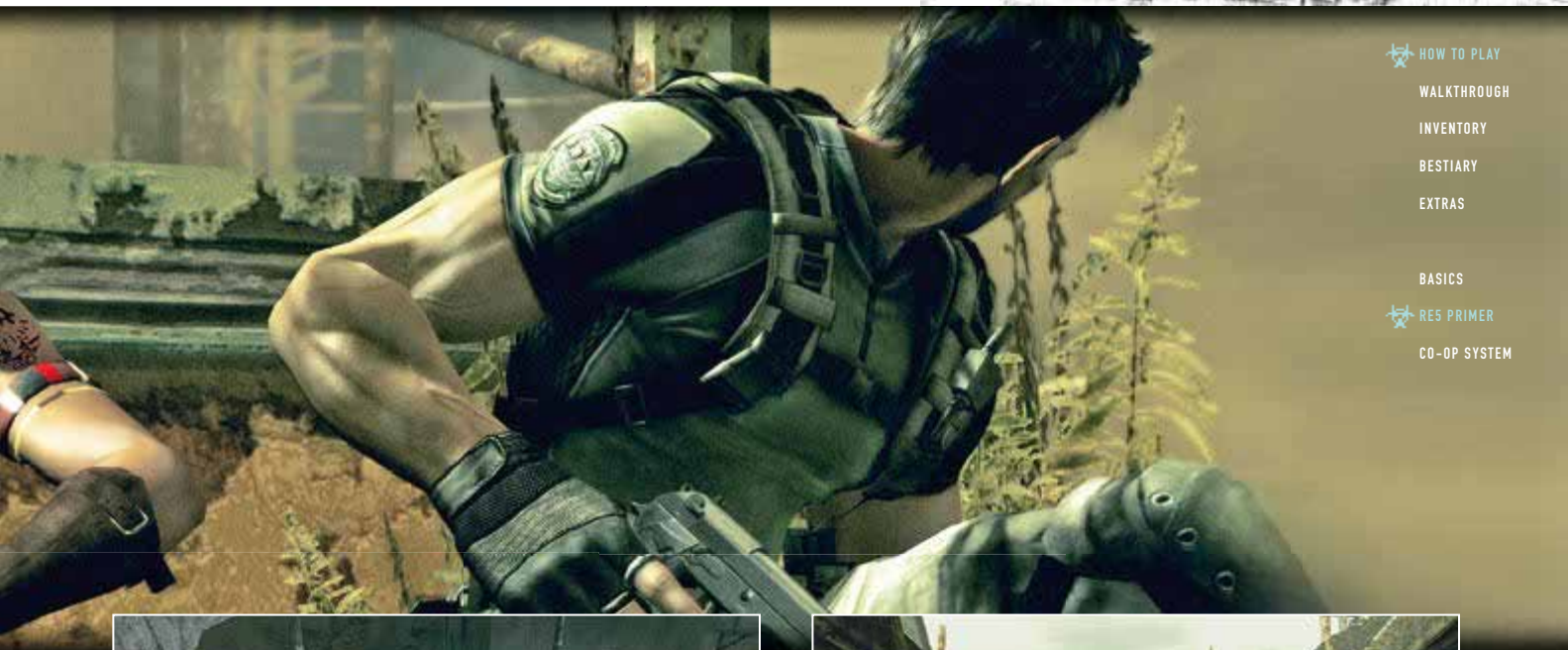
The Item Management Menu

This menu serves various functions. You can access your Extended Inventory from this screen and decide on the gear you'll be taking back into the game. You can examine and sell any loot you found on your last foray, then use the earnings to buy new equipment. Finally, you can pay to upgrade your weapons into boss-blasting ordinance.

Upgradeable weapons show a rising yellow arrow when selected and you can choose to improve damage, reload speed, capacity and effects. Until you complete the game once, there are progress limits on how many improvements you can buy. It is possible to spend many, many thousands on maxing out a decent weapon.

To pay for it all, you'll need to look for relics, gems and other Treasures scattered throughout the game. Switch from your Extended Inventory to the Treasure Inventory to see all the loot you've collected. Each new find claims a slot in your Treasure Inventory so that you can see what you've collected in the past. Don't bother hoarding these items, as the very idea is to sell them on to raise the necessary cash for better firepower.





Weapons

When you acquire your first pistol, you may notice that it comes in a glinting metal attaché case. Keep an eye out for other such cases, as these hold new weapon types that are scattered throughout the game.

Experimenting with the hardware will reveal very different strengths and applications. As the choice opens up, select and equip your weapons according to the situation. Of course, RE5 endorses good gaming sense: when you're under attack from multiple aggressors, the shotgun excels at close-range crowd control and knockback. Once your enemies start shooting back or hurling sticks of dynamite, you'll be grateful for the safe and preferable distance afforded by a rifle scope. But there's an added tactical dimension in choosing weapon upgrades and dividing resources.

It's important to consider different weapon allocations for each partner. You will need a "workhorse", a reliable default for dealing with lesser threats and smaller pests without overkill. Handgun (HG) ammo remains most plentiful for both, and a fully upgraded pistol can become a powerful cannon in later chapters.

Some of the weapons are significantly less effective than others — the various sub-machine-guns being a prime example — so wouldn't it be a good idea to ignore machine-guns altogether? Not necessarily. The game provides a frequent, scripted supply of machine-gun (MG) ammunition, and if neither player can use it then it's a monster-slaying resource that's constantly going to waste. Similarly, some ammunition types are very rare and if both partners share or compete to grab what's available then it will be exhausted more rapidly.

When assessing the value and power of a weapon, consider both its potential with upgrades and the availability of ammunition. Look for special features and bonuses, such as Critical Hit percentages or Piercing potential. You'll find more details and expert weapon tips from page 120 in the Inventory chapter of this guide.

Items

Grenades: You will need to experiment with grenades to discover the effectiveness of each type. Grenades detonate after impact rather than on a fuse, so you can hold onto them indefinitely while aiming. Although RE5's grenades are remarkably easy to deliver — just aim higher to throw further — with the physics to bounce around corners, you should still observe basic rules of care and distance. Place yourself in a good position to fire or drop. Make sure the grenade won't bounce back at you, perhaps checking you've smashed the glass from a window. Warn your partner when there is "fire in the hole".

Armor: Although you start unprotected, modern body armor will become available for purchase during play. Armor reduces the damage taken from successful hits and its protection remains constant while it is worn, but equipping it will take up valuable inventory slots.

Special Items: In certain stages, you may encounter unique items such as keys that can only be used within that stage by one of the characters. These items will not appear in your inventory and instead appear on your display. There are also unique heavy objects that can be wielded when they are picked up and held. To drop the heavy item, just equip something else from your inventory or press Quick Equip. Special items cannot be carried over to other chapters.



Gauge Management

Basics

Your health is represented by a circular Health Gauge. The bar will be bright green for healthy characters, turning from yellow to orange for an instant “corner of the eye” visual indication of status as your health deteriorates.

The first thing to grasp is that your health bar is at its fullest when the green circle is three-quarters full (it’s then worth 1,000 HP). There are no boosters or bonuses that will ever give you a completely green circle. Instead, that mysterious fourth quarter at the top right represents your reserve or emergency health. You won’t normally see it used, but if your green health bar is ever exhausted then this segment will turn red and start flashing to indicate that you are dying. The shrinking red bar will then chart your countdown to death, and your only hope of survival at this stage is for your partner to revive you before it drains completely.

While dying, you can do no more than stagger towards your partner in the hope of getting their assistance in time. Equally, if your partner is dying then it is essential that you move in to save them or the game will be over.

If you happen to be carrying a health item, this will be used automatically when you save a dying colleague with the effect of restoring their health according to its curative value. If not, you will still administer a reviving shot but their health will be limited to a tiny red sliver.

Serious injury will start to show with reduced movement, plainly indicated by the character clutching their sides in pain. The game ends if one partner is unable to resuscitate the other in time, or if both partners are reduced to a dying state simultaneously.



Healing Items

Healthy living is a matter of anticipation and precaution. The first rule is that you should always plan to keep at least one restorative healing item in reserve, or more when inventory slots allow, for that inevitable emergency. The second rule is that you take advantage of the shared effects of such items. Should you use a healing item on your partner, it will work on both of you. Exploit the proximity effect to maximize the efficacy of each item. The third rule is to manage the risk. You

wouldn't waste a herb on a player who is only scratched, but what if you're on half health? If you encounter healing items you can't carry, use the ones you have to restore yourselves and refill those slots. Store any left-over health items when you finish the chapter, on the basis that most chapters will attempt to give you replacements from the outset.

Herbs can be combined to make more powerful medications. The system works as follows:

Item(s)	Effect
Herb (Green)	Small heal
Herb (Red)	Unusable alone
Herb (Green) + Herb (Green)	Medium heal
Herb (Green) + Herb (Red)	Strong heal

Other healing items include:

Item(s)	Effect
Egg (White) / Egg (Brown)	Small personal heal
First aid spray	Strong heal

At any rate, keep in mind that if you use healing items on your partner, or in direct proximity to your partner, both of you will benefit from the effect.



The Buy Menu

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Most sales made in the Buy menu obey the 10% rule – you'll only get a tenth of their sale value, so $\$200$ for a pistol worth $\$2,000$. Not a great return, but better than seeing equipment sitting unused. Upgraded weapons will sell for a slightly better rate that takes into account the money already invested, but be sure you aren't selling something you want to keep. You'll get 10% of the weapon's basic value plus 25% of the cost of its upgrades.

Selling a weapon trades the hardware alone and leaves any ammunition from its clip. You will notice that you can't buy ordinary ammo, hence the importance of collecting and hoarding in the early stages. On subsequent playthroughs, collecting weapons that you already own enables you to sell them for a small profit and gain any ammunition they contain. You can't carry two weapons of the same model at one time, but you may be able to ask your partner to pick it up.



Whenever you return to the Item Management screen, look out for the flashing red "New" alert that indicates items have been added to the list since your last visit. There are three ways of unlocking new items for sale. The first depends on finding the weapon in the game. Thereafter, it will be available for sale to both partners in co-op. The second is progress-dependent, and involves simply playing through the game in either single-player or co-op mode until you reach the chapter when it is unlocked. The third method is upgrade-driven, and far more expensive, though the returns are worth it: completely upgrade certain weapons until they are maxed out and you will unlock a new weapon of the same type.

Incidentally, note that buying a capacity upgrade automatically refills the weapon's clip every time. Used in the early stages of the game, this is an excellent way to get free ammo from Item Management.



Think Before you Act

The creators of RE5 clearly take delight at placing your characters in sudden danger, setting traps and ambushes for the unwary. The environments have been designed such that monsters can appear unexpectedly on all sides by clambering over fences or dropping down from above. Distraction is a common trick, and when both players are holding off enemies at the door then another is almost certainly climbing through the window behind them. Fortunately, you can sometimes use the same routes to escape. If "cover your back" sounds like obvious advice, see how long it takes to be caught off-guard in your next game. The winning player scans a room for all possible access points, looks both ways in a corridor fight, and checks the directions their partner isn't covering.



Observing enemy patterns and behavior will reveal more options for tackling each challenge. Walking slowly may enable you to move silently past blind enemies, or you may fool a guard into lobbing a Molotov at his Majini cohorts. Dogs can run through low gaps but they can't climb ladders, so you could try separating enemies and taking them on individually. Some creatures are simply invulnerable until you uncover their weak spot, and you can waste plenty of ammo before finding out. Pay attention to details, such as the sound of your bullets ricocheting harmlessly off armor, or the splash of yellow ichor from a soft, exposed underbelly. If the game presents you with a new item, take the hint and try it out.

Choosing when to fight, when to run away and where to engage the enemy is a decision to share with your colleague. Even in sections where the path seems



aid to an ailing partner or to respond to their cry for help will leave you unharmed for the duration of the act itself, and your deed will be recorded in your player statistics.

Although the effect of invulnerability during these moments is a consequence of the successful move being uninterrupted, it means that you can feel more confident about leaping into action or performing heroic saves. When a partner is in trouble, the rescue move you execute with the Partner Action button will not place you in immediate danger. Your gallant action may even knock back or repel a group of attackers if it sends you diving into the fray. The lesson here is that plentiful use of uninterrupted moves and stunts

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linear and claustrophobic, you can always plan a route of retreat to a place where you have the advantage. Fortunately, RE5's rich environments offer a wealth of incidental assistance, from exploding objects and high-voltage shocks to watchtowers with kickable ladders and an escape route jump. The game also introduces cover points, so look for walls and shields that offer safe places from which to exchange gunfire.

A Moment of Grace

Certain actions will grant a moment of temporary invulnerability, normally in the course of assisting or engaging in a Partner Action. Stepping in to administer first



reduces the chance of enemies scoring an attack, and looks rather more exciting too.

Majini might make easy targets when trying to climb through a window, but Chris and Sheva have a rolling jump for leaping through glass from the second storey. They are invulnerable during the leap, and should they happen to land on any Majini below then the attackers will be knocked backwards or floored. Drops from high platforms will have the same effect.

Sub-bosses will often have a lunging attack or swipe which you will have a brief chance to evade. Make use of a context action dodge rather than sidestepping manually and you'll be spared the possibility of damage from any other source during the subsequent animation.

Successfully timed melee attacks and counterattacks will also initiate an unstoppable sequence that can thwart other aggressors until completed. When opponents are knocked down, a finishing Stomp or Impale is another move that cannot be interrupted once started.

So have the confidence to try all the contextual stunts that RE5 waves under your nose. While there will always be times when it pays to be cautious, sometimes the best way to see the game is to be daring and dive right in.

THE CO-OP SYSTEM

Single-Player Co-op

In the single-player game, you'll be exploring with Sheva Alomar as your partner and computer-controlled AI back-up. Sheva acts independently but her behavior can be set to Attack or Cover. In Cover mode, she stays close and switches to lower strength weapons for defense. Change her orders to Attack mode (hold **○/B**) and she will equip a heavier weapon, advancing quickly and running in to engage with enemies directly. She will also collect items more aggressively, perhaps revealing some treasures you had missed.



Indeed, Sheva's comments are designed to provide assistance and point the way forward through the single-player game, so pay attention to what she says and watch her for cues when stuck.



As she has nine equipment slots of her own, you will inevitably consider using her as a "mule" to load up and carry your spoils to the end of the chapter. Although she acts smartly enough and will keep out of trouble wherever possible, you should still be wise to some of her habits. She won't step in to grab money or ammunition if you're able to take them yourself, but she will pick up and use healing items swiftly if either of you are injured. She will also combine green herbs with green, rarely showing the patience to wait for a red herb, so you may wish to hold on to these yourself. She won't use grenades or set proximity bombs unless in Attack Mode, and then she plays with fire fairly carefully. But she can burn through ammo, so consider rationing her supply in lean times. This is also one way to force her to use a particular weapon. Another way is to buy her a Stun Rod: in Cover mode, Sheva will default to this and stay close enough for you to rescue or heal her. She'll also set up hand-to-hand opportunities on harder difficulty levels by stunning some opponents.

If there are lots of exploding barrels lining your path ahead, you might think twice about equipping her with ammo for Piercing weapons.



Multiplayer Co-op

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Treasure and money finds are duplicated and shared in co-op, in the sense that both players will receive what one player picks up. However, ammunition, weapons, healing items and some rarities go only to the finder. As a rule, if it occupies an inventory slot then only one player can have it. There's no need to compete, although it can be hard not to try.

Knowledge is a weapon in itself, so keep exchanging information throughout. Make sure you tell each other of booby-traps, monsters, bow gun snipers or any other threats as soon as you spot them and be ready to suggest a retreat or to ask for assistance. The other player may not spot that you're on low health, so let them know when you've been badly injured and shouldn't take the lead.

In split screen, players can look to the other's viewpoint. That's not possible in system link or online play, so a better rough technique is to use your weapon's laser pointer to highlight directions or items of interest for each other. Use the map with the Find Partner action to keep track of each other if you split up.

Decide on how you're going to use your weapons and items jointly. A good spread might involve one player as Chris working as the tank, taking the lead and using the close-range power of the shotgun and pistols to tackle groups. As Sheva, the other player could take a sniper rifle and machine-gun for a supporting role.

SAMPLE PARTNERSHIP

Chris works as the point-man. He's the tank, taking the lead and being the first into danger. He uses the shotgun to tackle crowds of Majini and switches to the pistol for smaller individual threats. He is first to be assigned armor and also picks up healing items, as he may need to combine and use them individually before Sheva can reach him.

Sheva provides the artillery. She covers his back, employing her sniper rifle to scout ahead of Chris and to alert him to danger as well as prioritizing enemies with projectile weapons using her long-range headshots. She carries a machine-gun to defend herself from closer threats and to support Chris against groups of enemies. In co-op, she has Incendiary Grenades assigned for Quick Equip: if Chris needs to retreat from an ambush, he can alert Sheva and lead them back into a wall of fire.

Although this is a fairly solid sample arrangement, it leaves the support player weak against group ambush; however, there is still plenty of room for both personal and tactical variation to suit the challenge. If both players decide to pack good close-range firepower, for instance, then back-to-back fighting and mutual melee assistance can see off a Majini siege.

Here are some other ideas for exploiting the freedom of co-op play, but feel confident to experiment.

- **Double Team:** If you stay in close proximity, enemy grappling attacks can be cancelled by your partner's intervention. You will also have more opportunity for melee responses and finishing moves, both of which can be devastating to enemies without expending bullets.
- **Bait and Hook:** While one partner sets themselves up in a watchtower or vantage point, the other advances, ready to retreat, to trigger spawning enemies or lure them from their hiding places.
- **Pincer:** Deliberately, some enemies carry shields or have protected weak spots. If one character draws their attention, the other can shoot them in the back.

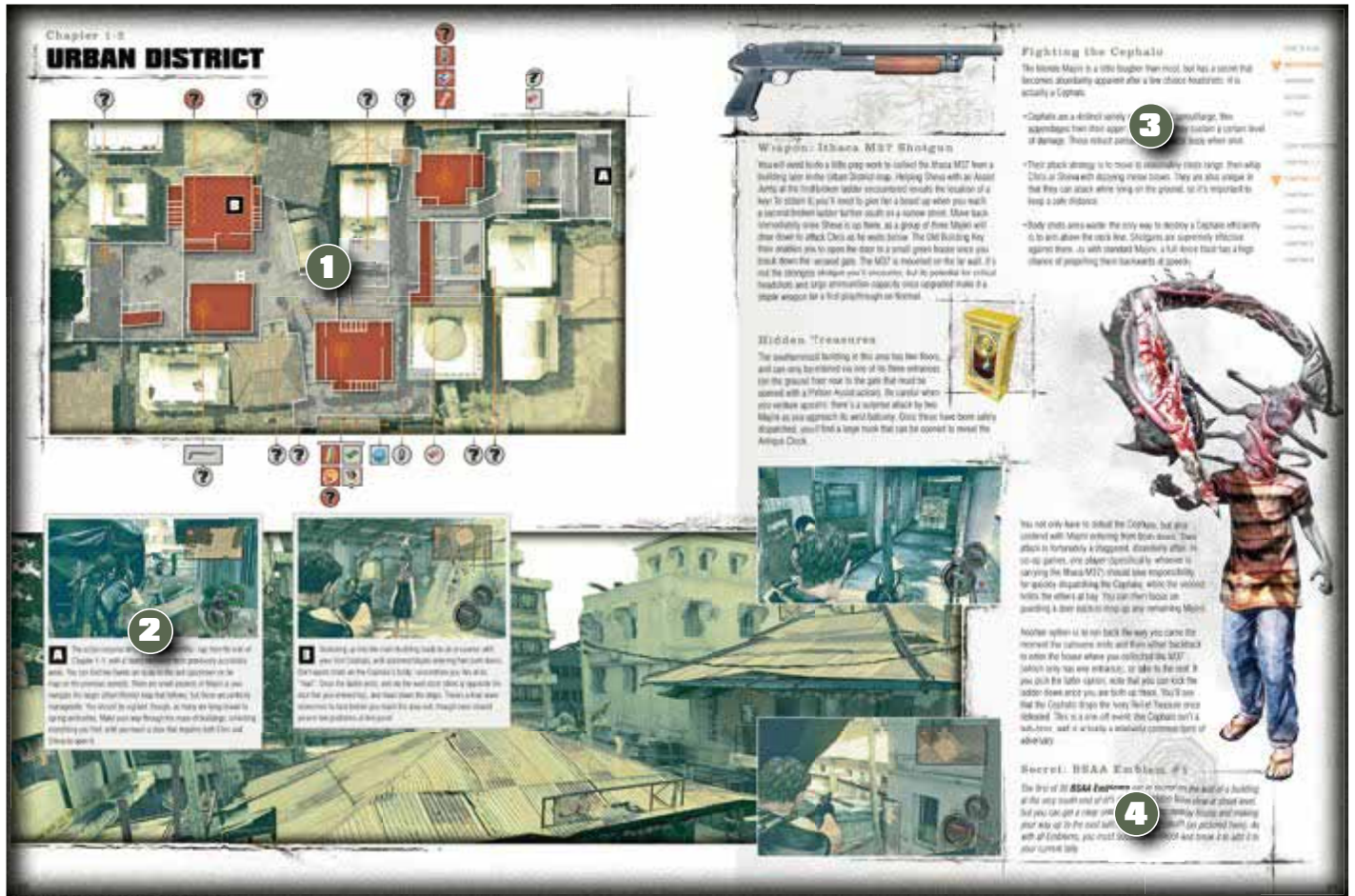
WALKTHROUGH

From first-time players to experienced graduates of the Veteran difficulty level, this chapter has been designed to offer all the assistance and insight you need to enjoy every last moment of Resident Evil 5. With story and situation spoilers kept to a bare minimum, you can safely use the walkthrough for dedicated guidance if you wish. If you would rather not have our bloody footprints alongside you for every step of the journey, though, feel free to simply use it as an occasional source of reference during a debut playthrough.



USER INSTRUCTIONS

Designed for maximum ease of use, the Walkthrough chapter has been carefully crafted to provide gamers of all ability levels with the information and level of support they seek. Before you read any further, take a few seconds to familiarize yourself with the structure and systems used with this simple illustrated guide.



1 Left-hand pages: annotated map sections – Our maps reveal all item locations. For maximum clarity, note that north is always “up”. We also use a color scheme to indicate floor levels. These are as follows:

5F	Blue
4F	Dark Blue
3F	Light Blue
2F	Red
1F (Main Floor)	Grey
B1	Dark Green
B2	Yellow

Naturally, the same color system is used for collectibles. In other words, the background color of an item will always be the same as that of the floor level where it can be found.

2 Left-hand pages: main walkthrough – The main walkthrough takes the form of lettered paragraphs that cover a corresponding map area, and provides the basic knowledge required to successfully make your way to the area exit. Each entry is thoughtfully worded to provide the precise level of assistance most readers will need during a first playthrough. As interactive sequence button commands can vary in accordance with your chosen difficulty setting, we can only give advance notice of such sequences.

3 Right-hand pages: analysis, tactics and points of interest – For each map you will find additional insights covering everything from alternative strategies to useful trivia. Many of the suggestions and observations we make here are geared towards subsequent playthroughs on higher difficulty levels, but there are also useful tips and strategies for difficult battles (particularly boss fights).

4 Right-hand pages: hidden collectibles – Resident Evil 5 features two types of hidden collectibles: Treasures and BSAA Emblems. These are revealed in dedicated sections that explain where (or how) they can be found. While there is no reason why you can't return to collect the Emblems at a later date, Treasures are your primary source of income for essential weapon upgrades and item purchases. Your journey will be much harder if you neglect to collect these.

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Map Legend

Most icons used on our maps are instantly recognizable, ensuring easy identification. Should you encounter something that you haven't seen before, refer back to this legend at any time.

Resident Evil 5 features numerous containers that can be smashed to obtain items. There are three types of item drops: fixed, semi-random and random.



• **Fixed items:** These will always appear, and are represented on our maps by a square box around the item. If we specify handgun ammunition, handgun ammunition is what you will get.



• **Semi-random items:** These are represented by an icon within a circle border on our maps, indicating that there is a high probability that you will obtain the marked collectible. However, depending on your current equipment, it may be that you encounter another item instead.



• **Random items:** These are represented by a question mark inside a circle border. These can be almost anything, though small amounts of currency and ammo pickups for standard firearms are most common.

In areas where there is a bountiful supply of pickups, we group annotations together and mark their general location for visual simplicity with a radar-like pointer. Conversely when the exact location of an icon can easily be pointed at, we use an accurate pointer. Refer to the following table for samples.



Walkthrough Letter



Items: Accurate Location Pointer



Items: Grouped Location Pointer



Explosive Item (such as oil drums or power transformers)



Ladder



Turret Emplacement



Key Item (keys, keycards, et al)



Gold



Treasure



BSAA Emblem



Random Item



Handgun Ammo



Shotgun Shells



Machine-gun Ammo



Rifle Ammo



Magnum Ammo



Hand Grenade



Incendiary Grenade



Flash Grenade



Proximity Bomb



Herb (Green)



Herb (Red)



First Aid Spray



Egg



M92F (Handgun)



Ithaca M37 (Shotgun)



M3 (Shotgun)



Jail Breaker (Shotgun)



VZ61 (Machine-gun)



H&K MP5 (Machine-gun)



AK-74 (Machine-gun)



SIG 556 (Machine-gun)



S75 (Rifle)



Dragunov SVD (Rifle)



H&K PSG-1 (Rifle)



S&W M29 (Magnum)



L. Hawk (Magnum)



Rocket Launcher



Flamethrower



Laser Targeting Device



Grenade Launcher



Explosive Rounds



Electric Rounds



Acid Rounds



Nitrogen Rounds

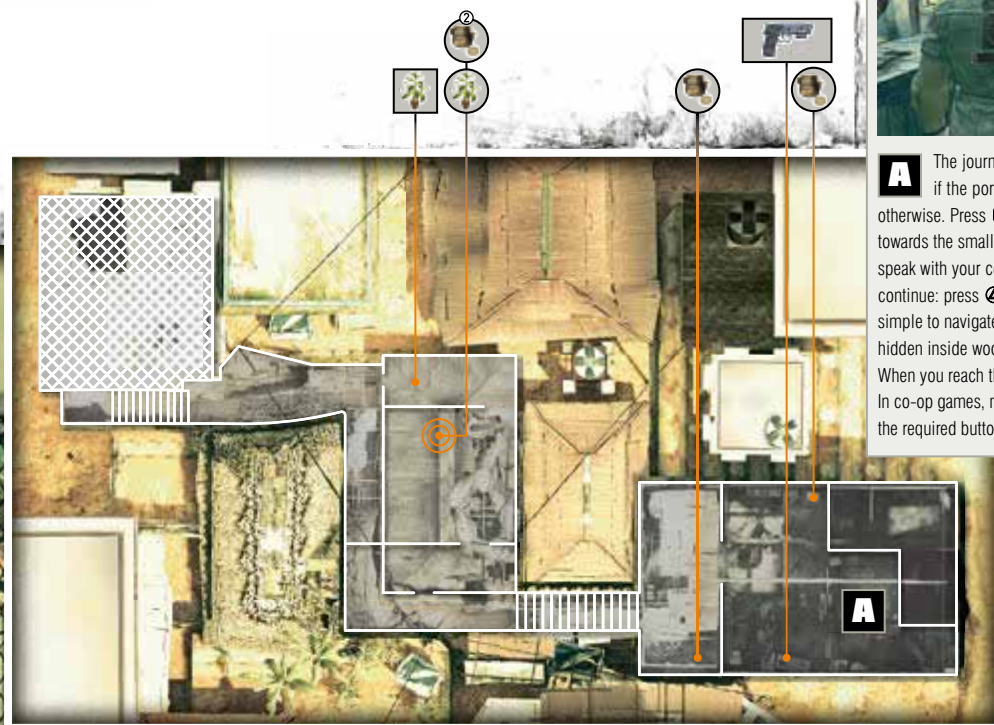


Flame Rounds



Flash Rounds

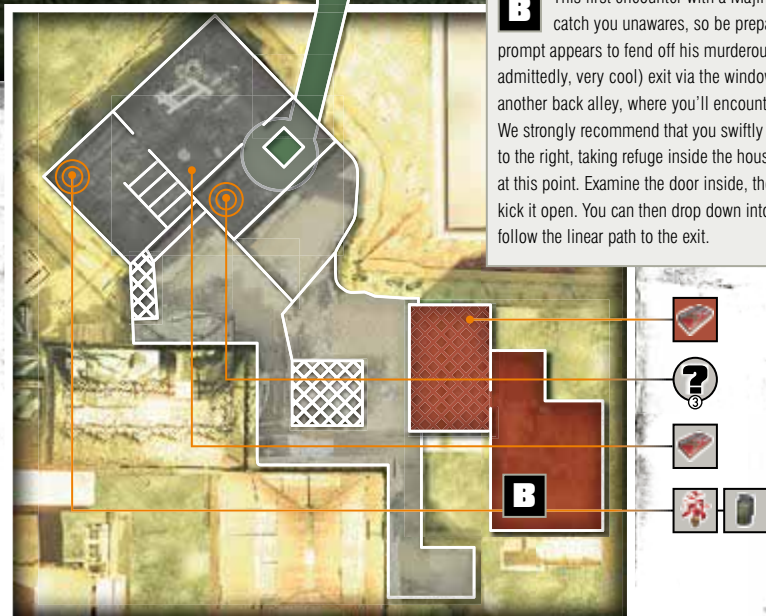
BACK ALLEY



A The journey to the butcher's shop is short and uneventful, even if the portentous glowering of the local populace suggests otherwise. Press **R2/RB** to bring up the map display, and then travel towards the small yellow arrow to reach your destination. Tap **△/X** to speak with your contact, then collect and equip the M92F handgun to continue: press **△/Y** to access your inventory. The next map area is simple to navigate and features a small selection of collectibles, mostly hidden inside wooden barrels and crates. Use your knife to smash these. When you reach the final door, press **○/B** to proceed through the door. In co-op games, note that both players must approach map exits and press the required button to move forward.




B This first encounter with a Majini is purposefully designed to catch you unawares, so be prepared to waggle **△** when the prompt appears to fend off his murderous advances. A theatrical (but, admittedly, very cool) exit via the window in the next room leads to another back alley, where you'll encounter a furious Majini lynch mob. We strongly recommend that you swiftly turn tail and run along the path to the right, taking refuge inside the house: this isn't a battle you can win at this point. Examine the door inside, then press the specified button to kick it open. You can then drop down into the underground passage, and follow the linear path to the exit.



Note: Unless collectible items are valuable or tactically noteworthy, we'll assume from this point forward that you use our annotated maps to locate and collect them all. A word of warning: don't become blasé about scouring each locale for pick-ups, even if you're seemingly overloaded with ammunition and medical supplies. Periods of plenty are often followed by desperately lean times, and you may come to regret a decision to leave valuable items behind. If you're not up to speed with the wonders of careful inventory management yet, see page 14 of the How to Play chapter for a useful guide.



Combat Tips: Majini

Rank-and-file Majini are the most common foes encountered, and therefore warrant an extended introduction. These are frequently unarmed during the early stages of the game, and will simply attempt to grab Chris or Sheva. To break free, you must waggle  rapidly, though some may find it more comfortable to swiftly rotate the stick instead. A quick escape or successful prompt intervention by your partner will minimize the level of injury sustained. Other Majini carry a wide variety of weapons, and will use these to bludgeon, slash or stab. These attacks inflict a large amount of damage immediately, especially on the Veteran difficulty level, which makes anyone carrying a blunt or sharp instrument a priority target.

You'll encounter more sophisticated, powerful or unusual Majini during the course of the adventure, but the following tips should help you to defend yourself for the immediate future.

- As a general rule, headshots inflict the most damage, but are obviously the hardest hits to succeed with. Body shots are the next best option, but don't entirely discount hits to limbs – a bullet to the leg may cause your foe to stumble or fall over, while a hit to an arm holding a weapon may cause the Majini to drop it.
- The current posture, position or pace of a Majini can influence the effect of a direct hit. If running, they may have their feet knocked from beneath them by the impact. If shot while climbing, they will invariably lose their grip and tumble in a logical direction.
- When you deal with crowds, you must constantly evaluate how best to hold them at bay. Consider it this way: three bullets fired at three separate Majini will stun and briefly cease their advance, whereas the same number of shots to a single Majini in a trio may allow the other two sufficient time to attack.
- Weapon/item drops left behind when Majini die act as essential top-ups to your supplies. They disappear after a short time, so you'll sometimes need to take risks (or, better still, manufacture a split-second of grace with precise marksmanship) to collect these during hectic combat encounters.
- You can reduce ammo use by moving in close to perform context-sensitive melee attacks – see page 10 of the How to Play chapter for more information. As a fringe benefit, punching or kicking a Majini into a group of its murderous peers will usually cause all affected to briefly stumble.

Secret: Beating the Horde

You should definitely flee from the angry Majini lynch mob on your first playthrough, but you can revisit this short chapter later to obtain a unique Treasure. However, this isn't a task to be undertaken lightly. Even replaying on Amateur, most players will benefit by having at least 100 pistol bullets and an upgraded handgun, focusing specifically on headshots. You may need to finish off a number of enemies with your knife, and conserve ammunition by making risky context-sensitive melee attacks whenever possible.

Sheva will squander her ammo on this optional encounter, so it's prudent to equip her with the Stun Rod alone. These Majini don't drop items in the usual fashion, which is almost certainly designed as a deterrent. Perseverance, however, reveals that one of the final Majini killed drops a special collectible: a Topaz (Marquise). This Treasure isn't particularly valuable (at ₧ 3,000, it's really not worth the effort or ammo required if profit is your sole motive), but it's an essential acquisition if you're keen to complete the full collection.

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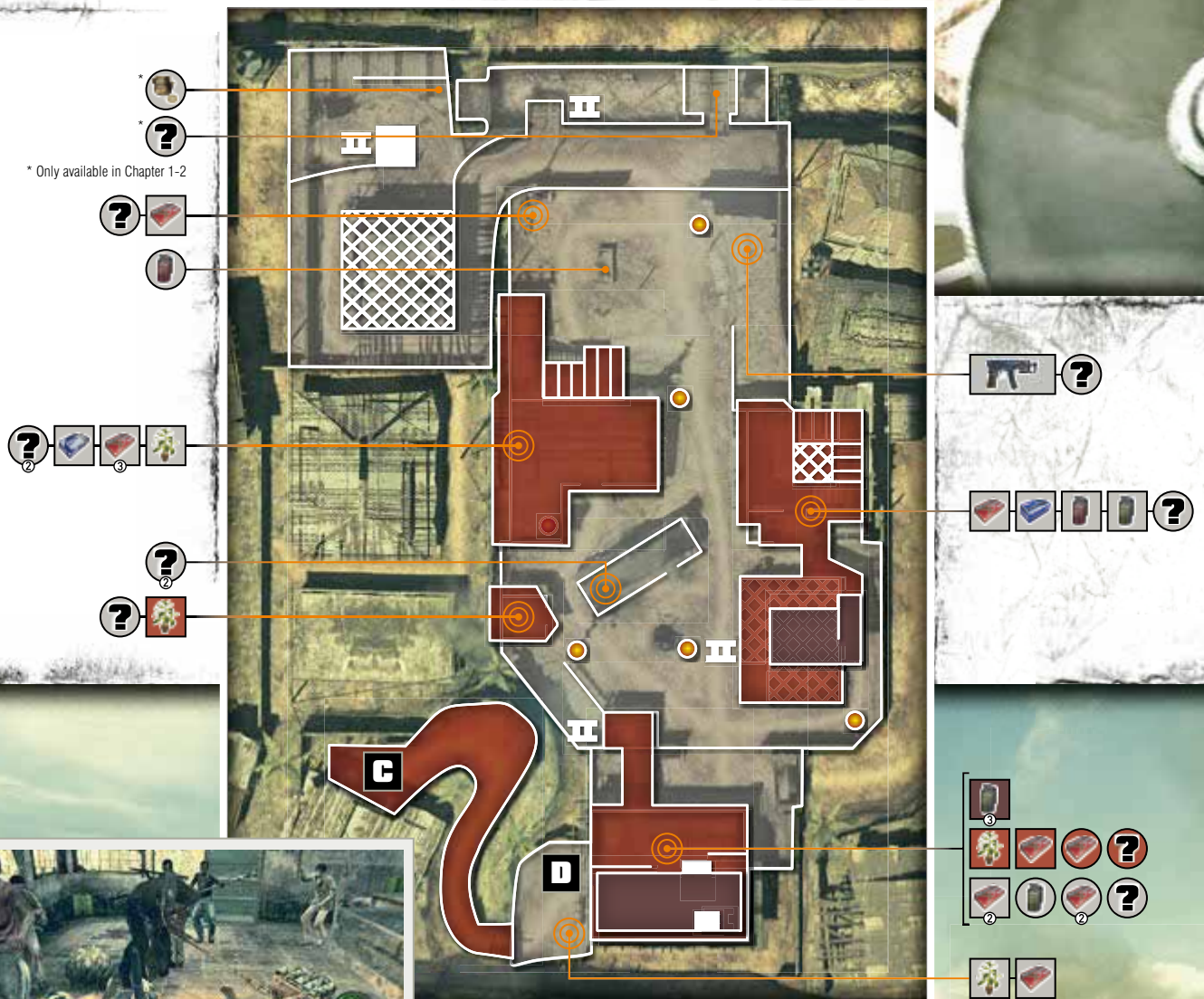
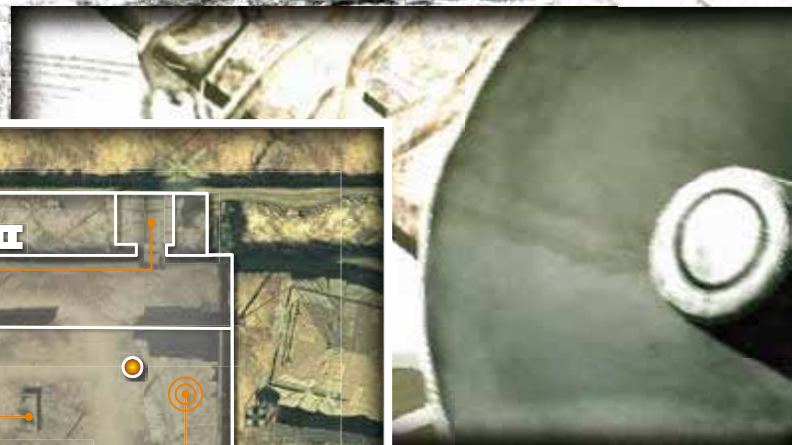
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C Entering the house is the cue for a M... the shelf units in front of the main wi... advance but this offers fleeting respite from t... should be to collect every item you can find i... allocate ammunition for your partner in single... speaks with Kirk, brace yourself for a redoubt... through a hole in the ceiling. This also marks... Majini, who smashes the gate outside. It's fo... or mount a defense in the close confines of t... of him as you run outside into the main map



D Your objective here is to survive for a set time, but it's worth noting that this area is absolutely packed with collectable items. As long as you maintain a measured blend of caution and avarice, it's possible to systematically pick up loot while avoiding the Majini horde and, of course, the Executioner Majini. Choosing to fight this imposing adversary is entirely at your discretion. When Kirk asks how Chris and Sheva are holding up in a radio message, this indicates that the battle is almost over.





Surviving the Siege

While barricading yourself in for the initial siege is certainly an option, confident players should instead allow the Majini free reign to enter in order to collect additional item drops. If you generally operate from behind the wooden barrier, it's much harder for your assailants to get behind you or perform their staple grab attack.

After the brief cutscene shows assailants dropping from the floor above, be poised to bolt into the main market area as soon as the Executioner Majini sets about smashing through the wall. Additional Majini may burst in through the back door, so try to stay away from that area.

Once outside, you have options to consider. Heading for high ground is the safest choice as this enables you to avoid the Executioner Majini. The roof of the building that you start in is an excellent defensive position, as it's not too difficult to defend against climbing Majini. If things become desperate, you can retreat to the floor above where, as an added bonus, you'll find three Hand Grenades.

However, if you're looking to maximize your profits during this fight, we suggest that you tackle the Executioner Majini, then concentrate on looting once you only have vanilla Majini to worry about. Note that all items on this map – even those hidden inside drawers and crates – are removed once the battle ends, so this is your only opportunity to take advantage of the relative wealth of resources on offer.

Weapon: VZ61 Machine-Gun

The VZ61 is located in the northeast corner of the map inside a silver attaché case. The only opportunity to collect it for free is during this battle, so we strongly suggest you make this your first port of call once the Executioner Majini enters the fray. As with all weapons found in the field it is supplied fully loaded, and the presence of several crates, barrels and fruit piles with "random" item drops in this area means that you should be able to locate ammo with relative ease.



Killing the Executioner Majini

The Executioner Majini has three attack strategies.

- **Axe Slam:** After a short build-up, he swings his weapon over his head to land a blow with crushing force. A direct hit usually results in an instant knockdown on Chris or Sheva, no matter the difficulty level, necessitating immediate rescue or revival.
- **Axe Swing:** He rotates his axe around his body, knocking over anyone within a fairly wide radius – including other Majini.
- **Grab:** A rare attack that only occurs if you stand close to him.

The Executioner Majini is tough, but taking the time to beat him will enable you to collect a Gold Ring worth ₦5,000. Though seemingly indomitable, a barrage of pistol or VZ61 bullets will eventually stun him for a short period. You can then either run in close to perform context-sensitive melee attacks and use this brief period of respite to pump more rounds into him, or engage in a spot of crowd management.

If you're confident and composed, you can save ammunition by leading him and his Majini cohorts on a tour of dangerous scenery items littered around the makeshift arena. You can find explosive barrels, oil drums that set their surroundings ablaze with a single bullet, and two power transformers that can be dislodged to land on and electrocute anyone below. Naturally, these are just as hazardous to Chris and Sheva as they are to your foes, so keep a safe distance.



Chapter 1-1: Debriefing

The Item Management screen offers First Aid Spray for ₦1,000 when you visit it prior to Chapter 1-2, in addition to the M92F and (if collected) VZ61. For future reference, failing to pick up a firearm means that you usually need to wait a little longer before it is made available for purchase.

If you took the time to kill the Executioner Majini, sell the Gold Ring to fund immediate weapon upgrades. We advise that you start by working on the M92F. With pistol ammo plentiful throughout the game, this is a reliable and consistent handgun that you'll almost certainly keep through multiple playthroughs. Buy one level of Firepower, one of Capacity, and the first of three "Critical" stars. If you have the VZ61, give it to Sheva and then either store her pistol in the Extended Inventory space, or sell it for a nominal return. This will help to prevent situations where you both deplete stocks of the same finite ammunition type.

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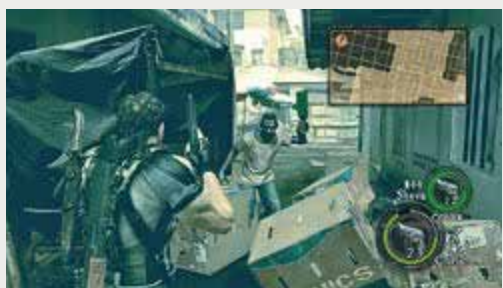
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A painting of a city street scene. In the foreground, a corrugated metal roof is visible, with a black metal railing in front of it. Two small figures, possibly children, are standing on the roof. In the background, there are several buildings, including a tall, narrow one on the left and a larger, more complex one on the right. The style is somewhat abstract and expressive, with a muted color palette.



Weapon: Ithaca M37 Shotgun

You will need to do a little prep work to collect the Ithaca M37 from a building later in the Urban District map. Helping Sheva with an Assist Jump at the first broken ladder encountered reveals the location of a key. To obtain it, you'll need to give her a boost up when you reach a second broken ladder further south on a narrow street. Move back immediately once Sheva is up there, as a group of three Majini will drop down to attack Chris as he waits below. The Old Building Key then enables you to open the door to a small green house once you break down the secured gate. The M37 is mounted on the far wall. It's not the strongest shotgun you'll encounter, but its potential for critical headshots and large ammunition capacity once upgraded make it a staple weapon for a first playthrough on Normal.

Hidden Treasures

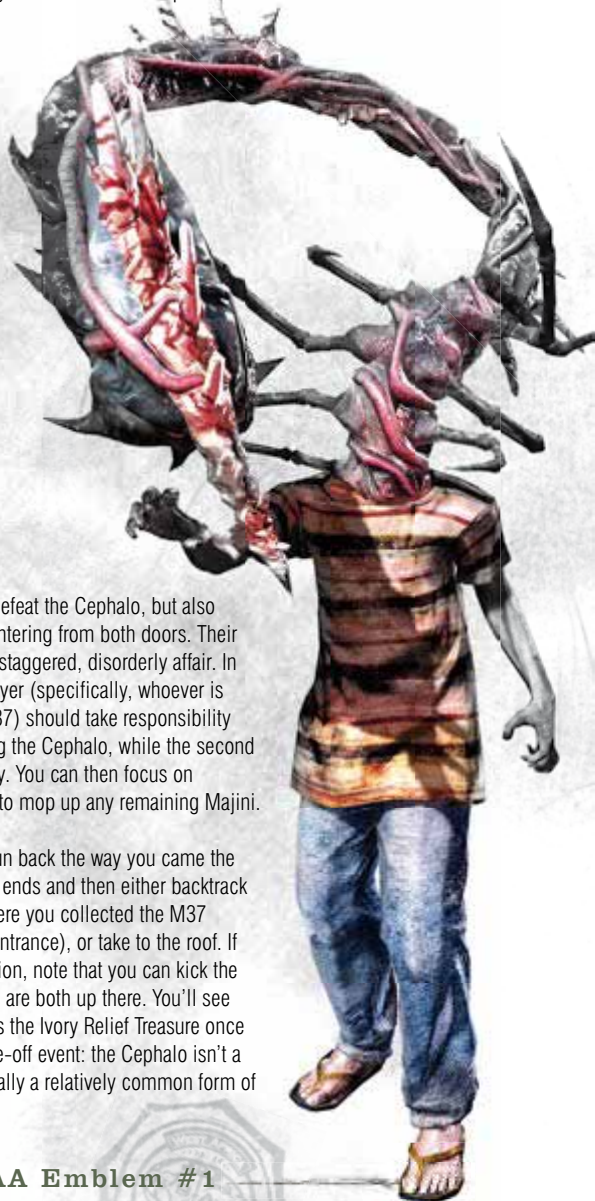
The southernmost building in this area has two floors, and can only be entered via one of its three entrances (on the ground floor near to the gate that must be opened with a Partner Assist action). Be careful when you venture upstairs: there's a surprise attack by two Majini as you approach its west balcony. Once these have been safely dispatched, you'll find a large trunk that can be opened to reveal the Antique Clock.



Fighting the Cephalo

The blonde Majini is a little tougher than most, but has a secret that becomes abundantly apparent after a few choice headshots: it is actually a Cephalo.

- Cephalo are a distinct variety of Majini that sprout large, thin appendages from their upper bodies when they sustain a certain level of damage. These retract partially into the host body when shot.
- Their attack strategy is to move to reasonably close range, then whip Chris or Sheva with dizzying melee blows. They are also unique in that they can attack while lying on the ground, so it's important to keep a safe distance.
- Body shots are a waste: the only way to destroy a Cephalo efficiently is to aim above the neck line. Shotguns are supremely effective against them. As with standard Majini, a full-force blast has a high chance of propelling them backwards at speed.



You not only have to defeat the Cephalo, but also contend with Majini entering from both doors. Their attack is fortunately a staggered, disorderly affair. In co-op games, one player (specifically, whoever is carrying the Ithaca M37) should take responsibility for quickly dispatching the Cephalo, while the second holds the others at bay. You can then focus on guarding a door each to mop up any remaining Majini.

Another option is to run back the way you came the moment the cutscene ends and then either backtrack to enter the house where you collected the M37 (which only has one entrance), or take to the roof. If you pick the latter option, note that you can kick the ladder down once you are both up there. You'll see that the Cephalo drops the Ivory Relief Treasure once defeated. This is a one-off event: the Cephalo isn't a sub-boss, and is actually a relatively common form of adversary.

Secret: BSAA Emblem #1

The first of 30 **BSAA Emblems** can be found on the wall of a building at the very south end of this map. It's hidden from view at street level, but you can get a clear shot by entering the nearby house and making your way up to the east balcony, then face south (as pictured here). As with all Emblems, you must successfully shoot and break it to add it to your current tally.

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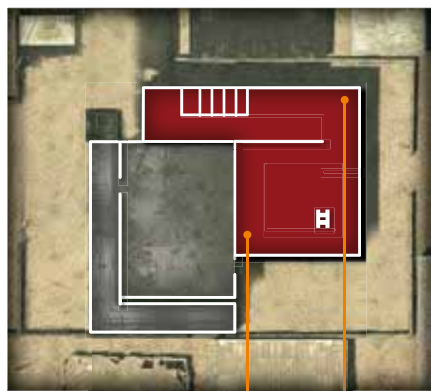
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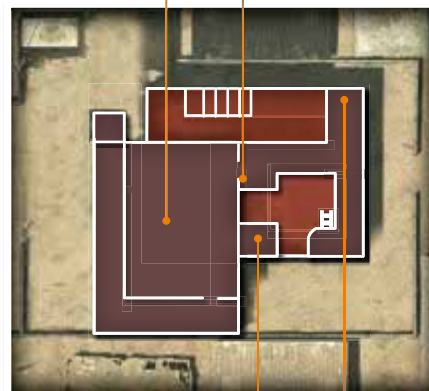
ABANDONED BUILDING



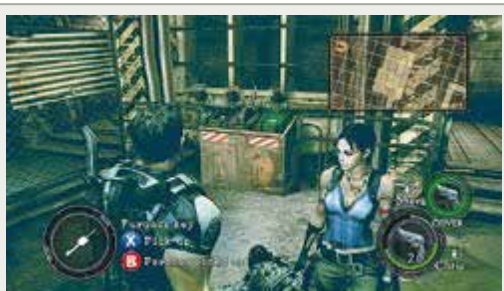
1F



2F



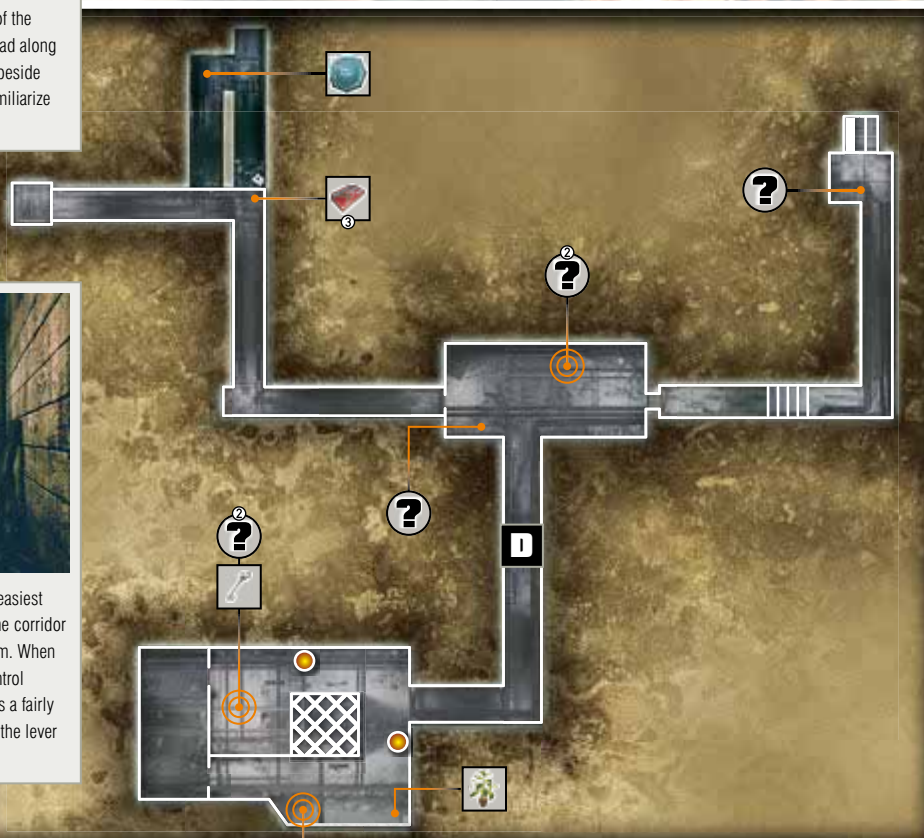
3F



C Make your way through the floors to the top level, savoring what is clearly a moment of calm before the storm, then enter the elevator to depart. There is a BSAA Emblem hidden in this area, as well as a trunk containing a not inconsiderable sum of currency just to the left of the Partner Action door. Once the elevator reaches the basement, head along the corridor and take the first left. Pick up the Furnace Key from beside the corpse close to the control console, and take a second to familiarize yourself with the layout of the room before you double back.




D There is more than one way to defeat Uroboros, but the easiest solution is to toast it in the furnace. Sprint back along the corridor and take the path to the left once you're driven back into the room. When the monster enters, run through the furnace, and activate the control console on the other side. The quicker you are, the better: there's a fairly significant delay before the doors close, so it's desirable to pull the lever just before Uroboros enters on the other side.



FURNACE FACILITY





Uroboros: Attacks & Behavior

- If Uroboros grabs you, waggle  to escape its grasp. Your partner can also save you.
- It may charge rapidly in a straight line. This is usually foreshadowed by a distinct “rearing up” posture. If you’re caught in its path you can take evasive action by pressing the button that appears on screen. Failing to dodge results in a grab. The usual escape mechanisms apply.
- Uroboros sometimes drops or ejects body parts or piles of amorphous goo that can inflict a relatively small amount of damage (with a slight stun/recoil effect) if you or your partner touch them.
- Uroboros occasionally “teleports” from one spot to another (temporarily disappearing from your mini-map as this happens), though this is far from instantaneous. If you notice its constituent elements begin to accrete in a position near you, fleeing is an option that has no palpable shortcomings that we can think of.

Uroboros: Using the Furnace

Trapping Uroboros inside the furnace is the cleanest and easiest way to destroy it. Once is sufficient on Normal, but players on Veteran will need to repeat the process a second time to deliver the *coup de grâce*. Problematically, there’s a torturous delay before the doors slide down once the lever is pulled. If Uroboros should escape before this happens you have the unpleasant prospect of being trapped in a cramped U-shaped map section, and there is a fairly lengthy wait before the control console can be activated again. (You’ll hear a quiet but distinct “bing” sound effect when it’s ready; a green light will also appear next to the lever.)

Luring Uroboros into the furnace is technically much easier during co-op sessions, as one player can act as bait while the other operates the control console. In single-player sessions, you also have the option of approaching the lever and commanding Sheva to take up position there (/). A subsequent press of the same button will cause Chris to give Sheva the prompt to pull the lever. As this can be a little awkward to pull off, the best solution is to knock over one of the two explosive canisters instead. Lead the monster over the container, and it will automatically stick to its body. You should now entice it into the furnace, and lie in wait inside. Once it clears the threshold of either door, shoot the canister to temporarily reduce your adversary to a bubbling, writhing mass. You can then sprint outside to pull the lever.

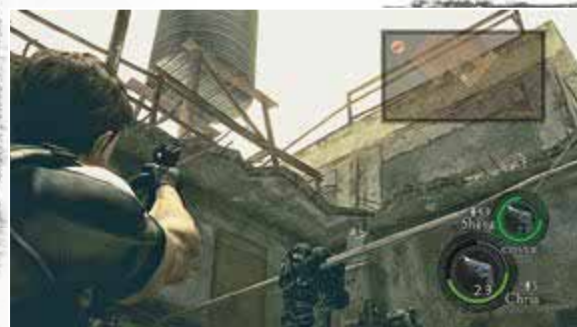
Uroboros: Alternative Strategies

Uroboros can be defeated with conventional firearms, and there’s a small reward for doing so, though it’s wiser to conserve ammunition on your first playthrough. Shooting both “growths” on its arms with an upgraded shotgun (or, better still, putting both explosive canisters to good use) will put the creature into its inactive state. You can then pump rounds into it at close range, or toss an Incendiary Grenade onto the festering mass. Killing Uroboros in this way will cause it to drop a Gold Ring worth **¥5,000**.

Players attempting speed runs or aspiring to attain perfect S ratings should note that Uroboros can be killed with a single Rocket Launcher hit as soon as the encounter begins, even on Veteran.

Secret: BSAA Emblems

Abandoned Building (#2): When you reach the top of the wooden ladder, turn around immediately and look up. The Emblem is cunningly hidden on the support beams beneath the metal tank.



Furnace Facility (#3): After collecting the ammunition from the case just before the exit, walk a few steps toward the elevator then turn to look through the wire fence to your right. The Emblem is on a wall at the end of the corridor beyond.



Chapter 1-2: Debriefing

The VZ61 and Ithaca M37 become available for purchase prior to Chapter 2-1 if you haven’t already acquired them, but the big news is the appearance of the Melee Vest. This isn’t cheap at **¥10,000**, and is probably just beyond your budget for now. Its purpose is to reduce damage from physical blows, but you sacrifice an active inventory slot in return for the perk. If you didn’t take the time to collect the Ithaca M37, either play through Chapter 1-2 again to collect it, or buy one for **¥2,000**. A shotgun is practically indispensable for the challenges that lie ahead, and there’s a high probability that you’ll genuinely struggle without one.

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STORAGE FACILITY & THE BRIDGE



A There are several collectibles to pick up before you leave the starting room, but it's also a good opportunity to plan your tactics for the forthcoming battles. As a general rule, it's a good idea to have a shotgun user (ideally equipped with a Melee Vest) take point. Be very cautious as you enter the shipping container maze outside – there is a crude (yet extremely effective) explosive trap set up as you round the first corner. Making contact with the wire sets it off instantly, though you can safely detonate it from distance by shooting the payload fastened to the container.



B There are more explosive traps as you progress through this area, so tread warily. This also marks the debut appearance of Majini carrying bow guns. After neutralizing the first small group of assailants, climb the ladder and shoot the partially concealed explosive trap below. This enables you to collect a few additional supplies. After setting off the third trap, you'll encounter your first pack of Adjule. You can either engage them head-on with a shotgun or – better still – run back to the ladder. Adjule are fast and vicious, but they're lousy at climbing. Once the coast is clear, locate and climb the ladder at the end of the small maze, then walk through the open container and drop down to continue.

Tactics: Shotgun Strategy

The shotgun is arguably the most important weapon type in the entire game – and this is why you would be lost without it:

- Shotguns lead to regular knockdowns or cause standard Majini to stagger when hit at close range. When an intimidating rabble of mutated aggressors moves within grabbing or slashing distance, there is no faster or finer way to gain a little breathing space.
- Against stronger enemies, particularly sub-bosses with powerful attacks, it should take no more than two accurate shotgun blasts to briefly stun them or cause a “knockback”, where they are both propelled away from you and temporarily immobilized.
- Best of all, shotgun cartridges are *relatively* plentiful – as long as you demonstrate a little restraint, you should never run out when you really need them.

One of the best tips we could possibly offer is to suggest that you avoid wasting shotgun ammo on standard Majini unless confronted by them in large numbers. Even then, try to draw crowds towards you and delay your shot for maximum effect, then switch to a pistol to attack targets that you didn't hit, or finish off the wounded before they can get up. This takes a little practice, but enables you to conserve your stocks for enemies that are more resistant to pistol or machine-gun fire.

Combat Tips: Bow Gun Majini & Adjule

The introduction of Bow Gun Majini necessitates a shift in tactics. If you continue to focus exclusively on the horde at ground level, these accurate marksmen will wear you down. Aim to eliminate them first, though, and groups of assailants have the opportunity to strike while your attention is elsewhere. As a rule, finding cover where you can lure melee-focused aggressors to your position and thin their numbers first is the smartest approach, but it's a solution limited to the environments that allow it.

A few general tips on fighting Bow Gun Majini:

- Look at their weapons closely. If the bolt is lit, it means they are actively aiming. Shoot to kill or stun instantly, and be prepared to lower your gun and step aside to dodge. This is critical on Veteran, where they have a faster rate of fire.
- Bow Gun Majini will usually operate from fixed positions, though some may come in search of you should both agents stay out of sight.
- In co-op games, where the common sense approach is to have a nominated sniper, the player carrying a rifle should work on eliminating this threat straight away. In single-player sessions you should target them whenever you have a moment to spare, and hope that Sheva watches your back while you aim.

Adjule are far less common than Bow Gun Majini, but are a recurring threat throughout Chapter 2. They are fast, highly mobile and usually attack in packs of two or more. Either retreat to a position that enables a shotgun user to hold them at bay (for example, a corridor or narrow opening), or make a break for high ground and dispatch them from above.

The standard Adjule is a basic, run-of-the-mill devil dog: all slaving jaws, jump attacks and close-range biting. Adjule that mutate into the tougher “split head” form, however, have a ranged attack where they fire tentacles from their torso to swipe, or initiate a grab. The second attack can kill very quickly, so it's wise for both agents to stay close whenever you face an Adjule.



Weapon: H&K MP5

This weapon is virtually impossible to miss – the equipment case is almost right in front of you once the chapter begins. If you're following our advice to equip Sheva with a machine-gun through the single-player campaign, this model may just have the edge over the VZ61 due to its upgradeable Piercing attribute, which enables it to penetrate armor and damage enemies obliging enough to form an orderly queue. AI-controlled Sheva tends to favor body shots, so the VZ61's Critical perk (which leads to more lethal headshots) is far less valuable as a consequence.



Secret: BSAA Emblem #4

This Emblem is a rarity: found in plain sight and, moreover, a mere stroll away from a clipboard that explains the existence of these special tokens.



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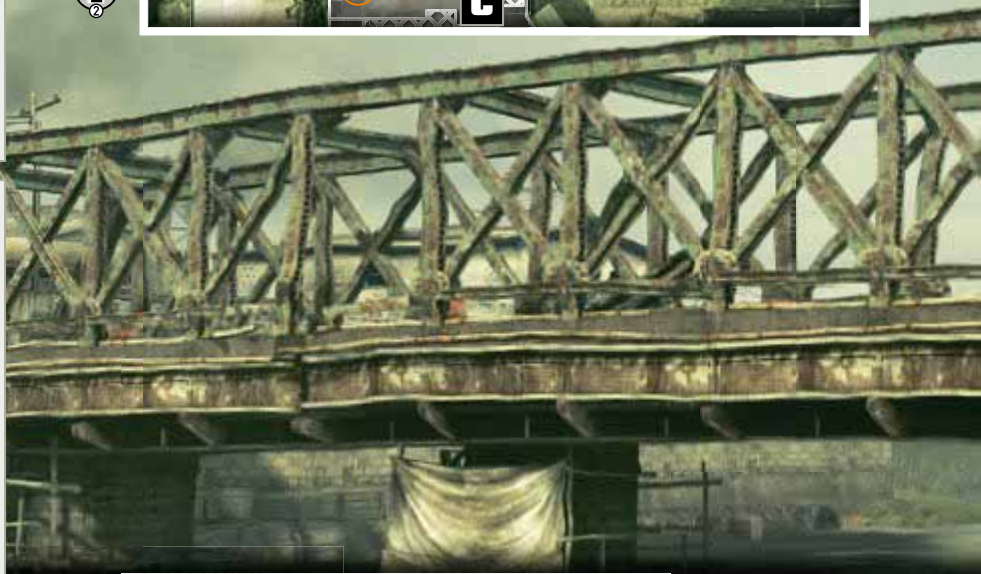
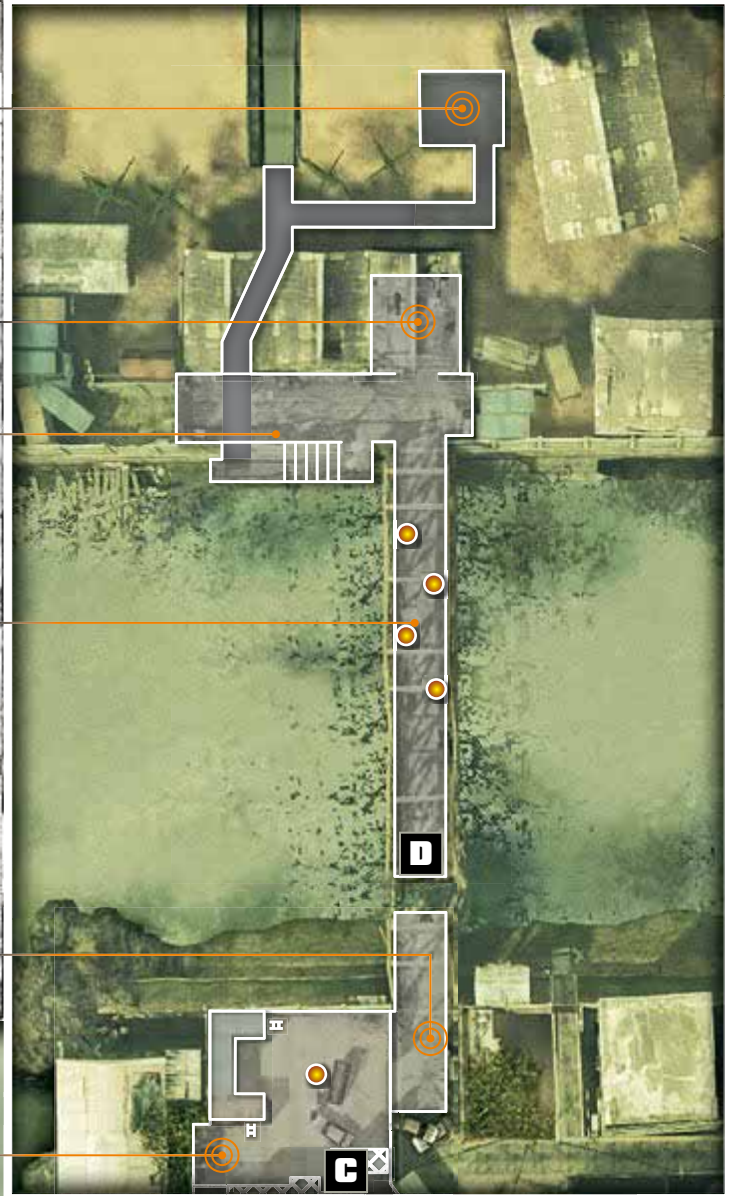
THE BRIDGE



C Don't rush forward. The confrontation that follows features enemies with five distinct attack types, so your demise will entail being pummeled, stabbed, shot, torn to shreds and burned if you fight them in the open – though not necessarily in that order. Instead, ready your shotgun and wait in the alcove between the shipping crates for the aggressors to come to you. The Adjule should attack first, and are your priority. These will be followed by a few Majini and a Big Man Majini. Try to delay your shots for maximum effect. You can then dispatch each of the enemies armed with ranged weapons in turn.



D As soon as you leap across the gap on the ruined bridge, aim your pistol at the nearest explosive drum on the right-hand side of the road. Just before the truck draws level with it, open fire to avert impending death. The following assault features Bow Gun Majini hanging back behind cohorts carrying melee weapons. You can target the other explosive barrels to eliminate these in groups, but you'll need to keep moving to avoid incoming projectiles, or take cover behind the overturned truck. Inside the drain, you face two small groups of Adjule. Once the final Adjule's world ends with a whimper, follow the corridor to reach the map exit.



Combat Tips: Big Man Majini & Molotov Majini

The Big Man Majini can be dangerous during your first playthrough, but there's no guile to his attack strategy – the occasional clumsy dodge attempt notwithstanding, he'll generally run over to perform his signature lunging punch, or raise both arms to pound both agents into the ground in close proximity. These can be halted instantly with a timely shotgun blast or a consistent volley of pistol and machine-gun fire. If ammunition is in short supply, placing grenades in his path is a good way to weaken him.

Each Big Man you encounter is usually accompanied by other Majini, so the best tactic is for the player with the Ithaca to engage him up close, while their partner works on minimizing possible distractions or interruptions. The Big Man Majini's most notable attribute is his high endurance: you'll pump round after round into one before he falls. Later, with upgraded weapons, you'll barely blink as you knock these brutes down with a nonchalance you won't even need to affect. For now, though, they're worthy of a little more respect. Each Big Man Majini drops a Jewel Bangle with a value of ₵1,000, so you are at least partially compensated for your labors.

Molotov Majini are often more of an irritant than a direct threat. You'll usually hear the distinctive smash and "whomph!" as their initial throw falls short of Chris and Sheva. As they have a limited throwing range, clever players can use this to their advantage: the flames don't discriminate, and will burn enemies caught within their area of effect if you can corral them into a suitable position.

The most satisfying way to take down a Molotov Majini is to wait until they light their weapon, then shoot the arm holding the bottle just before they throw. This is a one-shot kill on Normal, but note that a Majini burning brightly is not necessarily a guaranteed death on Veteran.

Secret: BSAA Emblem #5



As you run down the steps on the other side of the bridge, turn left and examine the support pillar in the center of the river. The Emblem is leaning against the grubby white sheet wrapped around the scaffold.

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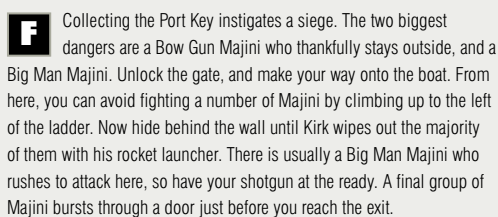
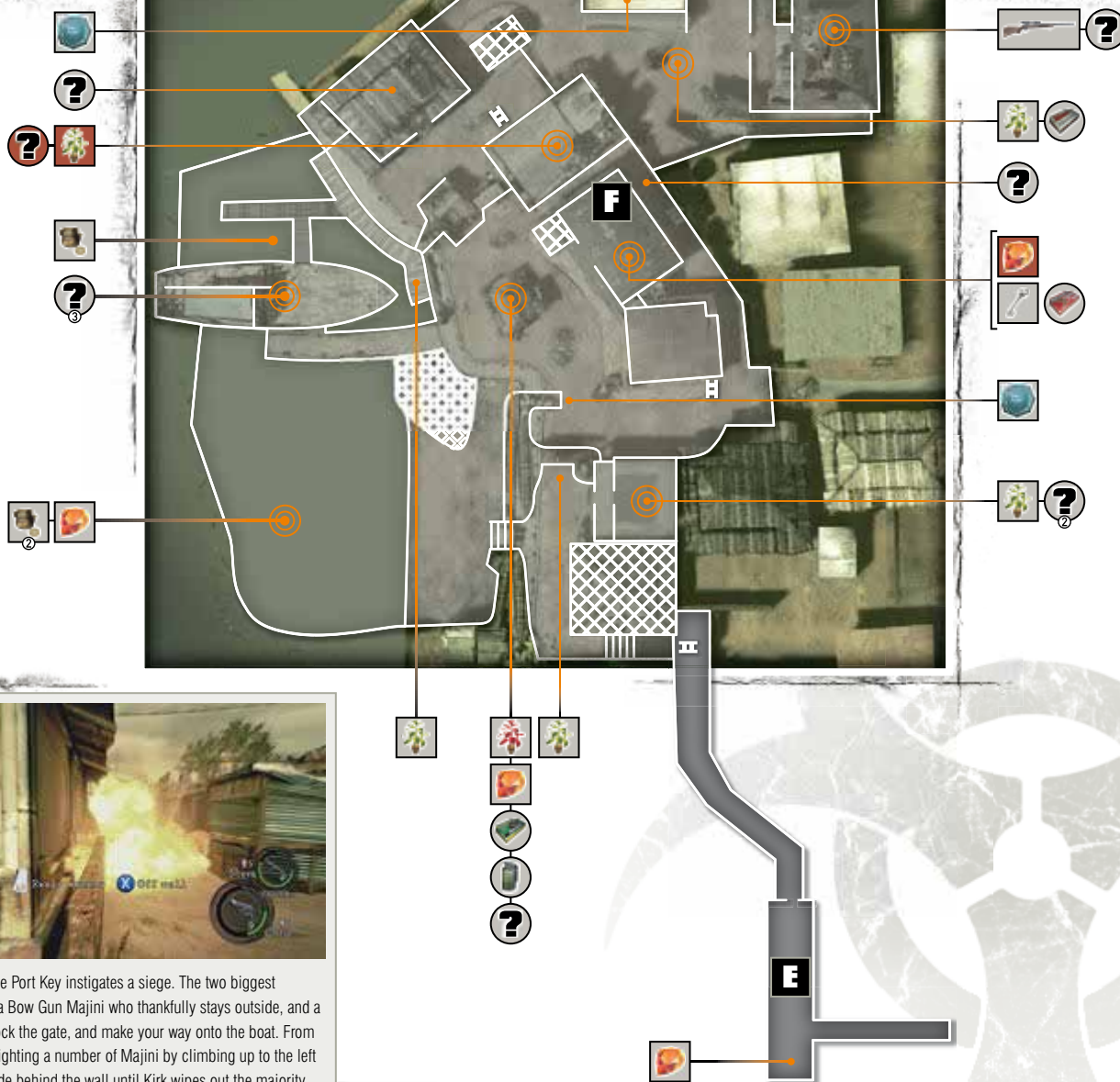
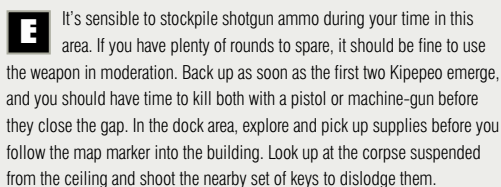
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Combat Tips: Kipepeo

These flying mutants are either encountered flapping determinedly towards you in the wild, so to speak, or (more commonly) emerge from bodies after you kill certain Majini.

- Kipepeo are relatively slow as they fly in your direction, but are capable of dodging to either side with blinding speed when you aim at them (especially on higher difficulty levels). On the plus side, these evasive maneuvers briefly halt their forward advance.
- Their only form of attack is to grab Chris or Sheva with their single, cruel-looking talon from close range, so you'll need to waggle  to escape.

As long as you don't panic, Kipepeo are more of an annoyance than anything else: being forced to watch the skies during specific battles is a distraction that can enable other enemies to strike, or move in closer than you'd like while your gun is pointed elsewhere. If you struggle to look upwards, now may be the time to consider changing the Control Type you use (see page 9 for more details).

Tactics: Dockside Battles

Here's a simple but effective trick: if you enter the building that contains the Port Key through the back window without breaking the lock on the front door, your enemies will be forced to come to you via the same route. This breaks up their attack, removes the need to deal with the single Bow Gun Majini until you're ready, and makes the Big Man Majini easier to slay. He's usually one of the last Majini to arrive, so you can weaken him with grenades or pistol fire before he climbs inside. Another interesting feature is that if you shoot and kill the Majini that run and hide when you first enter the market area, they will be removed from the following battle. For example, if you shoot the one that climbs over the stall to the left of the locked door, there will be no Bow Gun Majini standing here later.

You'll sometimes encounter additional Kipepeo on this map, but this doesn't radically alter the flow and feel of the combat. The second Big Man Majini is also worthy of note. On Normal, he's slow to press forward, and sometimes doesn't spawn if you reach the trigger point quickly enough. On Veteran, though, he'll usually run forward to engage you immediately.

Weapon: S75 Rifle

This bolt-action rifle is the most powerful weapon available at this point, but its slow firing and reload speed make it suitable for dispatching distant opponents only – unless you're some kind of crazily gifted sniping ninja, of course.



Hidden Treasures

- There is a Sapphire (Pear) just around the corner to your left once you enter this area.
- You can find a Topaz (Pear) hidden underwater next to the boat. There are also three hidden Gold collectibles – two small ones on the near side, and a large one underneath a gangplank after crossing the boat to reach the other side of the map.
- Before collecting the Port Key, slash the pile of fruit directly outside the locked door to collect a hidden Hand Grenade. Use this to destroy the stall just to the right. This enables access to a concealed trunk, which contains the rare Ruby (Marquise).
- Climb onto the roof of the building where you find the Port Key to collect an Emerald (Square).
- A Jewel Bangle is dropped by each of the two Big Man Majini you encounter.

Secret: BSAA Emblems

Emblem #6: At the area with market stalls, look for a green booth – it has the text "Charge" written on the front panel. Walk right up to the grille, then examine the ceiling.



Emblem #7: After the chopper takes care of the Bow Gun Majini, climb the first ladder on the right and walk to the north end of the roof. Look over into the building on the other side of the street to locate this fiendishly well-hidden Emblem.



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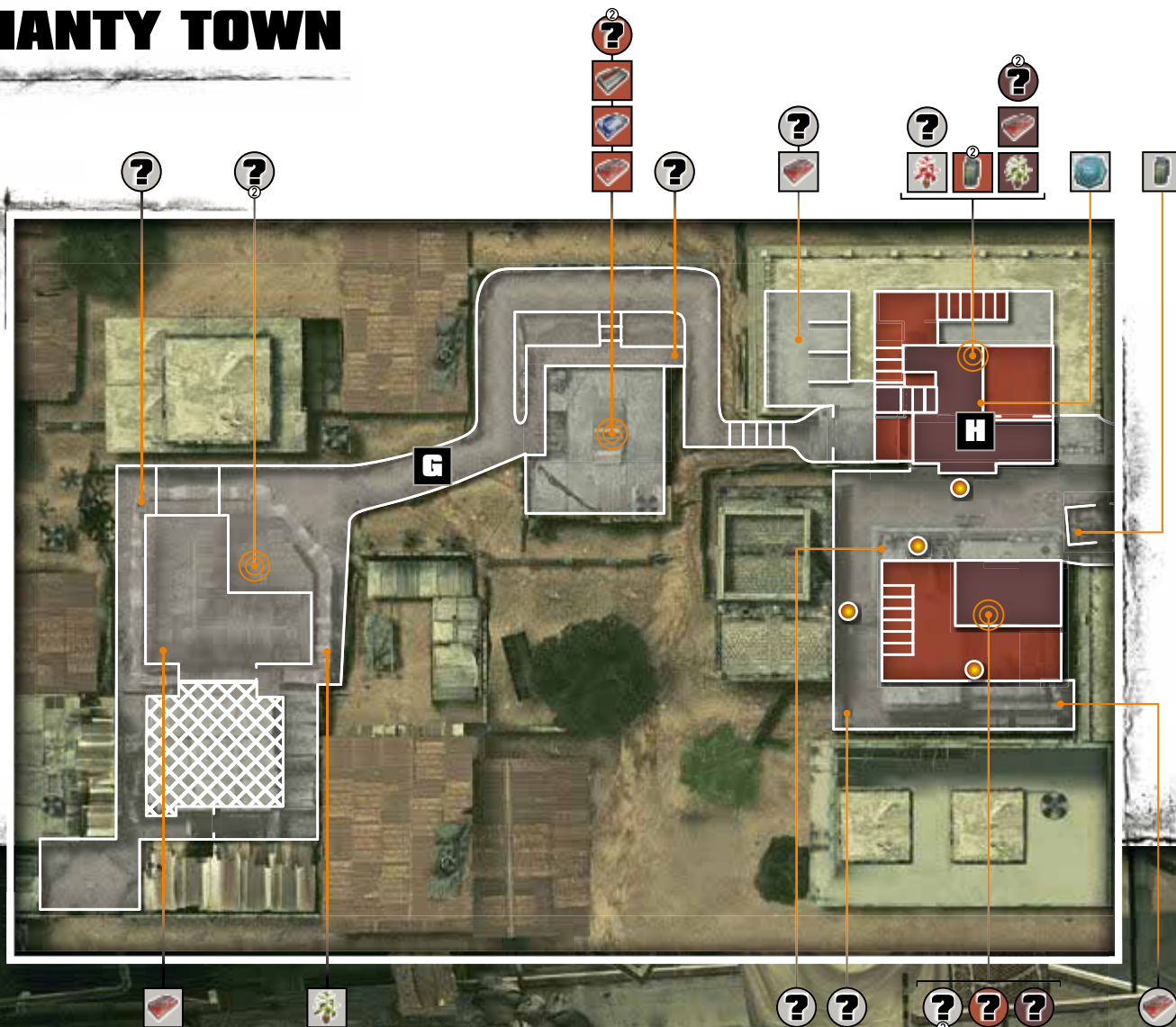
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SHANTY TOWN



G There are a handful of Majini at the start of the area, but the fun really starts when Kirk's helicopter is attacked. Fire on the Kipepeo before they can fly in close, then help Sheva onto the roof by the broken ladder with an Assist Jump. Chris should follow the path to the left, fighting Majini at ground level while Sheva offers support fire from above. In co-op games, it may be helpful if Sheva has the S75 collected earlier to use against a few key enemies, but machine-gun or pistol fire will usually suffice.



H The main door is firmly locked from the outside, so you'll need to take a circuitous route to get out onto the street. There are only a handful of Majini inside the building, but all of them are either poised to spring ambushes, or ready to rush at the first agent to arouse their inexhaustible ire. After collecting all supplies that you can find, we advise a little preparation before propelling Sheva onto the opposite roof with an Assist Jump. See "Protecting Sheva" for some useful tips. Once the majority of Majini have been killed, she will automatically run downstairs to unlock the door in single-player games.

Tactics: Protecting Sheva

The set-piece battle where you protect Sheva from a small but determined Majini horde is the most difficult moment in this chapter so far in single-player sessions, especially on Veteran. Before propelling her across to the opposite building, you'll benefit from a spot of housekeeping. Firstly, ensure that Chris has a fully loaded sniper rifle. Sheva should have at least two healing items, and plenty of ammunition for her allocated weapon. Finally, if you want to be extra careful, there may be a case for loaning Sheva your shotgun if you are following our recommended weapon strategies.



After helping her with the Assist Jump, turn to the right immediately and jump down to the level below. There's just enough time to achieve this before the brief cut scene begins, giving Chris a small but potentially vital head-start to get into position for the sniping that follows.

In co-op games, Sheva should back away from the explosive barrel, enabling Chris to shoot it in order to eliminate a number of Majini at once. This is risky in single-player sessions – should your partner be caught in the blast there is no way to revive her, though you can opt for a quick visit to the Restart option.

The predatory instincts of Majini are very insistent on Veteran. Don't waste time lining up headshots – just aim for torsos, and trust Sheva to finish them off if required. The remaining Majini enter Sheva's floor via the staircase on the right-hand side of the room (from Chris's perspective), so turn the scope in that direction and try to prevent them from advancing any further. Bow Gun Majini are a particular threat, so deal with those first. Once Sheva heads down the stairs to unlock the door, run down to meet her, then head up onto the floor where the fight took place – there will be several item drops for you to collect before they disappear.

Combat Tips: Thrown Weapons

At this point in proceedings, you may begin to notice a new behavior exhibited by certain Majini. If they carry a light, one-handed weapon (such as a sickle or axe), they will sometimes throw it at Chris or Sheva, with such actions becoming more common as you progress through the game. They're not amazingly accurate as a rule (on Normal at least), but direct hits cause big damage.

Thrown weapons can be shot from the air with a single bullet or even, if you're daring, deflected with a knife swipe, but prevention is the best tactic. If you notice a Majini pulling its arm back to throw something, shooting it will earn you a temporary reprieve. Hitting the arm holding the object will cause it to be dropped, but be aware that such Majini have "magic pockets", and may procure additional sharp objects from behind their back if left to their own devices.

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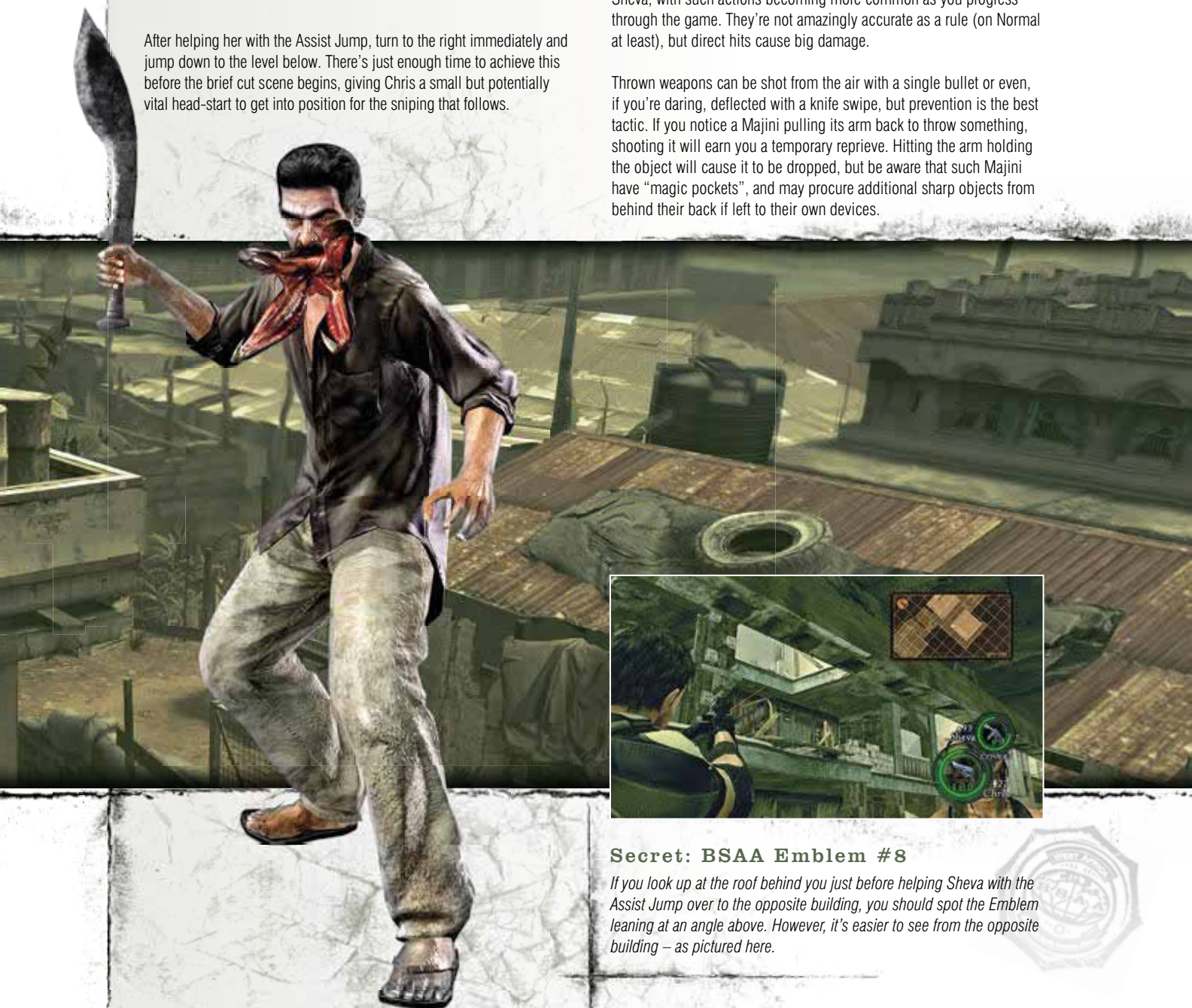
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Secret: BSAA Emblem #8

If you look up at the roof behind you just before helping Sheva with the Assist Jump over to the opposite building, you should spot the Emblem leaning at an angle above. However, it's easier to see from the opposite building – as pictured here.



TRAIN YARD



I As soon as one player climbs the stairs, the Chainsaw Majini finally makes his hotly anticipated entrance. Being caught by his chainsaw leads to instant death – with no exceptions. Sheva is surprisingly accomplished at staying out of harm's way during this fight, though you'll need to assist her in defeating the other Majini. In co-op games, the player carrying the shotgun should focus on shooting the Chainsaw Majini while their partner deals with other enemies entering the area, making contributions towards the demise of the sub-boss whenever they can. Use the Guard's Key to unlock the gate that leads to the exit, and don't forget to empty the trunk on your way past.



J The final map in Chapter 2-1 is tiny, so pick up the solitary item and open the gate. The interactive cutscene that follows requires that you comply with three separate button prompts when they appear. The first two are single presses, with the third being a two-finger input (usually two triggers or shoulder buttons on Normal, and potentially two face buttons on Veteran). Interestingly, the rules are slightly different in co-op. While you can both follow the prompts if you wish, only Chris needs to respond to the first, Sheva to the second, and both must press simultaneously for the third.





Tactics: Chainsaw Majini

The Chainsaw Majini has only one real attack, but it's all he needs: whooping maniacally, he holds his weapon aloft before plunging it into the body of the unfortunate soul beneath. This grizzly spectacle is followed by a mandatory visit to the Game Over screen. When he moves close enough to initiate his attack sequence, you have a few heartbeats to inflict sufficient damage to stagger or stun him.

As if the Chainsaw Majini were not enough, he is supported by a steady stream of his smaller brethren throughout the fight. This means that you must divide your attention between him and them in single-player games, or designate responsibilities when playing co-op.

Though it's definitely possible to beat this relentless sub-boss without it, having the Ithaca and plenty of spare ammunition is the one thing that makes this confrontation tolerably difficult. Two direct hits at close range are sufficient to cause a knockback, temporarily halting his progress. While the same can be achieved with pistol and machine-gun bullets in greater quantities, there's no visual cue to let you know when you're close.



Furthermore, if one agent is distracted by the other Majini, there's no guarantee that a single gun will stop him in time.

The main street is littered with explosive barrels, and there is a transformer at the bottom of the steps. As soon as the battle begins, turn and run back. Just before the Chainsaw Majini walks beneath the transformer, shoot it to electrocute him. You should then detonate each barrel in turn as he walks past (which, as a fringe benefit, will incapacitate or kill nearby Majini). You will occasionally find that he is frozen in place during a reasonably lengthy stun period if he is caught by the full force of a blast, which could enable a well-organized co-op team to chain contextual melee attacks together. In single-player, you should use this opportunity to toss a grenade at his feet, or disable any Majini close to your position.

After you've used up the barrels, it's time to break out the shotgun. While you can stay in the street area if you wish, there is a better plan: instead, run back to the very start of the map. For best effect, it's wise to implement your retreat in stages. Eventually, you'll reach a building with a wooden door. Enter and move over to the back end of the room to find the wondrous object that will enable you to defeat the Chainsaw Majini with ease: a humble window. Chris and Sheva can dive through this in an instant. Your usually tenacious opponent, however, must walk the long way around. With this enormous tactical advantage, you should have no further problems wearing him down.

Note that Chainsaw Majini will occasionally get back up after apparently dying, with this unpleasant twist more likely to occur on Veteran. If you can still hear the chainsaw motor running, that's your cue. In this instance, you may need to collect the Guard's Key before he springs back to life. His attack strategy changes to a merciless march towards Chris or Sheva, swinging his weapon with wild abandon. First contact invariably results in a knockdown; the second, following swiftly afterwards, is an assured kill. It can take a number of shots to finish him off and, to make matters worse, he can't be stunned while in this berserk state. There's no bonus for finishing him off here, so feel free to make a break for the exit if you prefer.

Debriefing: Chapter 2-1

This sub-chapter is a fairly lucrative source of Treasure items, so you should have plenty of funds. This is a good time to buy a Melee Vest, then work on upgrading the Ithaca and M92F. There's no real need to worry too much about Sheva's equipment, though cheap Firepower or Capacity upgrades are an option if you have funds to burn.

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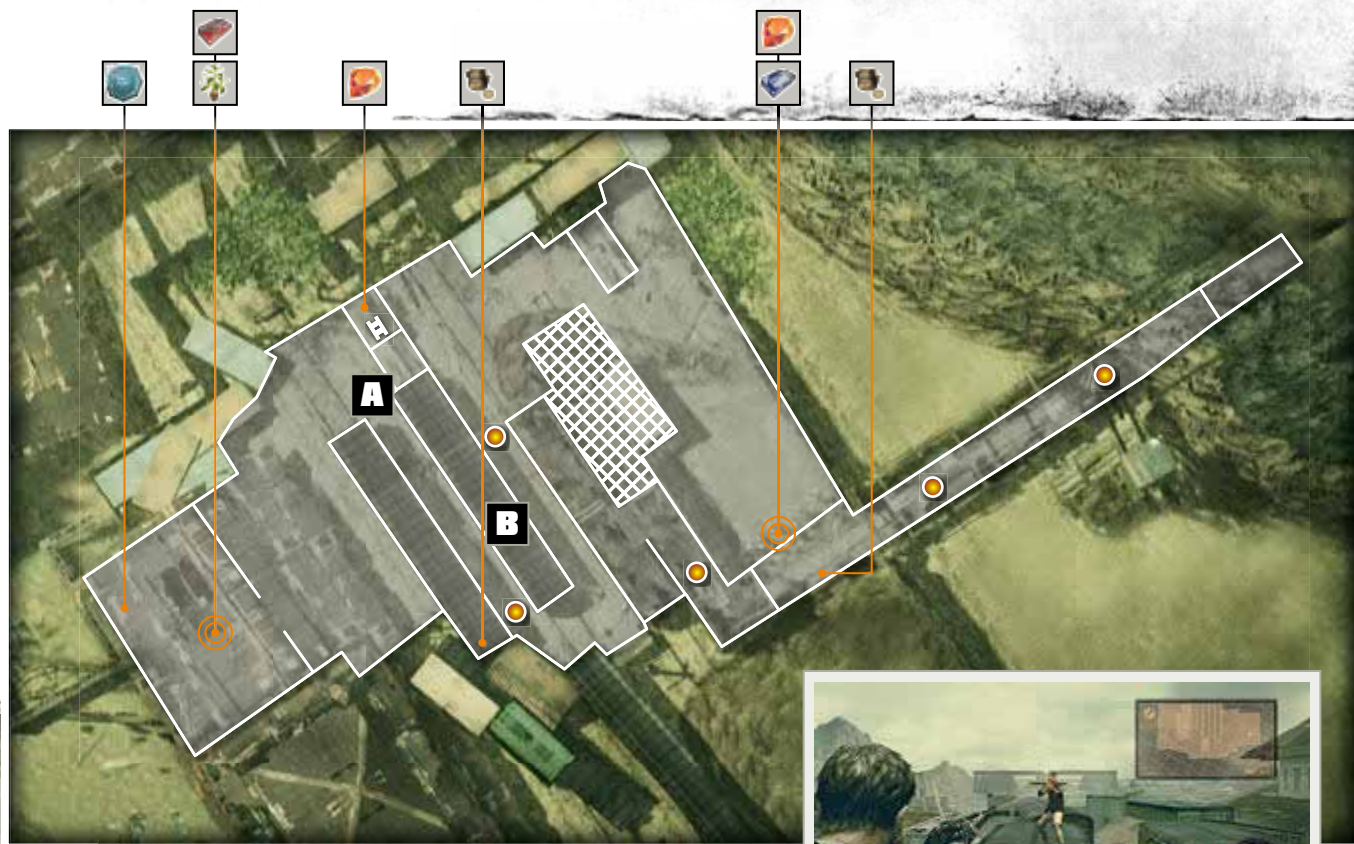
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TRAIN STATION



A Adjule attack when you make your way through the gap between two carriages. The scenery acts as a solid wall to Chris and Sheva, but the mutated dogs can run through the spaces underneath. If in doubt, turn and run, then wait for them to come to you. There is an explosive trap as you approach the ladder and, just beyond it, an ambush that features Bow Gun Majini, Kipepeo and yet more Adjule. You have the choice of retreating to finish the latter off first, but it's also possible (and, perhaps, advisable) to instead climb onto the wooden planks to reach the ladder and, from on top of the carriages where the dogs can't reach you, dispense with the enemy marksmen.



B From on top of the first row of carriages, jump over to the hopper cars filled with earth. Before you move down the slope, shoot the trap just ahead. There are two final traps set across the track beneath, with their explosive payloads situated on the right-hand side. As the agent who drops down first gets to experience a brief mine cart ride along that track section, it's a good idea to disable both beforehand. The nearest is simple to hit from above, but the second is a tricky pistol hit, or a fairly elementary sniper shot – it's just a question of locating the device first. Use the above screenshot as a guide.

Tactics: Optimal Weapon Configurations

Now that you have four of the five staple weapon types (pistol, machine-gun, shotgun and rifle), this seems like an opportune time to briefly look at an optimal weapon strategy.

In co-op games, our preferred configuration is to have one player operate as a classic "tank", a heavily armed enemy magnet fighting in the thick of the action, while a second player acts as a support gunner, either taking up position just behind or picking enemies off from afar with a rifle. It makes sense that the person acting as Sheva adopt the second role, as Assist Jumps provide her with some good sniping positions.

With our choice of names and priorities simply reflecting the above advice, Chris should ideally wear a Melee Vest to reduce damage, and be armed with a shotgun and a pistol. On a first playthrough, the Ithaca and M92F are your only options at this point. While the Ithaca is superseded in terms of sheer firepower by a shotgun found later in the game, its eventual high capacity and Critical perk mean that it's definitely worth investing in for the foreseeable future. The M92F, despite being a starting weapon, is the undoubted king of pistols. It will take you the entire game to upgrade it fully, but it gradually becomes a near-peerless source of instant Majini headshot kills, and has a remarkable final capacity. A full clip will free up two inventory slots once it is maxed out.



Sheva should either favor the S75 or Dragunov SVD for sniping, with the VZ61 or H&K MP5 for close combat and self-defense. The S75 and MP5 usually get our vote, for maximum firepower and easy horde management respectively.

The main benefit of this division of both labor and munitions is that neither player needs to compete for ammo. We would also opine that Resident Evil 5 feels designed for this approach. There are countless instances where a sniper can find positions to line up shots, without fear of Majini molestation, while their partner draws targets into the open. However, it's important not to let the distance between the agents become too large: should one be mortally wounded, it will be tough to reach them in time.

In single-player games, it pays to become a master of short, medium and long-range weapons as Chris. Al Sheva is adept at not dying in trivial ways, is quick (perhaps too quick) to heal you when required, and will contribute her fair share of kills, but her assessment of a situation may not always correspond with your overall strategy. After spending countless hours in her company, the best system appears to be to give her a machine-gun (as suggested previously, the MP5's Piercing perk suits her style of marksmanship), and absolutely nothing else. Carrying the sniper rifle in addition to a pistol and a shotgun limits your inventory space, but you can easily compensate for this by using Sheva as a pack mule to carry provisions.

Hidden Treasures

- Jewel Beetle #1: Fastened to a fence on the east side of the map.
- Jewel Beetle #2: After climbing the two small piles of wooden planks, it's artfully concealed to your right.



Secret: BSAA Emblem #9

Once you clear the area of hostiles, and before you jump down into the mine cart, climb onto the train carriages and look at the electricity pylon to the southwest, behind the building where you start. It's much easier to hit with a sniper rifle, though it's within pistol range if you have no other option.



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THE MINES



C The GPS radar map is unavailable during your time underground, so you should deactivate it immediately. Look to the right-hand page for tips on using the Lantern; in single-player games, you should entrust Sheva with the duty of carrying it. There are several battles against groups of Majini (including Cephalo) as you make your way through the tunnels. When you reach a crank, turn it to enable Sheva to go through the gate. As soon she passes underneath, release your grip and turn to defend yourself against a Majini ambush.



D Walk forward to initiate a cutscene that marks the start of a battle, then run back into the safety of the tunnel. Staying close to your partner, backs against the closed gate, hold off the advancing Majini as best you can. Flash Grenades will kill Cephalo instantly if you need to preserve your ammo supplies. Once the tunnel mouth is secure, move forward to engage the Majini dotted around the platforms above you. The S75 is the obvious choice, but you should opt for your pistol if your rifle ammo stocks are low. You'll meet a few more adversaries as you make your way to the surface exit.





Using the Lantern

A large portion of this map is shrouded in near complete darkness, so either Chris or Sheva must carry the Lantern to illuminate the way forward. What makes this interesting, on a tactical level, is that the player carrying the portable light cannot use weapons or save their partner without first dropping it. However, they can still pick up supplies.

In single-player games, Sheva does a pretty good job of pointing the Lantern in the direction Chris is facing or aiming, but there are a couple of behavioral quirks that you should be aware of. Firstly, backing up to avoid enemies is fine, but backpedal too far and Sheva may turn to point the Lantern behind your current position. Secondly, if you should require assistance, she will drop it to come to your aid. The same applies if you ask her for an item. You'll need to manually order her to pick it up again.

The player taking point should attempt to stay on one side of the corridors and small chambers in order to avoid obscuring the path ahead with their shadow. In co-op sessions, there's no reason why the player carrying the Lantern can't place it on the ground during the sporadic Majini attacks to contribute covering fire – there are fortunately no moments where enemies attack from both sides.

Memo: Points of Interest

- Flash Grenades can be found from this point forward. Though useful for briefly incapacitating large groups of Majini, they're best saved for use against "mutated" enemy types – a direct hit will kill a Cephalo instantly, even on Veteran. Be aware that you and your partner are susceptible to its disorienting effects if caught in the blast radius.
- Dynamite Majini behave in the same way as their peers armed with Molotov cocktails, with similar throwing range. Their explosives have a nasty stun or knockdown effect, and cause huge damage on Veteran. Try preventing one from releasing its grip on a lit stick with body shots for a comedy payoff.
- This is the first time you will encounter snakes hidden inside crates. These creatures will spring to attack almost immediately once you smash their hiding places (for a small yet annoying amount of damage), and then slither away. You can kill them instantly by slashing them with a knife. Snakes occasionally drop eggs, which we'll explain later in the walkthrough. You can eat the common Egg (White) variety for a nominal health increase, but we suggest that you keep any others safe for now. This means that entrusting them to an injured Sheva isn't a wise idea, as she will scoff them without a moment's hesitation.



Hidden Treasures

- Ruby (Pear) x3: All three are embedded in the roof of the first long tunnel section, and must be dislodged with a well-placed bullet. The first is just around the curve in the tunnel from the starting point. You'll find the second once you defeat the first two Majini while wading through the water, while the third is at the opposite side of the wooden bridge.
- Diamond (Oval): Just before you reach the crank, there is a partially concealed tunnel to your left. Follow it to reach a dead end where you can find a trunk with the treasure inside.
- Ruby (Square) x2: The first is stuck to the apparatus at the center of the main chamber, and can be collected from the wooden walkway. The second can be found on a wall if you take the left-hand rock tunnel to the exit when you leave the main room. Watch out on Veteran – a Dynamite Majini leaps out here.

Secret: BSAA Emblem #10



When you reach the wooden bridge, look at the waterfall to your right to find the Emblem.

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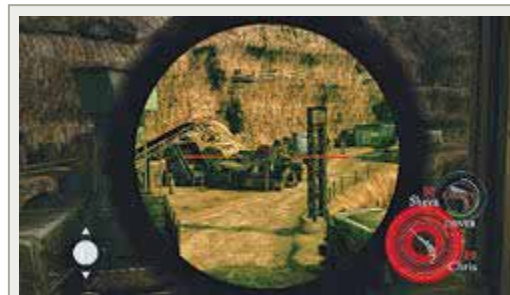
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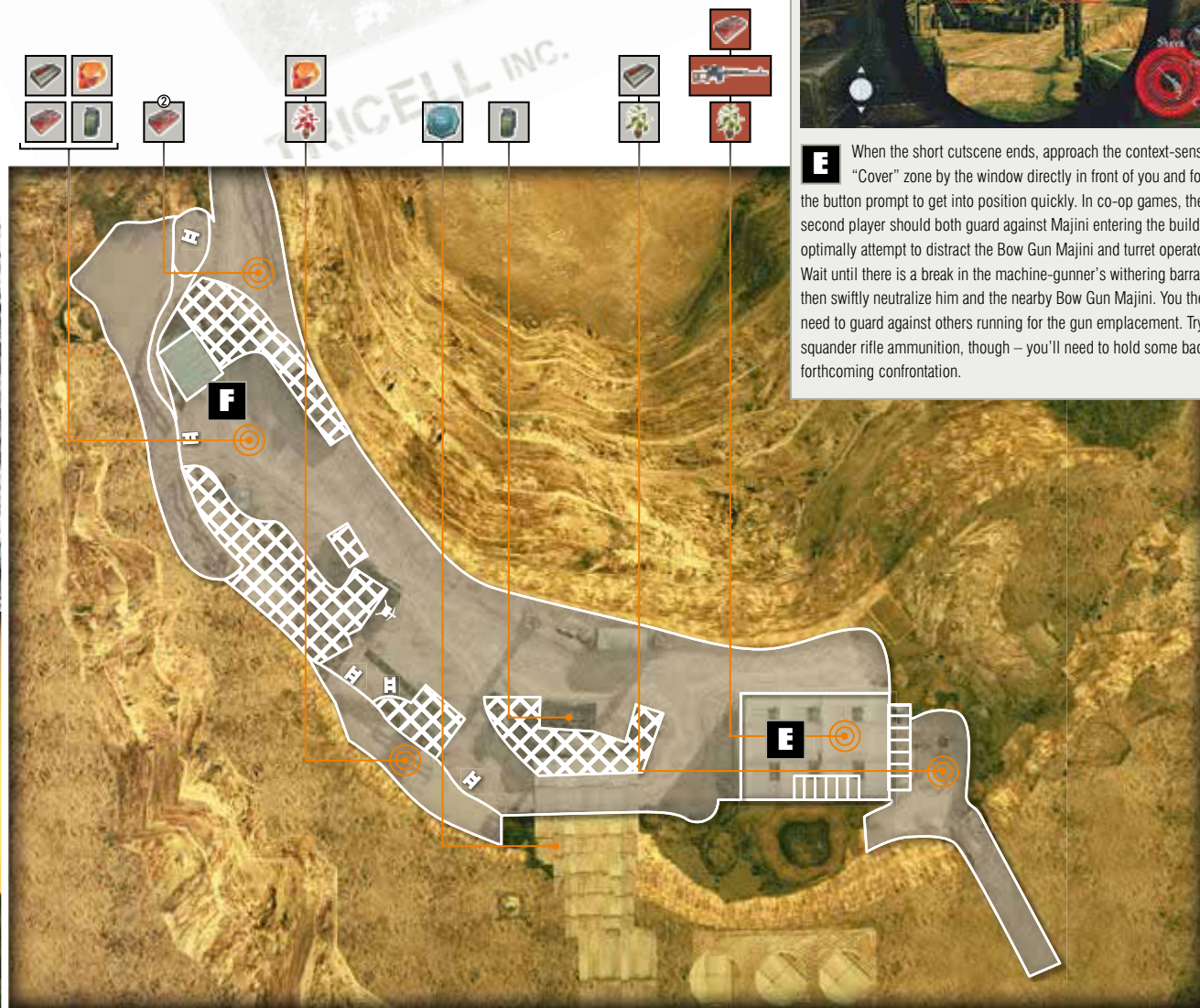
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MINING AREA



E When the short cutscene ends, approach the context-sensitive “Cover” zone by the window directly in front of you and follow the button prompt to get into position quickly. In co-op games, the second player should both guard against Majini entering the building, and optimally attempt to distract the Bow Gun Majini and turret operator below. Wait until there is a break in the machine-gunner’s withering barrage, then swiftly neutralize him and the nearby Bow Gun Majini. You then need to guard against others running for the gun emplacement. Try not to squander rifle ammunition, though – you’ll need to hold some back for a forthcoming confrontation.



F Climb the tall ladder to reach the walkway above and, from there, drop down beyond the items blocking the dirt road to begin another challenging battle. Majini will attack from the front. Position yourself between the cliff edge and the wood pile covered by a white sheet and, from there, concentrate on sniping the Majini with ranged weapons. It’s vital that you ensure that they can’t get close enough to put you in any danger. Up to four or five Majini will climb over the wood pile behind you. A second player can easily deal with these in a co-op game, but you’ll need to give Sheva a helping hand if you’re playing single-player mode.

Tactics: Mining Area Marksmanship

To keep things simple in the first Mining Area battle, you (or your designated sniper in co-op games) can rush over to the window and eliminate the Majini next to the fixed gun emplacement before he has time to get into position. Follow this up by dispatching both Bow Gun Majini, and this fight becomes significantly less complicated. You'll still need to prevent other Majini from reaching the machine-gun, but a co-op partner can fight their way outside and engage them up close (even using the turret if desired), with the sniper offering support. In single-player games, it is possible to sprint outside before a second Majini reaches the gun emplacement if you're low on rifle ammunition, but it's a risky move. Should you be caught under fire once you leave the house, note that there is a cover point on the back of the nearby truck.

(On an entirely peripheral note, you will encounter a portable toilet on reaching the tall ladder. Approach it and press **□/X** to knock politely, or **○/B** to order Sheva to investigate. We'll leave the punchline for you to discover.)

The difficulty of the second battle depends on how successful you were in conserving rifle ammo earlier. If you have a reasonable stock left, you can pick off most of the Dynamite Majini with headshots from a safe distance. Do not let these move within throwing range. When the small group attacks from behind, a time-saving technique is to angle your shots to knock them straight over the cliff (contextual melee attacks also help here), though this means forgoing potential ammo top-ups.



Though the gap between wood pile and cliff edge is the easiest spot to defend, an alternative strategy is for one player to stop on the top ledge and snipe from there. In single-player games, changing Sheva's strategy to "Attack" while standing next to the ladder will usually make her drop down, which sets events in motion. There's no doubt that a marksman can make easier headshots from here, but there's little you can do if either agent is incapacitated, and any time spent watching for the Majini that sneak up from behind draws your attention away from other targets.

Hidden Treasures

- Diamond (Brilliant): Inside a trunk on a ledge by a rusty truck and tires, not far away from the building.
- Diamond (Pear): On the rock wall beside the first ladder. Shoot to dislodge it.
- Diamond (Square): On a rock ledge above the broken ladder where you can perform an Assist Jump. As Chris, go around the outer dirt road and drop down to it from above.



Weapon: Dragunov SVD

The semi-automatic Dragunov SVD is hidden in a locker just to the left of your starting position once play resumes after the short cutscene. It's an easier weapon to use than the bolt-action S75 due to its rapid fire rate, but this convenience comes at a cost: it has significantly less potential firepower, a lower final capacity, and the semi-auto feature will make all but the most disciplined marksman a little more wasteful.



Secret: BSAA Emblem #11

You can get a clear shot at this Emblem after you climb the first tall ladder. Once at the top, turn to the southeast. At this distance, you'll need to use a rifle to hit it.



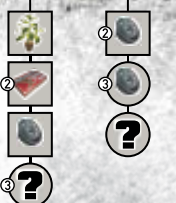
MINING AREA



G Push the metal container over the edge with your partner to open the way forward, then pause to reload weapons and organize inventories before you drop down. The good news, if you're running a little low on ammunition, is that you will find a fairly generous allocation of supplies around the mountain track. As long as you don't linger for more than a few seconds in any one location, Popokarimu won't catch up with you. If it's not currently active, try turning on the GPS map to keep track of your adversary's exact location.




H Popokarimu is generally merciless in his pursuit of Chris and Sheva, but the first and most vital thing you should learn is that it's possible to outrun the monster and remain out of its reach whenever you choose, even on Veteran. Knowing that, you can take your time and beat this challenging boss at your own pace. It's a good idea to do a few circuits of the playing field for this encounter before you engage him, just to get a feel for your environment. Incidentally: forget about taking refuge inside the shacks – they might as well be built with cake.

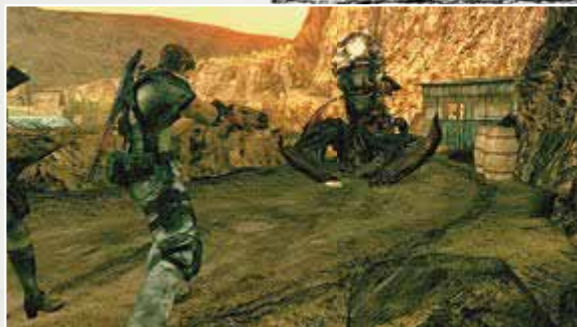


Boss: Popokarimu

The only way to halt this armored monster's charge is to damage the soft, pink underside of its abdomen – but don't expect to get a clear shot without a fight. Here's a brief appraisal of the attacks you'll need to avoid.

- Popokarimu's leaping and charging attacks can be dodged by pressing a button as the on-screen prompt appears. If you're already running away at full speed when this appears, though, it's usually better not to break stride. The leaping attack sometimes causes it to expose its underbelly, which is a brief "free shot" opportunity if you're quick.
- At close range, Popokarimu will usually swipe with its wing. If you're standing right behind it, a stab with its abdomen is more common.
- Facing away from you, Popokarimu will fire a viscous fluid from its hind quarters, fixing Chris and Sheva in place if it hits them. Waggle  to escape, but note that it takes a torturous amount of time to break free. It also takes longer for either agent to save their partner from this predicament, which may put both in danger. Unless it's a matter of life or death, you'll be better served by attempting to distract the boss with gunfire.
- Popokarimu will periodically take to the air, where its principle attack is to lunge forward with great speed.

Unlike Uroboros earlier, Popokarimu is clearly a boss designed to showcase the cooperative aspect of Resident Evil 5. With a human partner, you can take it in turns to act as bait. The person behind it at any given moment, therefore, is free to open fire at the vulnerable patch of flesh. However, Popokarimu's propensity for smashing anyone directly behind it with its abdomen means that using the shotgun will elicit a swift and painful riposte.



If you'd like to simplify matters, or have an AI-controlled Sheva as your sidekick, the alternative solution is to collect Proximity Bombs. If you place one of these devices on a straight section of the dirt track and lure the monster to tread on it (or, just to be safe, detonate it with a pistol shot at an opportune moment), the blast has an immediate stun effect. Collapsing to the ground, Popokarimu's weak spot will be briefly exposed. This is your chance to run over and pump it full of shells, or throw any spare grenades you have. Rifle shots are particularly good, being the most powerful attacks you have at this point.

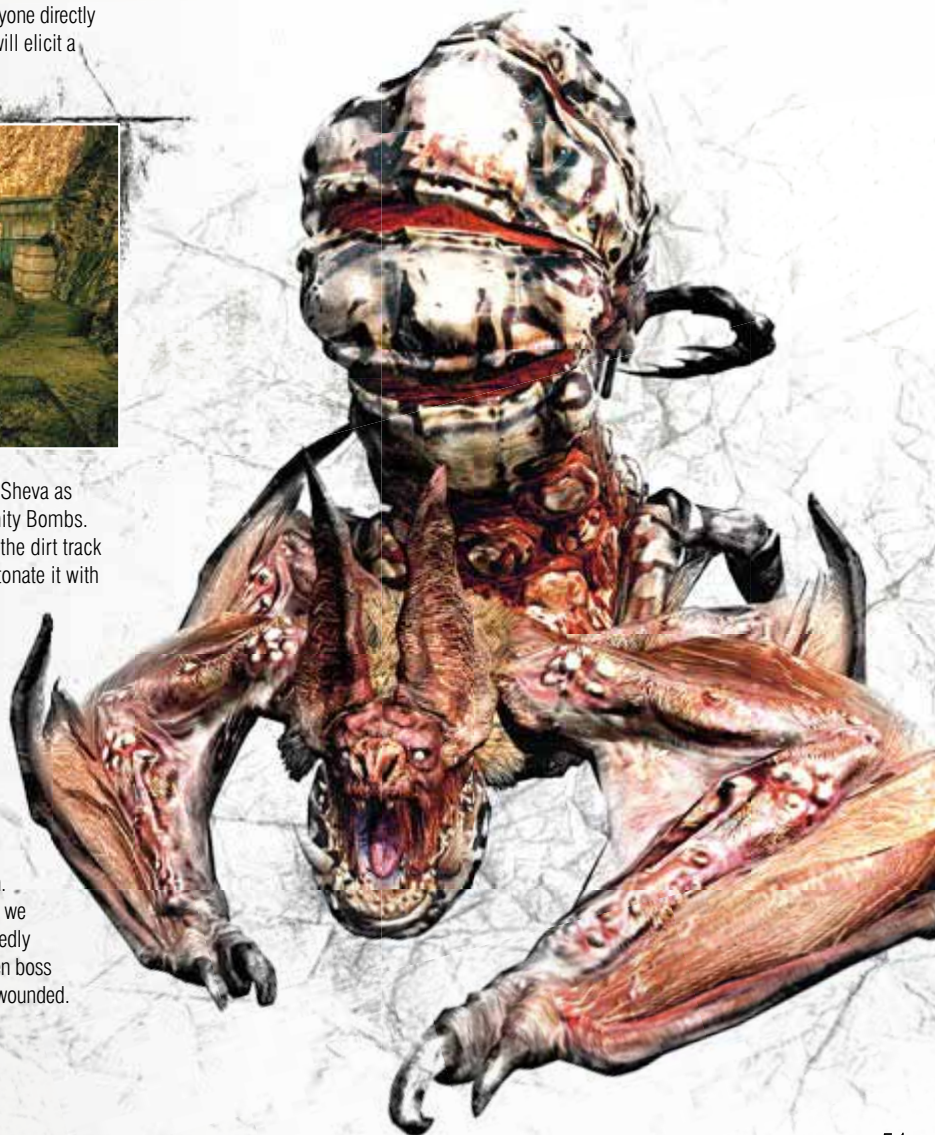
On your first attempt, Popokarimu does seem to last a little longer than you expect – even adept players will notice their dwindling ammo supply with no small amount of alarm. Persistence and patience are important. More often than not, we found that a single undistinguished pistol shot will unexpectedly end the battle – which made us briefly pine for the days when boss monsters had the common decency to flash when mortally wounded.

A few final tips:

- Though Proximity Bombs are the quickest way to knock it over, Popokarimu will also fall when you inflict a certain amount of damage with gunfire or well-placed grenades. A good sniper should be able to register significant hits whenever it takes to the air.
- Just in case you're wondering, Proximity Bombs cannot be triggered by Chris or Sheva walking over them. Both will, however, be harmed if caught in the blast radius when they blow up. If you place one of these explosives in an ill-judged position, you can actually retrieve it and plant it elsewhere if you wish.
- Should you run out of ammunition or healing items, luring Popokarimu to attack you in front of the shacks will cause it to smash them – just don't forget to dodge. As with market stalls in previous chapters, you'll find previously hidden collectibles in the debris. It's sensible to do a quick circuit of the track to lead the boss away before you attempt to collect them, though.

Debriefing: Chapter 2-2

The Proximity Bomb is the sole new addition to the list of items for sale at the Item Management screen. Skip the usual routine of rearranging items and upgrading weapons. Without specifying exactly why (for those attempting to play with minimal assistance), just trust us when we say that it's not *strictly* necessary for the sub-chapter that lies ahead.



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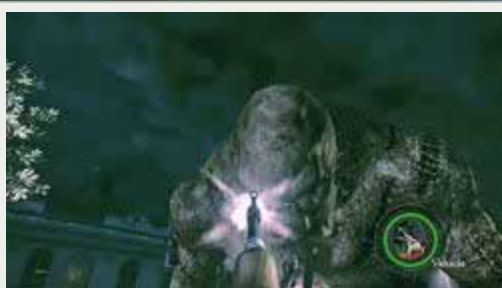


Chapter 2-3

THE PORT (NIGHT)



A Broadly speaking, the Savanna shooting gallery can be divided into four sections. The first involves shooting Motorcycle Majini alone, paying particular attention to thrown objects that can be shot out of the air – Molotov cocktails being the most potent threat. When trucks join the chase, one agent should slay the passengers first, then destroy the vehicle by aiming for the driver's cabin. At the road block, aim for the explosive barrels while adjusting your aim to keep the Majini at bay. The final part requires that you destroy a truck to your right before fending off a final wave of cyclists.



B Beating Ndesu is simply a matter of learning how to identify his attack patterns. To help you identify these, we've annotated the small area map on this page with points of interest. To defeat Ndesu you must first shoot his head, then destroy the growths that spring from his body.



Tactics: Surviving Savanna

Depending on your proficiencies as a gamer, Chapter 2-3's shooting gallery action will either be an instant S grade performance, or a sequence that you first grind your way through with grim determination. With a little practice, though, you'll find that you can easily beat it on Veteran without dying – it's just a matter of learning the sequence of events.

- Moderate your fire to prevent weapons from overheating. The cooling process only takes a moment, whereas letting the red marker reach the top of the circle (refer to the bottom right-hand of the screen) will freeze your gun for much longer.
- Sheva's Gatling Gun has a "wind up" period before firing begins.
- Be ready to hammer buttons as prompts appear during corners or jumps. Failing to do so will lead to unnecessary damage to the vehicle. Enemies in pursuit when these events occur will immediately disappear.
- Finally, in co-op games, try to have one player concentrate on bikes while the other focuses on trucks.

Boss: Ndesu

Some of Ndesu's attacks require that you press a specified button to dodge them:

- **Telegraph pole:** There's a (varying) button prompt to duck horizontal swings, though an attempt to perform a vertical blow must be halted with rapid fire. If you shoot a nearby barrel before it wrenches the pole from the ground, he may be deterred from using it.
- **Punches:** There is a short timing window to press the specified button to duck.
- **Ground slam:** Standing at a distance, the leviathan will pound the earth with tremendous force.
- **Foot stomp and double-handed downwards blow:** These are performed up close, and are the easiest attacks to prevent.
- **Charge attack:** Ndesu will sprint towards the vehicle from a distance.
- **Rock throw:** Ndesu pulls a giant boulder from the ground. Start shooting this without hesitation, and don't stop until it disappears. An optional trick that you only get to use once is to shoot the barrel next to Ndesu, which causes it to lose its grip before it can throw the rock. This is best saved for the late stages of the battle.

After firing at Ndesu's head and dodging its attacks for a set period of time, two writhing growths will sprout from its body. Attacking these targets is an objective that should only be interrupted by the demands of surviving its varied assaults. Destroying both will instantly put Ndesu into a "stunned" phase, where a much larger growth will sprout from its back. Shoot this as relentlessly as you can without overheating your weapon. Once Ndesu climbs back to its feet, you must repeat the process all over again, but this time there are four small growths to aim at. On Veteran, you'll need to repeat the cycle a third time.

The big issue on Veteran is keeping the Majini in the buildings under control whenever you get the chance. In co-op games, it makes sense for Sheva to concentrate her fire on Ndesu at all times. As Chris's machine-gun doesn't have a "wind up" time, he's better suited to picking off Majini whenever there's a quiet moment.

Debriefing: Chapter 2-3

The H&K P8 pistol and Stun Rod are now available for purchase at the Item Management screen, along with the S75 Rifle, Dragunov SVD and H&K MP5 if you didn't pick them up earlier. The new handgun has its use, but you're far better served by the M92F, while the Stun Rod is mostly of interest when you start replaying chapters for profit or ratings. Incidentally, if you're running dangerously low on ammunition, this might be a good time to replay Chapter 1-1 on the Amateur difficulty level to pick up a good stock of supplies. You can then resume play on 3-1 via the Chapter Select option.

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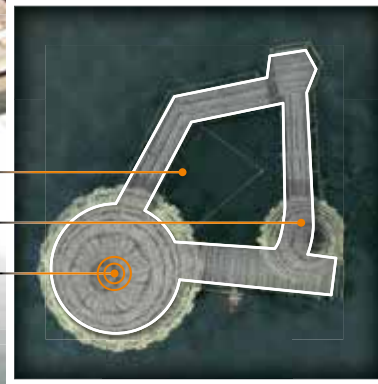
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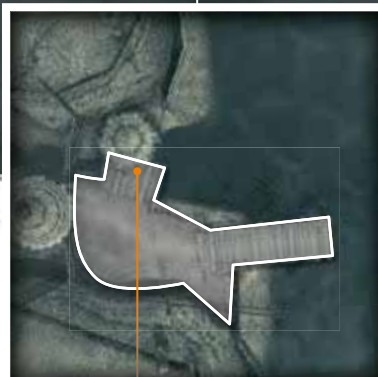


A Collect the Beast Slate from the ground at the first dock. You must locate three further fragments to unlock the area exit. There is a document that marks the location of each part on your GPS radar at the West Dock, but this isn't strictly necessary if you're using our maps. Before you begin searching for them, there are a handful of optional landing points on the main Marshlands map, each with objects of interest to pick up. As there are no enemy attacks until you collect a second slate fragment, it makes sense to explore straight away.

Shipwreck



West Dock



South Dock





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Using the Airboat

Action	PS3	Xbox 360
Steer		
Accelerate		
Turbo	+	+
Reverse		
Dock		
Switch spots (co-op only)		

In single-player games you always operate the airboat. Either agent can take the controls in co-op sessions, and you have the option to switch spots at any time. The passenger can move freely within the tight confines of the front deck, and open fire on enemies as they please.

Memo: Places of Interest

You can find two Treasures, an Emblem and other assorted items on the **Poultry Farm**. The hens will lay a few eggs during your brief stay, which may encourage you to loiter in the hope of more appearing. To save you fruitless minutes of listless avian-bullying, we'll let you in on a secret: if eggs do appear, it usually happens within the first 30 seconds, so waiting any longer is a waste of time. What does work, though, is jumping onto the boat, reversing to face the dock, then disembarking immediately. This appears to reset both the island (note how killed chickens reappear), and the biological imperatives experienced by each hen. With Brown and Gold eggs selling for ₦ 500 and ₦ 1,000 respectively, this is a happy hunting ground for players who are inclined towards grinding for currency.

The Nile Perch inside the **Fish Farm** pool can be killed by using your knife to slash the water close to their position. Stand still and watch for disturbances on the surface of the water to locate them. Nile Perch drop small Gold collectibles, but it's debatable as to whether the currency you gain is worth the (admittedly negligible) effort involved in catching them.

Finally, the **West Dock** is the location of the area exit, which is currently locked, and the Slate Map. Pick up the latter to mark your GPS map with the positions of the three remaining pieces. Note that a checkpoint is given every time you insert a piece of slate into the slot on the gate.

Hidden Treasures

Treasure	Location	Tips
Beetle (Brown)	South Dock	On the tree to the right of the Beast Slate.
Ruby (Pear)	South Dock	Shoot the skull to the left of the Beast Slate.
Chalice (Silver)	Poultry Farm	Inside the trunk.
Beetle (Brown)	Poultry Farm	On a pillar to the left of the dock.
Beetle (Brown)	Shipwreck	In the water – look towards the submerged section.
Beetle (Brown)	Fish Farm	Jump into the pool. You'll find it fastened to the inner wall.
Chalice (Silver)	Fish Farm	Inside the trunk.
Beetle (Brown)	Marsh	Just south of the northeast docking point, there is a single tree situated among a loose maze of wooden stakes. Approach the tree, and Sheva will pick the Treasure up automatically.

Weapon: Rocket Launcher

This one-shot weapon can be found in the Shipwreck inside a large silver case. When a Rocket Launcher is used, it disappears forever. To give you an indication of its power (and, therefore, value), it is capable of destroying Uroboros in Chapter 1-2 in a single shot – even on Veteran. It's also a great way to dispatch troublesome sub-bosses, and should be saved until you really need it.

Secret: BSAA Emblems

Emblem #12: This Emblem appears to be positioned for collection during co-op play, as Chris cannot shoot while driving the boat. However, it is a very tricky but attainable sniper shot from the South Dock (your starting point). You could also plug in a second controller, initiate split-screen mode, then use Sheva to break it at close range.



Emblem #13: This is hidden beneath the hut at the Poultry Farm. It's easier to spot if you walk down the slope next to the jetty.

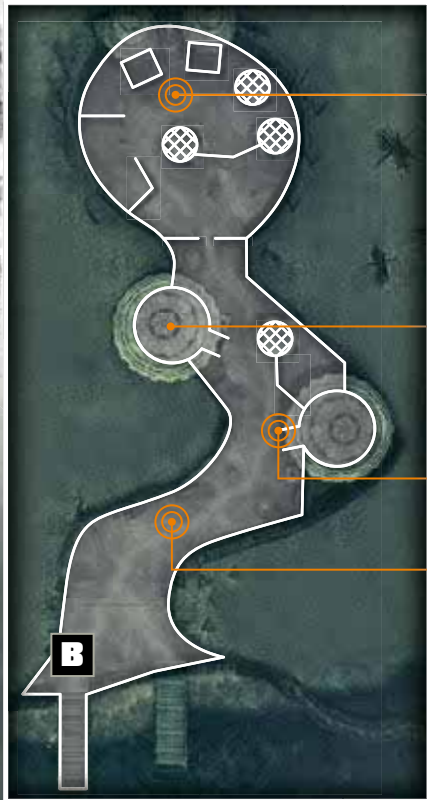


Emblem #14: Examine the underside of the shelter when you dock at the Fish Farm to find it.



MARSHLANDS

Northeast Dock



B Though you can collect the three slate pieces in any order you please, the Northeast Dock is a good place to start. A moment's exploration reveals that the village is deserted for now, so collect items as you make your way through the map. The Shaman Slate is inside a trunk above the broken ladder on the right – propel Sheva upwards with an Assist Jump to collect it. This acts as a trigger for an attack by a large party of the new Wetlands Majini. There is actually no need to engage them – now that you have what you came for, making a dash for the boat is a legitimate strategy.

East Dock



C Be careful as you make your way to the East Dock – there are bow gun snipers and Majini armed with Bombs stationed on guard towers scattered throughout the marsh. Once you enter the pool, the best tactic is to simply sprint for the ladder, angling your run to avoid crocodiles as they swim towards you. A group of unarmed Majini spring an ambush when you enter the wooden building, so have weapons at the ready when they drop down from above. A solitary Majini guards the small hut just beyond, where you can find the Raptor Slate. You usually need to kill a crocodile once you drop back down into the water (use a shotgun), but it's not difficult to avoid the others as you return to the dock.

Orders Duvalia & Crocodiles

Those who decide to stop and fight after collecting the Shaman Slate at the Northeast Dock will encounter a thoroughly nasty surprise: one of the Majini mutates into a Duvalia. This armored, tenacious assailant has its weak spot concealed inside its clam-like head, which is impervious to all forms of bullets when closed. Though it is ponderous and incapable of climbing (even low fences confound its determined pursuit), it performs an instant-kill attack at close range. Should you encounter its secondary headbutt move first, count yourself lucky.

Sustained fire on its legs will cause the shell to open, offering a brief opportunity to shoot the vulnerable innards within. The easiest way to dispatch it, though, is with a Flash Grenade – which, as luck would have it, is one of the items found in this area. This is the last Duvalia that you will encounter for a long time, so don't feel the need to stockpile this grenade type as a precautionary measure.

The pool at the East Dock is teeming with crocodiles, with this being the only time you encounter them in a conventional combat situation. Their sole attack leads to instant death, but it's not hard to outrun them. Unless you have no other choice, we suggest that you save your ammunition for other targets.

Wetlands Majini, Part 1

This new enemy variety differs from the Town Majini encountered previously in many entirely non-trivial ways: there is more to these assailants than the obvious aesthetic differences. Though most of the tactics you are accustomed to still work well, these new foes have different behaviors and weapons that will require changes in the way you approach each battle.

- Unlike the Majini encountered so far, Wetlands Majini swiftly leap back to a standing posture from a prone position – there's no opportunity to knock them back down as they clamber lethargically to their feet. Unless you're directly above them, Stomp or Impale attacks are rarely worth the risk.
- Their athleticism enables them to leap to platforms above their position – they do not need to climb. Attempting to mount a defense from high ground is therefore much less effective.
- Majini wearing masks made from clay or animal heads can resist an initial headshot as their unorthodox protective headgear shatters. Snipers (especially those using the powerful S75) will usually benefit by aiming for the chest instead.
- Majini carrying spears are particularly dangerous due to their ability to perform rapid leaping assaults. These can be dodged by following a contextual button prompt to leap aside, or by running to safety.

Hidden Treasures

Treasure	Location	Tips
Emerald (Pear)	Northeast Dock	Shoot the animal skull above what appears to be an altar of some description.
Ruby (Pear)	Northeast Dock	Shoot the animal skull on the left-hand side of the first hut door.
Idol (Silver)	Northeast Dock	In the hut on stilts to the left of the Shaman Slate. Help Sheva to leap up, and she will pick it up automatically.
Ruby (Pear)	East Dock	In plain view, on a post to your left, just before you move back out into the open lake having collected the Raptor Slate.
Beetle (Brown)	East Dock	On a tree on the far left-hand side of the pool (facing in from the entrance). If you really must collect this, it's advisable to wait until you receive a checkpoint after returning to the dock with the Raptor Slate.

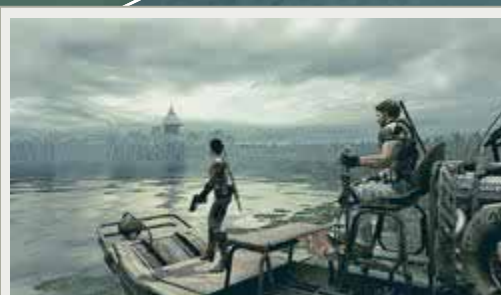
MARSHLANDS



D Your final destination is the dock at the far southwest of the map. Follow the narrow channel to reach the landing point. A large group of Majini attack once you move into the back of the hut complex. Staying in the open enables them to approach you from multiple directions, and the buildings all have three entrances (two windows and a door), so the best strategy is to run back to the landing dock and take up position at the bottom of the slope.



Southwest Dock



E Collect the Warrior Slate from the trunk, then head back to the boat. A barricade is moved into place to prevent you from exiting, with a variety of Majini carrying ranged weapons positioned around the area. A conservative approach works best here. Head for the far southwest corner, and you can simply park the boat and wait. Though you can lower the barricade by defeating all enemies, it also drops automatically after a couple of minutes. Either avoid or run over the Majini armed with bows once you speed through the opening, then head to the West Dock and place all four slate pieces into the slot to continue.

Memo: Southwest Dock Tips

As you approach the Southwest Dock, you will find a small but varied collection of supplies balanced on wooden poles or fences – see the map to the left for their precise locations. Sheva will automatically stoop to pick these up when you move within range.

As previously stated, discretion is the better part of valor during your escape attempt. This also means that Sheva won't burn through her limited supply of machine-gun bullets if a target is within range. Once the barrier drops, running over the Majini armed with bows just beyond is hazardous (should they open fire just beforehand, it's impossible to dodge the explosive bolts), but leads to loot drops that Sheva can collect. If you speed out into the main body of water having run several over on your way out, continue forward until the music stops. This indicates that hostiles have vacated that corner of the map, which enables you to return and collect the items without fear of attack.



Wetlands Majini, Part 2

Concluding our round-up of the new Wetlands Majini types, the following tips will prove useful as you fight your way to and from the final slate.

- Majini carrying shields appear specifically designed to perplex shotgun users. These can be smashed or damaged to create holes, but weapons with the Piercing attribute are far more effective (which is another reason why the MP5 is the perfect weapon for Sheva in single-player games). The Majini hidden behind is not particularly resilient, so attempt to flank them whenever possible in co-op games. Snipers operating from a higher elevation will find it easy to pick them off with headshots.
- Arrows fired by the Bow Majini have a nasty payload, with direct hits causing high damage. Explosions that occur after near-misses can briefly stun Chris or Sheva if they are affected by the (mercifully short-range) splash effect.
- Finally, Bomb Majini are unique to the Marshlands map, and are found on towers dotted around the main body of water accompanied by a sniping partner. These devices explode on contact with the boat, or once their timer expires; you can also shoot them, ideally while they are still held in the Majini's hand.

Hidden Treasures

- Beetle (Brown): On a tree as you follow the narrow channel to reach the Southwest Dock. Sheva will pick it up once you approach it.
- Idol (Silver): Inside the first trunk in the village.

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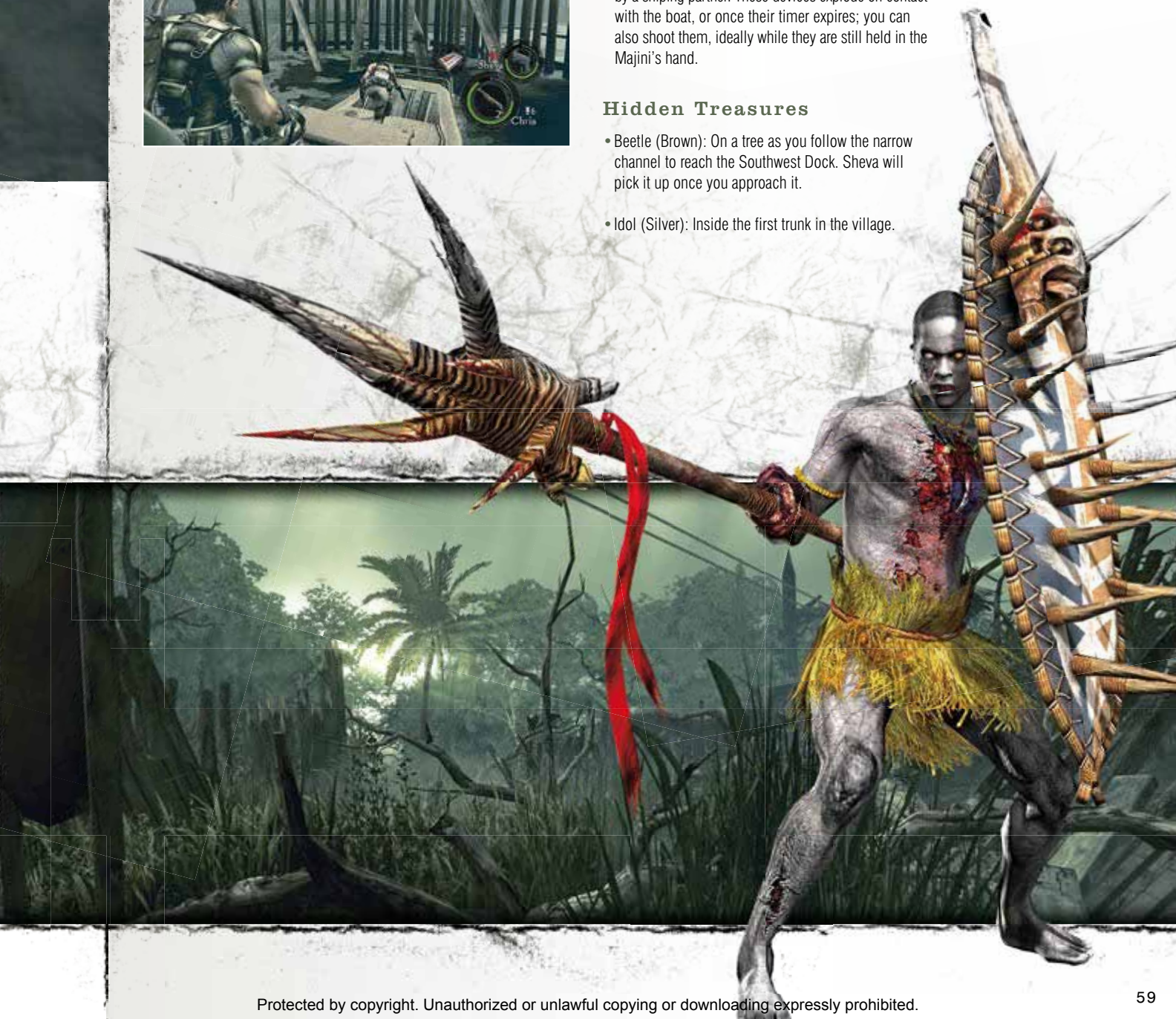
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VILLAGE



*The first two pots may contain snakes if the Giant Majini are dead when you reach them.



G Killing the two Giant Majini will cease the incessant flow of their smaller cohorts, so you should concentrate your fire in their direction. When the music ends, head up to the northeast corner of the map to find a hand crank. Order Sheva to operate it, backtrack to cross the bridge, then remove the bar from the locked gate to enable your partner to come through. Climb into the gondola to depart.



Weapon: S&W M29

The bait for a nasty trap, you can collect this astonishingly powerful hand cannon during or before the Giant Majini attack. However, to avoid having one player imprisoned and ambushed, don't enter at ground level. Instead, climb the small ladder and follow the walkway until you can drop down from above.



Tactics: Village Battle

The least risky strategy when you face the Giant Majini is to lead them back through the map, turning to fire from distance, in the hope of disabling at least one before you run out of space. In co-op games, one player (ideally packing a shotgun and, if acquired, the magnum) should focus on the Giant Majini, while the other divides his or her time between making contributions and keeping the rest of the mob under control. As up to 30 Majini can spawn before the two sub-bosses are killed, try not to expend too much ammunition on "standard" enemies.

However, there are several other strategies that you can use here:

- The upper level of the building with the ladder seems like a good point to mount a desperate defense, especially as you can kick the two braziers down to set fire to the room below. This might make it a worthwhile temporary waypoint if you're keen to weaken your enemies, but their jumping ability makes it impossible to hold them all at bay.
- Springing the trap by approaching the magnum at ground level will cause four Majini to appear on the walkway above. This is cool to see at least once, but it's probably something to leave for a future playthrough. Note that Sheva can trigger this if she runs inside, so ensure that she is following you closely if you opt to collect the magnum by taking the safe route. This trap is disabled once the Giant Majini are killed.



- In co-op games, luring the Giant Majini and their allies to the entrance of the village may enable one player to run to and operate the hand crank; their partner can then make a dash over the bridge. This is a useful trick on speed runs, though releasing the crank to send Majini giving chase into the pit below denies you access to item drops. The crank operator is also trapped in a dead end until the nearby door is unbarred from the inside.

- Finally, if all else fails, the Rocket Launcher found in the Marshlands area is a convenient way to end this battle with a fiery full stop before it even really begins.

Giant Majini

- First things first: the elaborate masks worn by Giant Majini are utterly impenetrable, so concentrate your fire on their bodies.
 - Giant Majini have colossal endurance, which means that it's a struggle to stun them, even with magnum or shotgun rounds, before they can reach you and lash out with their clubs or feet.
 - You can run, but you can't hide: though Sheva and Chris are more fleet of foot than these colossal warriors, you should note that they jump to higher platforms with ease.
 - At close range, Giant Majini perform kick attacks and swing their barbarous spiked clubs. From greater distances they execute rapid forward leaps, bringing their weapons down with skull-crushing intensity as they land. This can be dodged by pressing the specified button quickly.
- Jewel Beetle: Just to the right of the locked gate, on the side with the hand crank.
 - Ceremonial Mask: Inside the tunnel close to the gondola.
 - Blue Enigma: Defeat the Giant Majini, and they will each drop this precious gem.

Hidden Treasures

Secret: BSAA Emblem #15

Drop off the boardwalk at the start of the map and turn around to spy this Emblem through the broken planks.



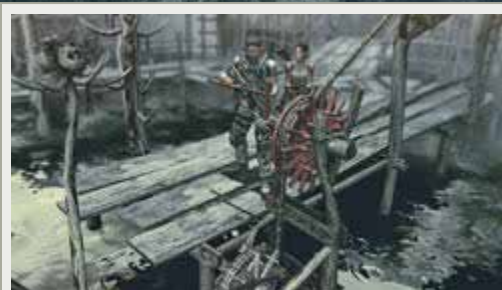
Debriefing: Chapter 3-1

Magnum ammo is astonishingly scarce, so don't upgrade the M29's Capacity until it is empty to gain a free clip. You should save this weapon for dangerous sub-bosses and certain bosses only. Oh, and: don't give it to Sheva! You'll be thankful of its remarkable power during two confrontations in Chapter 3-2, so be sure to keep it with you.

EXECUTION GROUND



A After the cutscene, staying on the balcony with a rifle is a good start. Bow Majini are your primary targets. Once the first wave falls, one player can drop down and run forward to trigger further groups in co-op games while the other remains at the elevated sniping spot. During single-player sessions you'll unfortunately have to do this yourself, but it's a fairly minor inconvenience as long as you spot Majini marksmen before they see you.



B Examine the hand crank, and Sheva will instruct Chris to get onto the raft. In co-op games, the player with the best reactions should take the latter duty, while the other operates the device. It's not a long journey, with no more than four crocodile lunges to dodge with context action prompts before you can climb to safety, but the anxiety you feel makes it seem more difficult than it actually is. Kick the button to lower the bridge, then remove the bar from the gate to meet Sheva. Go through the tunnel and follow the path through the Tricell camp to reach the map exit.

Memo: Points of Interest

- As long as you keep the Bow Majini under control, the only worrying moment on this map is the raft ride. If you focus exclusively on the bottom of the screen, each lunge is fairly easy to dodge. Knowing this doesn't help to dispel the concentration-shattering tension, though. Watch out for two attacks in quick succession. It doesn't happen very often, but your response needs to be almost perfect to evade the second crocodile.
- Knocking Majini from the walkways to feed the crocodiles below is a sight to behold (also: funny, in a darkly ironic way), but doing so robs you of potential item drops.
- You can find Gold hidden in the patches of tall grass when you reach the Tricell camp, but beware of snakes. You can encourage these to leave their hiding spots without incurring damage by running past them at speed.
- If you're the hunting type, and won't rest until you have shot every form of fauna in Resident Evil 5, note that two vultures can be found flying above the tents. These occasionally drop Gold collectibles, so ensure that you only fire when they are positioned above ground that you can reach.

Hidden Treasures

- Ruby (Pear): Shoot the first torch hanging from the ceiling when you enter the tunnel.
- Sapphire (Square): This gem is concealed in the second torch.
- Jewel Beetle: Found on top of a barrel lying in a pool of oil near the Tricell tents.
- Ruby (Square): On the rock face to the right of the exit as you approach it.



Secret: BSAA Emblem #16

Go through either of the Tricell tents and investigate the area behind to find this Emblem hidden between them.



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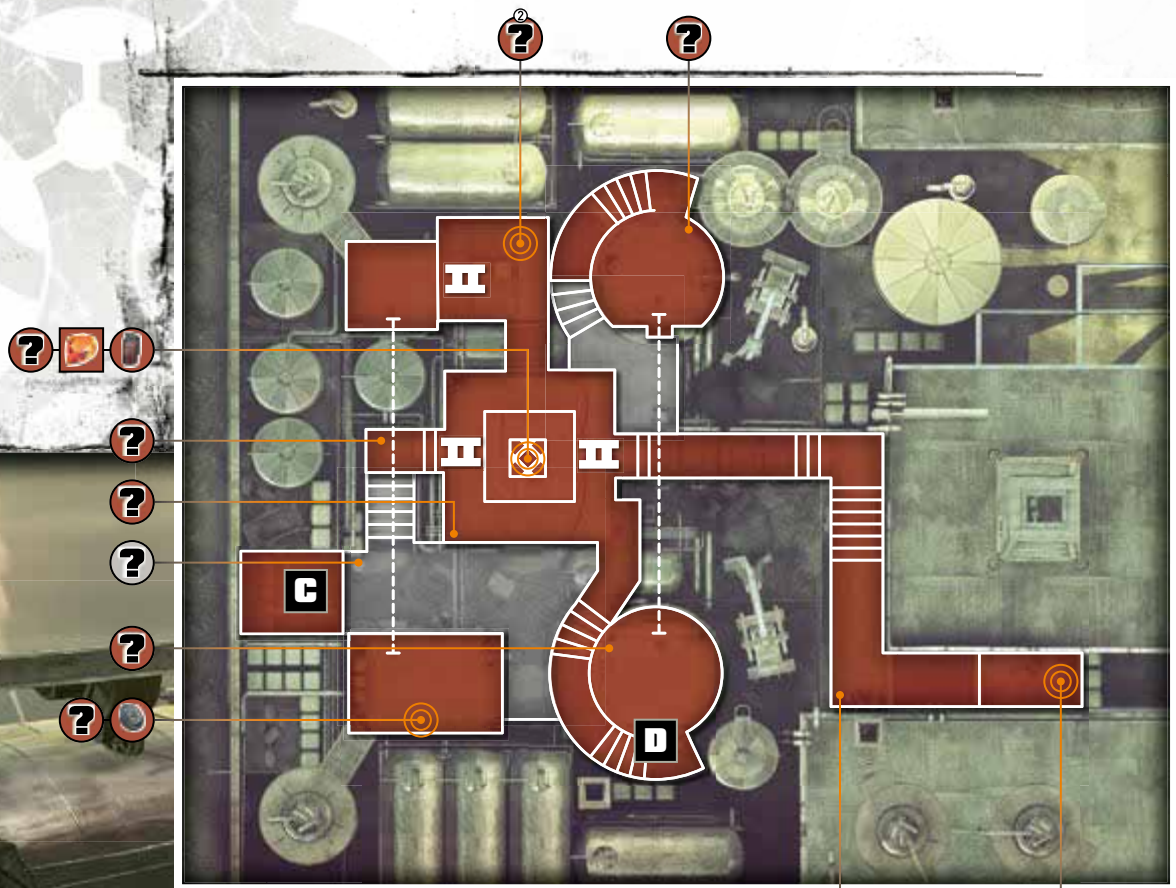
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OIL FIELD - REFINERY



C Shoot the two Bow Gun Majini, then drop down to encourage half a dozen others to venture out of their hiding places. Go up the steps and climb the ladder to find a valve wheel. Order Sheva to rotate it, then face in the direction of the jet of flame in the northwest corner. This puts you in a good position to remove the element of surprise from the subsequent Majini attack. Follow the newly opened path to reach a lever. Pull it, then ride the zip line to the distant platform. After killing the Chainsaw Majini, rotate the valve to shut off one of the two remaining flame jets.



D Head up the steps in the southeast corner to find another lever and a zip line to ride on. After turning the final valve, unbar the door. A second Chainsaw Majini drops down to attack, and this one always seems a little tougher than the first. With the route to the exit clear, there is a final group of Majini to fight as you approach the exit. One carries dynamite, and there are two armed with bow guns, so don't rush forward with abandon.

Tactics: Chainsaw Majini

Two Chainsaw Majini in rapid succession may seem a little vindictive but, with upgraded weapons and a magnum at your disposal, it's actually less trouble than you might expect. If you are dangerously low on Ithaca or M29 ammunition, a useful trick is to select the Restart option as soon as you arrive. From the Item Management screen, sell the Treasures acquired on the previous map to fund Capacity upgrades for both, then resume.

In co-op games there is no need for both players to ride either zip line down, even though Al Sheva is quick to follow. Indeed, having one agent stay back to snipe can help minimize confusion as you engage the Chainsaw Majini up close with the shotgun or magnum. This means that you miss out on combo attacks, but it's no great loss.

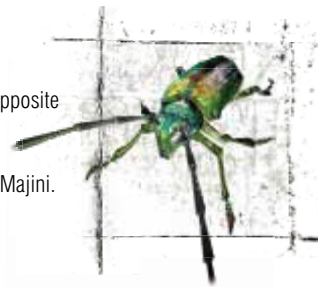
If you fight the Chainsaw Majini in the order suggested in the walkthrough text, you'll have chances to find a Proximity Bomb in the barrel by your landing point. Place this at the edge of the platform to start the opening battle with a bang. The first of the two sub-bosses arrives when you touch down after the zip line ride; the second when you unbar the door. If you go on the offensive straight away, aiming to stun them instantly, it's possible to run past and fight them with the entire complex as your playground. Punching or forcing them backwards into the jets of flame doesn't work (their special brand of madness conferring unusual flame-retardant properties, it seems), though you can escape them for as long as required.



If you're prepared to forgo the Venom Fangs that they drop, either on a speed run or ammo conservation drive, it's possible to avoid both Chainsaw Majini entirely. Following our specified order means that you can eliminate other Majini before you face them. For the final run to the exit, a timely grenade (or, failing that, a couple of hit-and-run shotgun blasts) will scatter the remaining rabble like bowling pins, though pausing to ensure that the Dynamite Majini hasn't left you a parting gift before you dash for the exit is a risk worth taking.

Hidden Treasures

- Jewel Beetle: On the upper level of the tower, opposite the valve wheel, at the center of the map.
- Venom Fang x2: Dropped by the two Chainsaw Majini.



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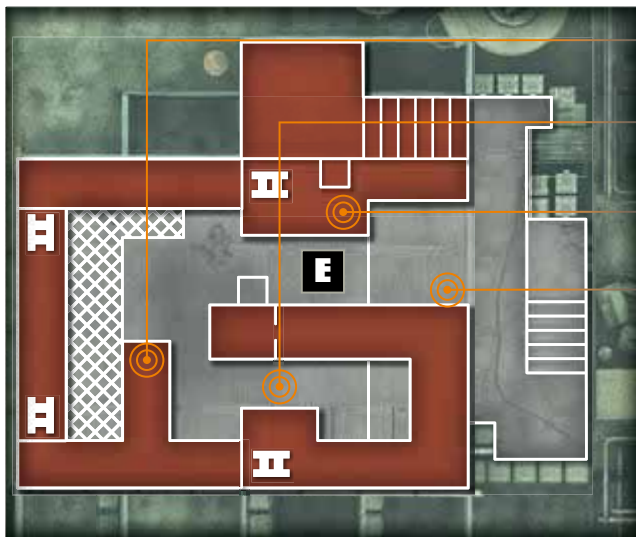
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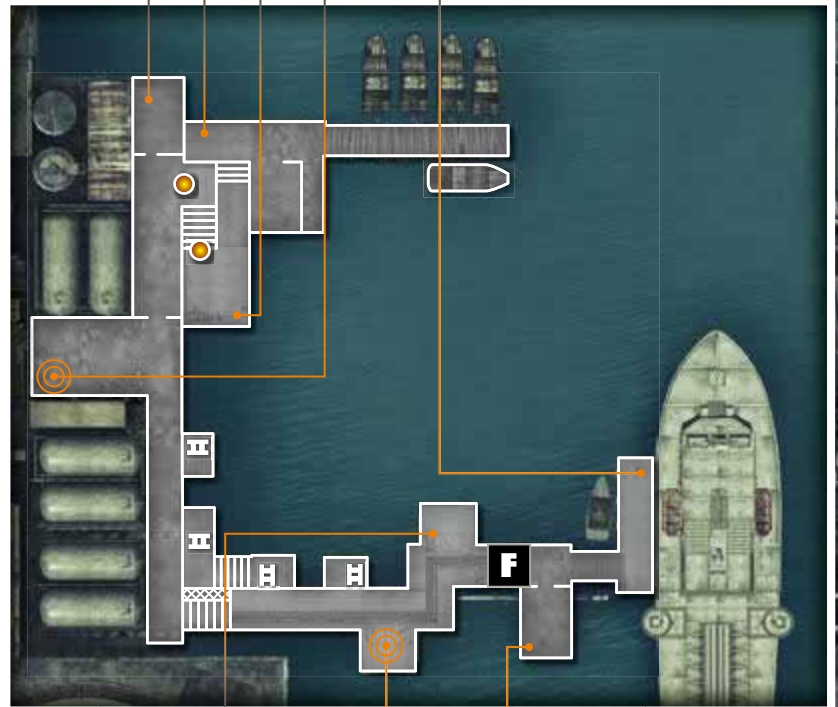
OIL FIELD - CONTROL FACILITY



E Your only objective on this small map is to defend Josh from the Majini onslaught. As soon as you get the cue to escape into the elevator, run inside and ride it up to the floor above. Dispatch the Bow Gun Majini first (including the two that climb in through the windows) as you fight your way over to a second control console. A Chainsaw Majini will arrive with an army of allies. Stand just back from the penultimate ladder (situated in the northwest corner), and use a shotgun to hold all assailants at bay. Once Josh gives the word, turn and sprint to the door.



F After you pass the two barrels on your way towards Irving's ship, a cutscene is followed by an ominous sight: a two-minute timer. There are two gangs of Majini (plus two more throwing dynamite from above) before you reach the gate halfway to the escape point. Once you kick this open, a Big Man Majini and up to four Adjule will burst through the door directly ahead. Throwing a grenade towards their entry point as soon as you kick the gate open will make things much easier. There are wire traps on the steps, followed by a final mob of Majini just around the corner where Josh waits. Don't stop to fight – just sprint past them to the end of the jetty.



OIL FIELD - DOCK





Tactics:

Optional Battles, Hidden Profits

The battles on the Control Facility and Dock maps are designed to engender a sense of urgency, and there's no doubt that minimizing combat and taking the most direct route to exit points is the easiest solution in both instances. However, if you have a reasonably large stock of pistol, shotgun and (optionally) magnum ammo, and are adept at picking headshots using an M92F with the upgraded "Critical" perk, a little composure will enable you to make over ₦12,000 in additional currency before the end of Chapter 3-2.

The first wave of Majini inside the Control Facility is small – around seven, all melee-focused fighters. After a short break (a good time to stock up on item drops and smash the nearby containers), a second wave consisting of over a dozen further Majini will begin, with two Big Man Majini swelling their ranks in more ways than one. Shortly into this battle, Josh will instruct you to enter the elevator. If you dispatch both giants swiftly with a shotgun, it's then no great challenge to pick off the remaining Majini and collect the loot dropped. With reasonably accurate marksmanship, the ratio of ammo expended to supplies collected will work out in your favor – even on Veteran – and the two Jewel Bangles are a bonus.

On the upper floor the story is perhaps a little different. Defeating the Chainsaw Majini will cause him to drop a Gold Ring, but he seems to have greater stamina than others of his ilk. Again, a position slightly withdrawn from the second-to-last ladder is a good place to make your stand, as Majini climbing up will be hit by shots aimed for the sub-boss. If you're happy to expend a clip of magnum ammo and plenty of shotgun shells to put him down, by all means do so. However, he is extremely likely to get up and enter the deadly berserk phase. Within the tight confines of these walkways, it may take solid magnum hits to lay him out before he can close the gap between you. Those who favor a good balance of prudence and profit should just grab the ring when he first falls, then sprint for the door. If that's not your style, staying to the bitter end enables you to bag final collectibles from the last dregs of the Majini onslaught.

At the dock, where the need to escape is actual rather than stage-managed for effect, the two-minute countdown leaves little room for maneuver. Toss a grenade forward straight away towards the first group, then run down the ramp to find a silver case containing ₦3,000. Finally, killing the Big Man Majini makes the last leg of your short journey an exercise in brinksmanship, but doing so will net you a Gold Ring. Once you open the gate, hurl a couple of grenades to simplify this process by taking out the Adjule instantly.

Secret: BSAA Emblem #17

As soon as the countdown timer begins at the dock, turn and run down the metal ramp behind you. Make a second swift 180, then look through the barred window to see this Emblem. This diversion robs you of at least ten precious seconds so it's a smart idea to quit, saving your progress, then resume from the start of the map.

Debriefing: Chapter 3-2

A sniper rifle will be genuinely useful for the challenge that follows. You may decide to take the M29 along in the hope of finding ammo for it (remember, the bullets you find are linked to firearms carried), but we'll warn you now: random ammo drops for this weapon are exceedingly rare.



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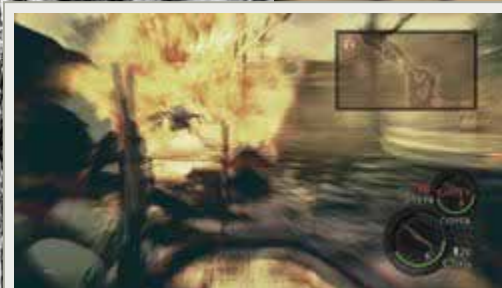
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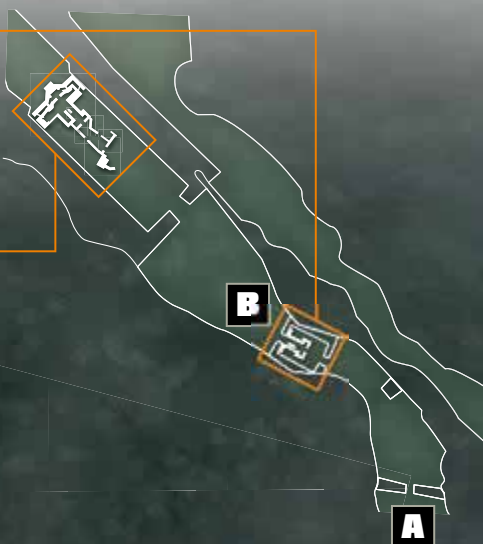
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A Immediately open fire on the Majini giving chase in the boats behind. As the targets are just outside the most comfortable range for pistol and machine-gun fire, a sniper rifle can be useful here, particularly on Veteran. As soon as the boats begin to recede into the distance, turn to face forward. Try not to fire at individual Majini – instead, aim for the numerous explosive canisters and containers for simple one-shot kills. The landing on the dock feels like a beachhead of sorts, with any Majini carrying ranged weapons your first priority. Operate the switch on the opposite side of the river to open the flood gates, then fight your way back to the boat.



B Once again, identifying and shooting nearby explosives is much easier than aiming for individual Majini during the boat ride to the second dock – and don't forget to duck when prompted. As soon as you approach the conveniently placed wall after landing, two Majini run out to operate the machine-gun emplacements, while others run down to your position. See "Tactics: Dock Battles" for advice if required. Both agents must activate the two levers simultaneously to open the way forward, which instigates a final attack featuring (among other things) waves of Kipepeo. Get rid of them using the gun emplacements and return to the boat to continue.





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Tactics: Dock Battles

The landing at the first dock can be a little hectic, with Kipepeo and Majini poised to strike, but this is no great test if you have a loaded shotgun prepared. The real danger occurs after flicking the switch. It's not the Majini on your level that pose a threat, but another armed with dynamite on the bridge behind. The limit of his throwing range is, oddly enough, at the very point that you will likely engage the first of his allies. No matter your haste to return to the boat, pick him off with a rifle first.

The second dock is the main event, with collectibles of note and two short but interesting battles. Unlike the Mining Area confrontation in Chapter 2-2, where Majini would run to operate the unmanned turret, killing both gunners here will not lead to others taking their place. Take the left-hand cover spot straight away when you arrive at the barrier, and they should both direct their fire at Sheva in single-player games. With two composed headshots, you can turn your attention to preventing the other Majini from reaching your position. They attack from both sides of the river, so don't focus too intently on one area.

The most interesting thing about the battle that ensues once you activate both switches is that you actually face more Kipepeo if you climb up to use the gun emplacements, or stay by the switches. It's easier to just sprint back to the boat – killing everyone up until this point is enough to gain a guaranteed S grade in the "Enemies Routed" category.



Weapon: M3 Shotgun

It doesn't have a comparable total Capacity or Critical perk, but the M3's eventual Firepower rating makes it the most authoritative shotgun you can find. At the 400 threshold where the Ithaca is maxed out, the M3 is merely getting warmed up. It takes more time to realize (or afford) this potential, though, which is why the Ithaca is a still a fair choice during a first playthrough. For now at least, your current shotgun has a slight edge. Later sorties on the Veteran setting is where the M3's brute power matters most.

Hidden Treasures

- Emerald (Marquise): Inside a drawer in the room on top of the bridge.
- Sapphire (Pear): On the ground beside a shack on the north boardwalk. Note that Sheva may collect this herself if you don't.

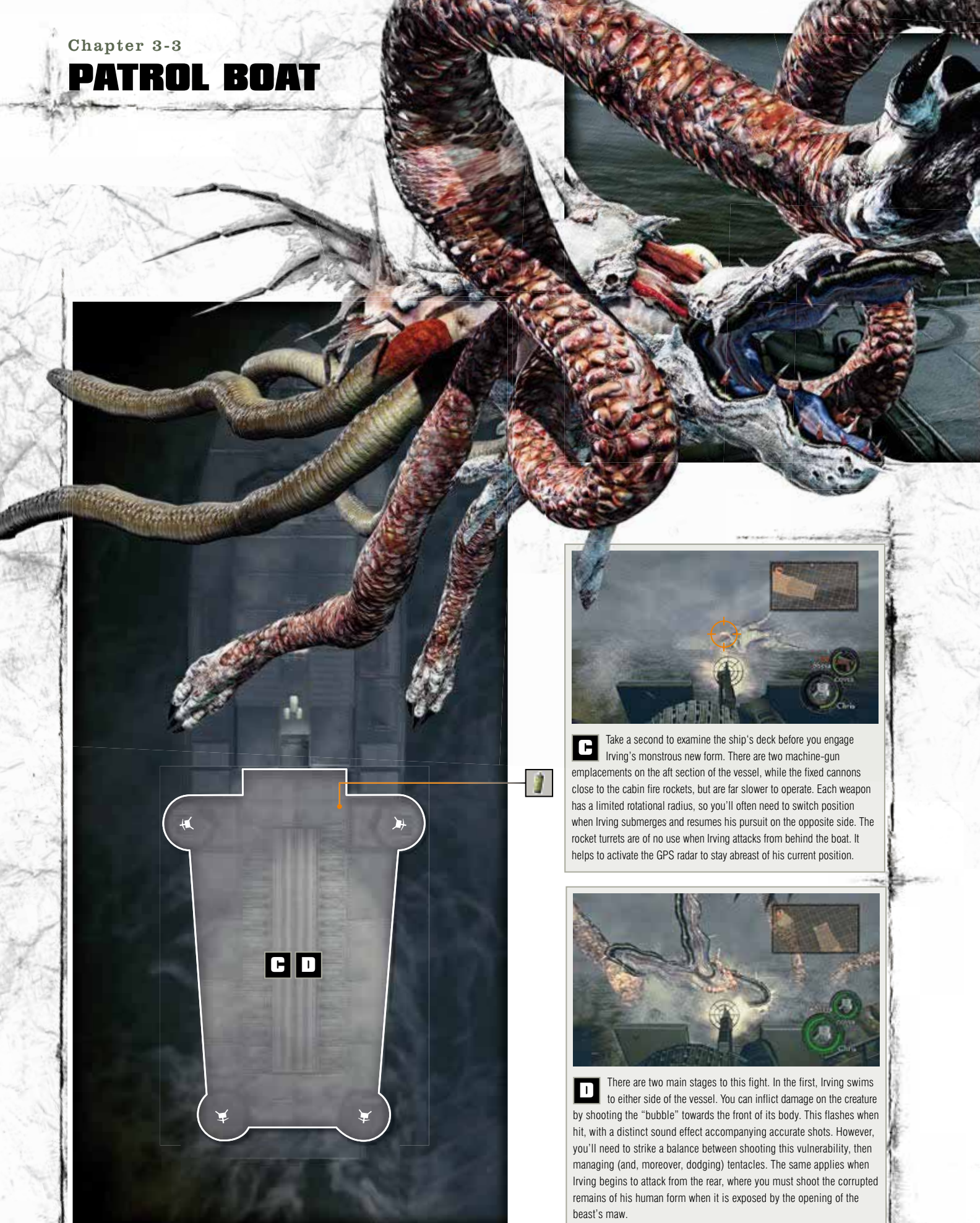


Secret: BSAA Emblem #18

This Emblem is hidden beneath the third bridge that your boat passes under, just before you arrive at the first closed gate. You can either shoot it on your way through, or turn around to hit it with a precise sniper rifle shot from the deck before you disembark to open the gate.



PATROL BOAT



C Take a second to examine the ship's deck before you engage Irving's monstrous new form. There are two machine-gun emplacements on the aft section of the vessel, while the fixed cannons close to the cabin fire rockets, but are far slower to operate. Each weapon has a limited rotational radius, so you'll often need to switch position when Irving submerges and resumes his pursuit on the opposite side. The rocket turrets are of no use when Irving attacks from behind the boat. It helps to activate the GPS radar to stay abreast of his current position.



D There are two main stages to this fight. In the first, Irving swims to either side of the vessel. You can inflict damage on the creature by shooting the "bubble" towards the front of its body. This flashes when hit, with a distinct sound effect accompanying accurate shots. However, you'll need to strike a balance between shooting this vulnerability, then managing (and, moreover, dodging) tentacles. The same applies when Irving begins to attack from the rear, where you must shoot the corrupted remains of his human form when it is exposed by the opening of the beast's maw.



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Boss: Irving

As Sheva will sometimes use her own ammunition stocks during this fight, it's not a terrible idea to take any surplus bullets away from her before it begins. If you don't have inventory space, use the Restart option for a quick visit to the Item Management screen. You can order her to man a turret from the outset, though she will usually do this of her own volition once the battle is underway.

Every one of Irving's attacks during this enjoyable boss battle can be dodged by following on-screen button prompts as they appear, or by running to another part of the deck. The timing window for some of the evasive maneuvers can be quite brutally tight, granted, but the principle cause of health loss and deaths during this battle will be your urge to continue firing a turret. If you can discipline yourself to dive away every time, without holding the trigger for one last rocket or burst of bullets, the entire confrontation should be a one-time event. Note that you do not need to release **L1/R1** when you press a button to evade an attack – indeed, this can delay your response time.

Unlike the Popokarimu battle, ammunition shortages are thankfully never an issue here.

- Irving's main attack is to stab with one of four tentacles. These can be dodged by pressing the specified button, or – and this is a tip for supremely confident players only – by shooting the appendage poised to strike. As the latter approach is a gamble unless there is only one left, it's better to err on the side of caution. During the tentacle "phases", any that you destroy will be replaced after a short period of time.
- Irving's most deadly attack is to swim directly at the aft, port or starboard section in an attempt to bite or swallow Chris or Sheva. This is an attack that you absolutely *have* to dodge. He may also ram the ship, though this merely causes a brief stumble.
- Occasionally, you may see Irving's tentacles above the water level while the main body is submerged. Leave your turret and keep moving until these slip beneath the surface to avoid their slam attacks. Should one agent be grabbed by one of these, the other should shoot it to save their partner.

Once Irving begins attacking from the rear of the ship, this indicates that you're on the home stretch. In co-op games, one player could deal with the tentacles while the other shoots Irving, or both could take responsibility for the two closest to their respective positions – it's just a question of what works best for you. During the time it takes for fresh cudgels to burst up from the depths, you can shoot Irving's weak spot with impunity.

Debriefing: Chapter 3-3

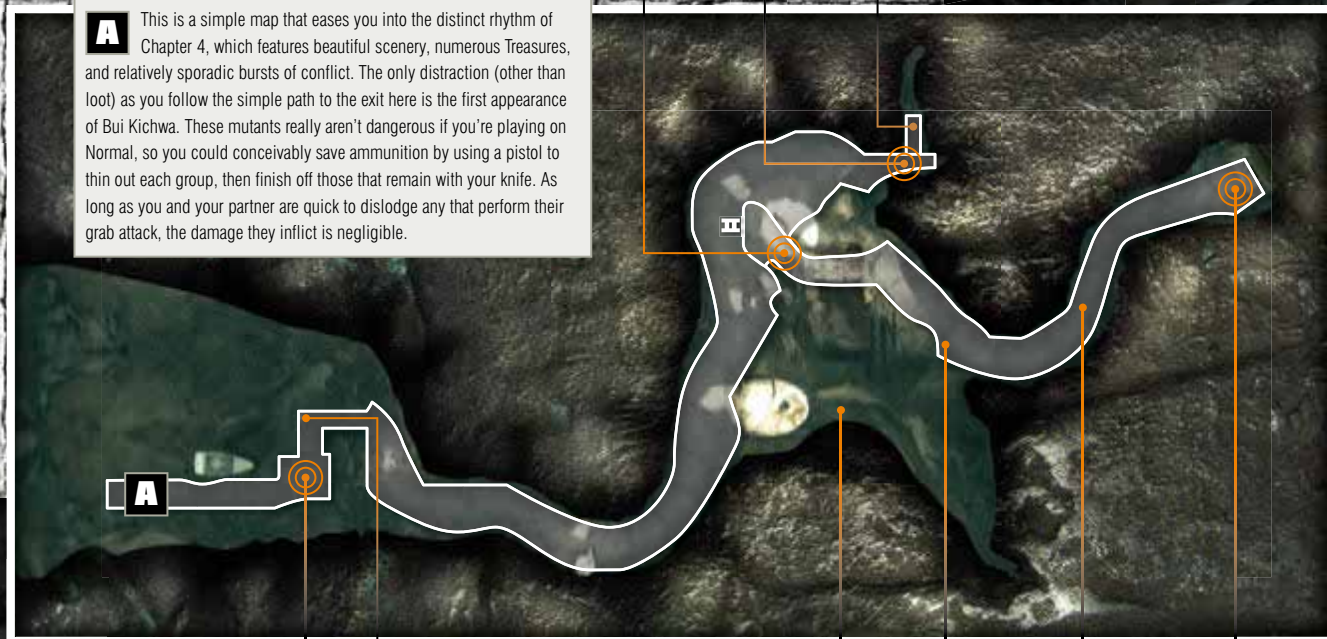
With a sniper rifle, magnum, pistol and shotgun in your inventory in single-player games, plus one slot for each ammo type, employing Sheva as a portable inventory becomes essential from this point forward. However, don't forget that you can leave certain items or weapons behind, then use the Restart option to engage in a spot of stock management whenever you hit a checkpoint. You could probably leave the M29 at home for Chapter 4-1, but the S75 or Dragunov will be of great use.



CAVES



A This is a simple map that eases you into the distinct rhythm of Chapter 4, which features beautiful scenery, numerous Treasures, and relatively sporadic bursts of conflict. The only distraction (other than loot) as you follow the simple path to the exit here is the first appearance of Bui Kichwa. These mutants really aren't dangerous if you're playing on Normal, so you could conceivably save ammunition by using a pistol to thin out each group, then finish off those that remain with your knife. As long as you and your partner are quick to dislodge any that perform their grab attack, the damage they inflict is negligible.





Tactics: Bui Kichwa

When you fight large numbers of Bui Kichwa, as you do in the opening Caves area, your initial reaction may be to start with a pistol, then break out a shotgun in panic when they draw near or (horror!) surround you. There is really no need for this – unless there are Majini in attendance, these creatures are no more than common pests.



- Bui Kichwa have only one attack: they leap through the air at great speed and use their long legs to restrain their target's arms, though walking is still possible. Unlike other grab attacks, you cannot perform a manual escape. Should no aid be forthcoming, Chris or Sheva will automatically dislodge them after several seconds.
- Note that they rear up on their hind limbs before leaping. One shot is enough to dissuade them from that particular course of action. They are much quicker to attack on higher difficulty levels, and will often do so *en masse*.
- Al Sheva is usually prompt in coming to your assistance whenever a Bui Kichwa has your arms pinned with its grab attack. When caught in a hairy embrace herself, she will walk directly to you. Following the on-screen prompt immediately will minimize the damage sustained to a barely palpable pixel-width of pain. A single bullet will suffice from distance.

- Shooting Bui Kichwa knocks them onto their backs, stunning them briefly before they flip back to their feet. Watch for the tell-tale sign of their limbs tightening – this indicates that one is dying, and that it's time to move on. You should become fairly adept at spotting this before you reach the end of the Caves map.

Though certainly annoying when encountered in large numbers, you may initially wonder what purpose Bui Kichwa serve. The answer? They are the Kipepeo of the underground world, enticing attention and bullets away from more dangerous foes. Rather than turning your attention to the skies, they draw your targeting laser downwards. When you find them mingling with Majini later, try to find a secure corner where you can put your back against a solid wall, and pick them off from a safe distance.

Hidden Treasures

Treasure	Tips
Topaz (Trilliant)	Inside a chest in the dead end at the north end of the map; climb the ledge to reach it. You'll face several Bui Kichwa in a surprise attack when you leave, so have weapons at the ready.
Sapphire (Pear)	Stuck to the roof of the tunnel directly ahead before you drop down from the ledge where you find the chest.
Emerald (Pear)	Shoot the first lit brazier you encounter after climbing the ladder.
Sapphire (Square)	Shoot the second brazier.
Ruby (Pear)	Shoot the animal skull when you reach the exit.
Sapphire (Pear)	As above, different skull.
Topaz (Pear)	Inside a torch by the exit.



Secret: BSAA Emblem #19

As you cross the stone bridge after climbing the ladder, look to the right and examine the small waterfall.



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ANCIENT VILLAGE



B When the two agents are separated, Chris must fight his way through Majini while Sheva offers support fire from above. There are a few carrying shields, so it may be useful – though not essential – to temporarily swap your pistol with your partner's MP5 in single-player games. When you reach a sarcophagus at a dead end above, open it to spring a (necessary) trap. Watch the screen closely as you fall, then press the specified button to land safely. An unpleasant mixture of Majini and Bui Kichwa attack here, with assailants coming at you from all four directions.



C Follow the corridor leading north, but don't go through the opening just yet – a good sniper can pick off the Majini waiting outside before they have the opportunity to take cover or organize any form of resistance. Operate the capstan to open the door, then sprint – without delay – to get through before it closes. The arrival of the unusual rolling, flaming balls complicates matters somewhat, but the predictable physics makes weaving the most direct route there less challenging than you may initially expect. Once you (or a co-op partner) reach the pressure plate inside, the exit is a mere stone's throw away.



Memo: Points of Interest

- The Torch Majini is a new (and relatively rare) variety of the Wetlands genus. Its sole strategy is to run in close and attempt to scorch Chris or Sheva. Marginally stronger than its peers, though by no means to sub-boss standards, these can be knocked down easily with pistol or machine-gun fire from distance, or a shotgun blast from point-blank range.



- Snipers aiming for the shield-carrying Majini should try to aim just above the “eyes” painted on the front of the wooden barrier. An accurate shot will punch straight through for an instant decapitation.
- After falling afoul of the (unavoidable) sarcophagus trap, we found that it's easier to run straight for one of the three chests to fight from a more defensible position. You may see Majini drop down from above to land at your side, but two agents in close proximity can make light work of these. The benefits of having all other assailants approach you along a single corridor should be obvious.
- Though every last iota of your gaming soul may scream for you to smash the many pots straight away, slaloming through the exploding balls to pick up the eminently perishable loot, don't fall afoul of this (rather funny) sleight of a game designer's hand. Reaching the pressure pad just inside the door actually removes all hazardous obstacles without spiriting away the rewards you covet, so head straight for the capstan and do this first.
- Incidentally, a co-op player can make life easier for a partner making a break for the door by shooting the balls well before they move within touching distance.
- Though they can appear elsewhere in later chapters, the chances of seeing the Egg (Rotten) collectible in random enemy loot drops appears reasonably high here – we've seen two left behind in quick succession on this map. This rare item should not be eaten under any circumstances, as it's actually a very unconventional (and rather potent) form of weapon. It's a one-hit kill on all standard Majini.

Hidden Treasures

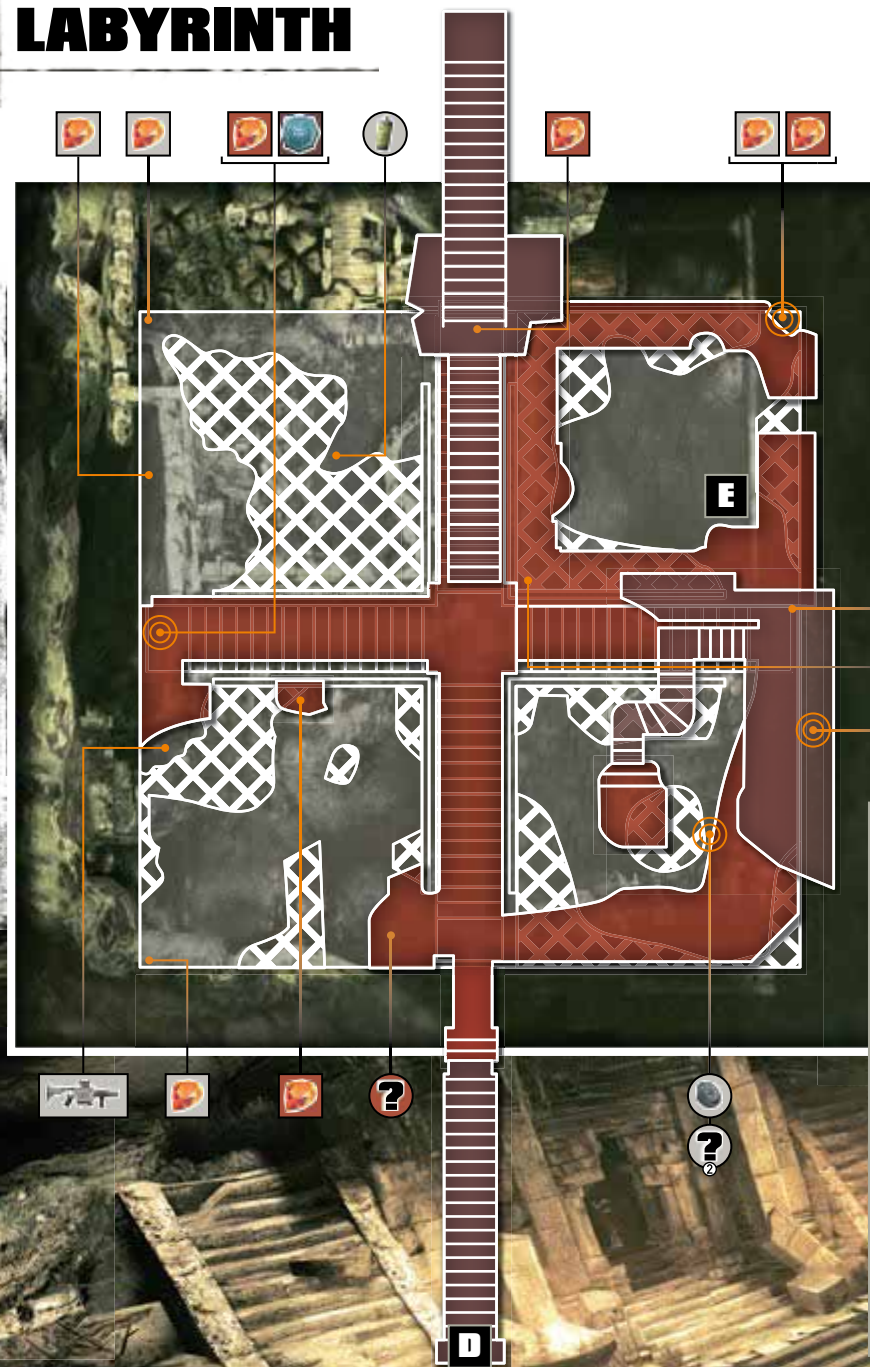
Treasure	Tips
Topaz (Square)	On the lintel above the first ruined doorway.
Emerald (Pear)	Inside a brazier in plain view as you follow the path.
Topaz (Pear)	In a brazier between two sets of steps encountered as Chris fights Majini while Sheva offers support fire from above.
Sapphire (Square), Sapphire (Pear)	Both found in the second casket you encounter, along with Gold collectibles.
Ruby (Pear)	Examine the mummified remains, then press the button again to pick the gem up.
Sapphire (Pear)	In a brazier right next to the previous collectible.
Emerald (Trilliant)	West chest in “+” corridor area after the sarcophagus trap.
Sapphire (Trilliant)	East chest in “+” corridor area.
Ruby (Trilliant)	South chest in “+” corridor area.

Secret: BSAA Emblem #20

This Emblem can be found leaning on a wall above the gate at the north end of the cave. Though visible through a sniper scope when you first enter the map, it's much easier to shoot when you exit the “+”-shaped corridor area.



LABYRINTH



D The opening interactive sequence consists of seven stages: six parts that alternate between button bashing to run and a single press to jump, concluding with a grab to prevent an unfortunate fall into a pit. This leads to the Labyrinth proper, a giant chamber divided into four quarters, with pull cords that alter the layout of the staircases and corridors that run between them. Though you may on first sight anticipate an arcane puzzle that will test your intellect and patience in equal measure, it's actually a simple linear sequence. Pull each set of cords as you reach them, and the path will open to the next pair.



E There is a tough battle against a mixture of Majini and Bui Kichwa when you reach two pull cords that must be operated on separate floors. Their attack begins as soon as either agent enters the lower area. In single-player and co-op sessions alike, it's usually better to stick together and move to the center of the map, then fight them as a team. The pull cords that follow create a route to the exit, but Popokarimu (either a redux or an angry sibling) blocks the way. Though you can stay and fight, it's much easier to sprint up the staircase. Press the specified button rapidly when the interactive sequence begins to escape.

Tactics: Labyrinth Battles

It's possible to run through the Labyrinth map without firing a solitary bullet, as long as you don't mind sacrificing a large number of collectibles. For the first confrontation, barge your way past the Majini to reach the third set of pull cords. With the second battle, things are a little more involved. When you reach the two pull cords that are situated on separate floors, press / near the cord on the upper floor, and Sheva will instruct you to operate the second.

When the brief cinematic heralds the arrival of local flavor, ignore them entirely and head straight for the purple statue in the corner. Press / when the button prompt appears, and Sheva should comply after no more than two or three seconds. Skip the resultant cutscene, then sprint for the final pull cords next to the red statue. Operate these, take a few steps forwards, and all enemies will be removed from the map to make way for Popokarimu's grand entrance.

Popokarimu is hard enough to beat in Chapter 2-2, with a boundless escape route extending in two directions. Here, boxed in with precious little in the way of cover or breathing space, the creature will savage any agent foolish enough to allow themselves to be backed into a corner. The staircase may beckon invitingly but defeating this monster will net you the one-of-a-kind Soul Gem, worth ₩10,000.

If you picked up a Proximity Bomb earlier, you may be having bright ideas about planting this in advance. In actual fact, you'll benefit by taking the most simple and direct approach possible. Equip the Grenade Launcher found earlier, then pummel Popokarimu to instantly halt its advance and (after a few hits) knock it onto its side. Quickly reposition Chris to get a reasonably clear view of the pink underbelly, then resume your barrage.



On Normal, the creature should expire before you reach the dreaded dead man's click. Popokarimu will usually survive all 12 impacts on Veteran, so switch to a magnum to finish the fight. There is an upright slab of stone in the room that you can run around to evade it. During the brief pauses as the monster changes direction, aim for the visible pink area. If things go disastrously wrong, just select Restart and try again.

Hidden Treasures

Treasure	Tips
Topaz (Square)	Head right from the cavern entrance, then jump over to the wooden boards. At the top of the path, you'll find it embedded in the ceiling.
Emerald (Square)	Look up at the side of the walkway above and to your left when you first enter the northwest quarter of the map.
Sapphire (Square)	Revealed after using the first pull-cords.
Idol (Gold)	In a small treasure chest in the southwest quadrant. You can only collect it after activating the first statue.
Emerald (Square)	Revealed after pulling the second set of cords.
Topaz (Square)	On the ground after using the third pair of pull-cords.
Ruby (Pear), Sapphire (Pear)	Available after activating the fourth pair of pull-cords on the two purple statues. In single-player games, you'll need to run to the level above or below (as applicable) to collect the second gem – Sheva won't pick it up.
Ruby (Oval)	Available after pulling the cords on the final red statue.
Soul Gem	Dropped by Popokarimu in its death throes.



Weapon: Grenade Launcher

The Grenade Launcher is the only weapon that has ammunition available for purchase at the Item Management screen – which is fortunate, because the different grenade types are otherwise extremely rare. Useful in certain situations (especially on Veteran), it's a tool best left in your reserve inventory for the occasions when you *really* need it. Unlike most other firearms, the Grenade Launcher cannot be upgraded.

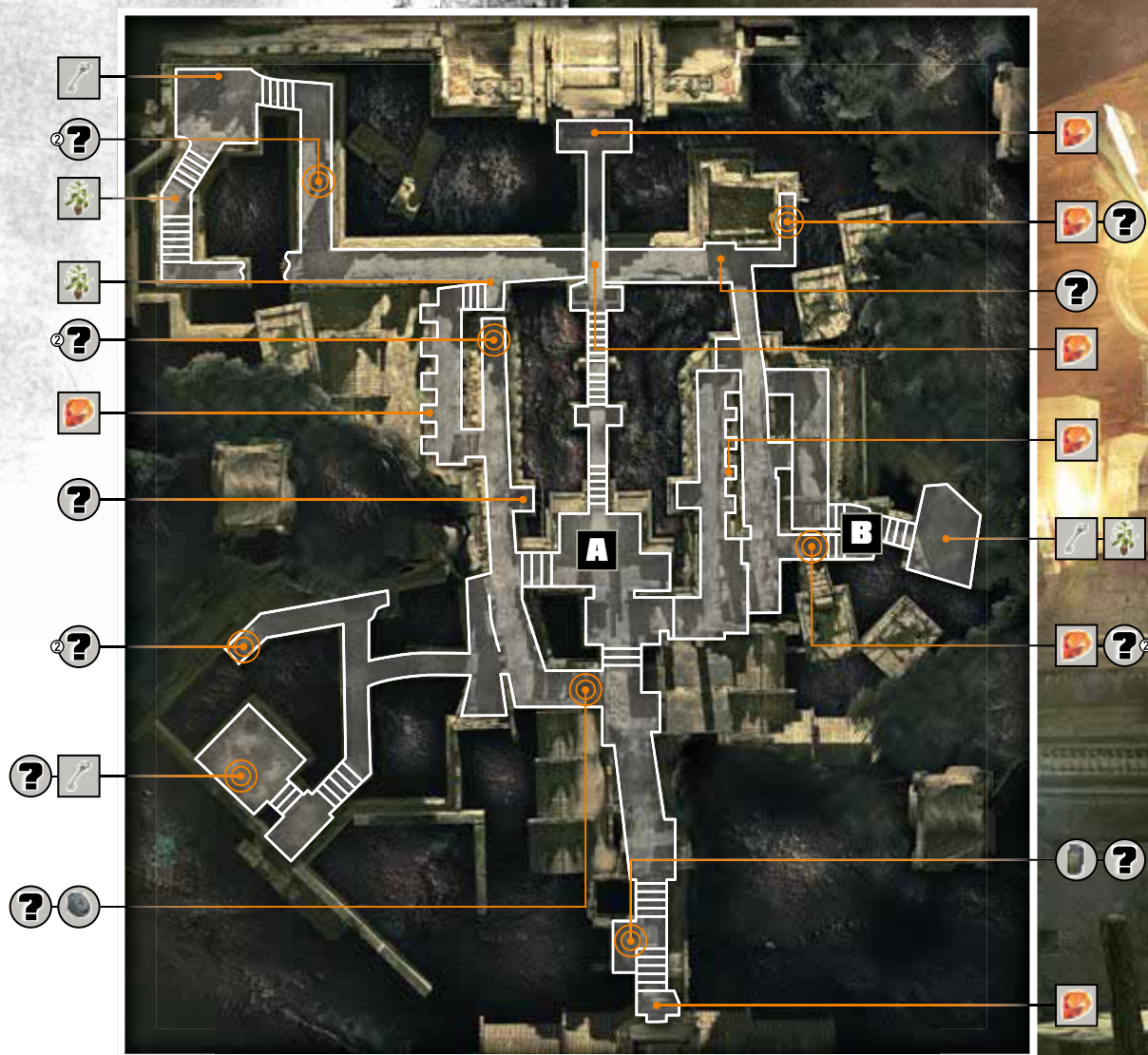
Secret: BSAA Emblem #21

This Emblem is visible high on the middle of the west wall once you enter the main chamber. For a clear view, shoot it from the path on the east side of the chamber directly opposite, as pictured here.

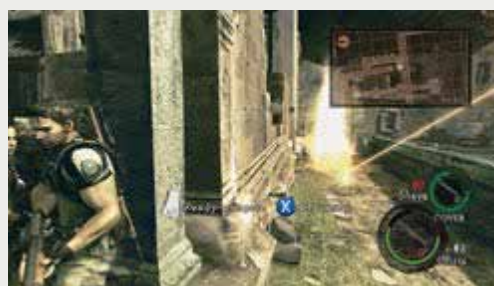
Debriefing: Chapter 4-1

You can buy Explosive, Acid and Flash rounds for your new Grenade Launcher at the Item Management screen, though there's no need to do so now. Indeed, our counsel would be to continue investing in upgrades for other firearms during your first playthrough. If the sub-bosses that you have met so far have proved troublesome, you may benefit from taking your magnum along for the next step of the journey.

WORSHIP AREA



A Your objective in the Worship Area is to collect three element-themed Emblems (not to be confused with the blue BSAA variety) and use them to open the secured gate. A cutscene reveals a new hazard to contend with. Though the beam isn't directly lethal, it's still smart to use quick, timed sprints between cover points along the pathways where it is active. Head west first to pick up the Sea Emblem; note that a Giant Majini is among the ranks of the assailants that confront you once you collect it. You can trigger a checkpoint by placing the Emblem in the gate straight away.



B Majini attack from both sides as you approach the stairs leading to the Earth Emblem on the east side of the map. If a sniper takes point and deals with enemies coming down from the upper level, the second player can engage the targets in the corridor. There are two more pathways where you must dodge the beam (for the last one, take cover under the bridge and then at the position pictured above) before you reach the Sky Emblem. After Chris propels Sheva over the gap, use a rifle to offer support fire until she can collect it. A Giant Majini will join the fight at this point. With all three Emblems in your possession, you can choose to make a quick break for the gate and, beyond it, the map exit.

Tactics: Worship Area Battles

The Sea, Earth and Sky Emblems can be collected in any order, but the route we suggest both minimizes your exposure to the light beams, and provides confident players with an interesting opportunity for mischief.

For the Sea Emblem on the southwest side of the map, use a rifle to dispatch the Bow Majini from range (stand close to the wall in front to avoid splash damage from their projectiles), then wait for the melee-focused fighters to come to you. Collecting the Sea Emblem triggers the arrival of a second group of assailants, including a Giant Majini.

You can fight them from your current position (the stairs being a reasonable choke point), or run straight out and take up position on the opposite side of the first beam walkway.

The Majini will be obliterated if caught directly in the path of the focused sunlight, but their tallest warrior is made of sterner stuff. Even so, a full-blooded hit will usually stun the Giant

Majini, which gives you the opportunity to run out and hit it with a swift contextual melee attack. As long as you keep moving between cover points to maximize its exposure to the deadly light, you need not fire a single bullet in anger before it falls. This is, however, a fairly expert technique – your mileage may vary.

You could repeat the trick as you approach the Earth Emblem to the east, pulling back to entice Majini to their doom, but there's no pressing need to do this if you have a healthy supply of ammunition. From the top of the steps leading to the Emblem, look for a flaming pyre to the north. It's a tough shot, but killing the Majini standing beside it will deactivate the right-hand beam. The Majini operating the left-hand beam can be neutralized as soon as you reach the northwest corner of the map (though you may opt to leave him alone for now – see below).

After the Assist Jump, protecting Sheva can be problematic on Veteran. It's hard to hit the Majini on the steps with your view partially obscured, so a few Flash Grenades might be a solution for less confident snipers.

You can use the beam strategy to weaken the second Giant Majini, running to shelter just beyond the point where the light terminates, but it's far less efficient than before. You'll enjoy a certain level of success by using a shotgun to propel him back into the beam's path, following up with a melee attack, but this can be a somewhat fiddly process. Frankly, it's more satisfying to just draw a magnum and be done with it.

Hidden Treasures

Treasure	Tips
Topaz (Pear)	Walk forward several paces from the starting position, then turn around and look up.
Blue Enigma x2	Dropped by both Giant Majini.
Sapphire (Square)	Shoot the brazier in an alcove as you take cover from the light beam on the east side of the map.
Sapphire (Pear)	Go up the short set of steps opposite the Earth Emblem – it's on the wall to your left.
Emerald (Pear)	In a brazier at the far northeast corner of the map, after evading the beam along the pathway that leads there.
Ruby (Pear)	Underneath the bridge where you take cover from the light beam.
Topaz (Square)	Found in a brazier in an alcove-lined corridor section on the west of the map.
Diamond (Trilliant)	Above the exit gate.

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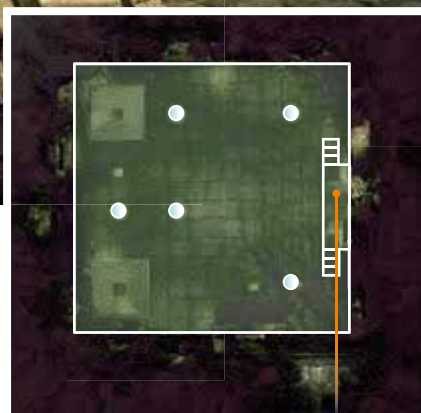
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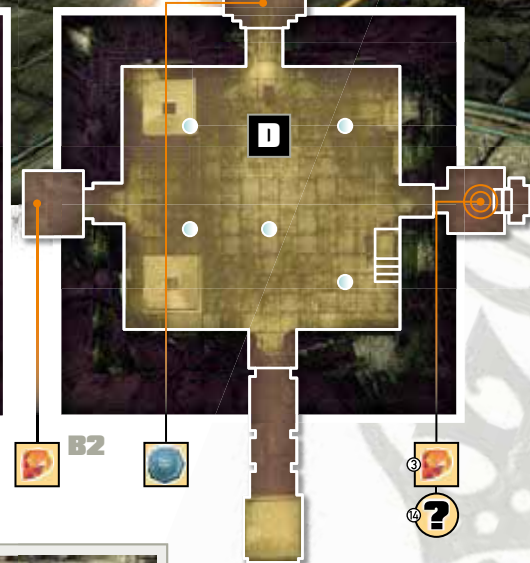
PYRAMID



1F



B1



B2



C Those who were a little disappointed when a prospective puzzle sequence in the Labyrinth didn't materialize now get to enjoy a light brain-teaser. Each of the three floors in the Pyramid map feature a set of rotating mirrors. The idea is to position these to send a beam of intensely focused light into a target receptacle, activating a stone elevator that leads to the floor below (and, ultimately, the exit). Do not under any circumstances walk into the beam, or rotate a mirror to direct it at your partner in co-op games – this spells instant death. Pillars that block the beam's path can be knocked down by following an on-screen prompt.



D There are a couple of Bui Kichwa to fight on B2, and several more if you fall for the bait in one particular trap, but you're otherwise left to work out solutions in peace. The best way to solve each one is to start from the target (a pillar with a "receiver", surrounded by a distinct stone floor), and work backwards from there. Let the beam itself flow harmlessly into a wall or obstruction until you're sure that everything is in place. Finally, if you accidentally make Chris or Sheva rotate a mirror in a direction that will guide them into the path of the beam, release **LT/LB** to force an emergency stop.

Solution: Mirror Puzzles

For those who prefer their cognitive processes to focus solely on aiming and shooting, we've prepared the following simple step-by-step guide to reaching the Pyramid exit. Once the beam hits the target receiver, step on the platform that surrounds it and press **○/Ⓔ** to ride it down to the next floor.

Floor 1F

- Rotate the mirror in the northwest corner anticlockwise once – tap left on the stick.

Floor B1

- Rotate the mirror near the center of the room clockwise once – tap right on the stick.
- Rotate the mirror in the northeast corner anticlockwise once – tap left on the stick.
- Kick down both pillars.

Floor B2 (optional – also unlocks east and west doors)

- Rotate the mirror in the northwest corner clockwise once – tap right on the stick.
- Rotate the mirror directly south of the previous one clockwise once – tap right on the stick.
- Rotate the mirror in the northeast corner clockwise once – tap right on the stick. This will unlock the two doors. You can now loot the previously inaccessible rooms.
- Rotate the mirror in the northeast corner anticlockwise once – tap left on the stick.
- Rotate the mirror in the center of the room anticlockwise once – tap left on the stick.
- Rotate the mirror in the northeast corner clockwise once – tap right on the stick.

Floor B2 (exit only)

- Rotate the mirror in the northwest corner clockwise once – tap right on the stick.
- Rotate the mirror directly south of the previous one clockwise once – tap right on the stick.
- Rotate the mirror in the center of the room anticlockwise once – tap left on the stick.
- Rotate the mirror in the northeast corner clockwise once – tap right on the stick.

Memo: Points of Interest

- You'll encounter a couple of Bui Kichwa in the north room when you reach floor B2, but you can avoid facing the swarm by staying away from the empty treasure chest at the center of the chamber.
- Brave players can burn a Bui Kichwa from their bodies by walking them – carefully! – into the light beam. A glancing touch is sufficient.
- If you open the two locked doors, the room to the east houses several pots. Some of these contain snakes, so it might be a good idea to use a gun instead of your knife.

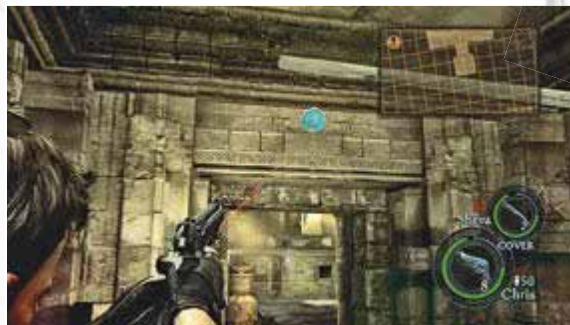


Hidden Treasures

Treasure	Tips
Ruby (Pear)	B1: Sheva may pick this up automatically on her way to the raised viewing area.
Beetle (Gold)	B2: In the west room after opening the doors.
Idol (Gold)	B2: In plain view inside the east room after opening the doors.
Ruby (Pear), Emerald (Pear)	Shoot the animal skulls in the room described above.

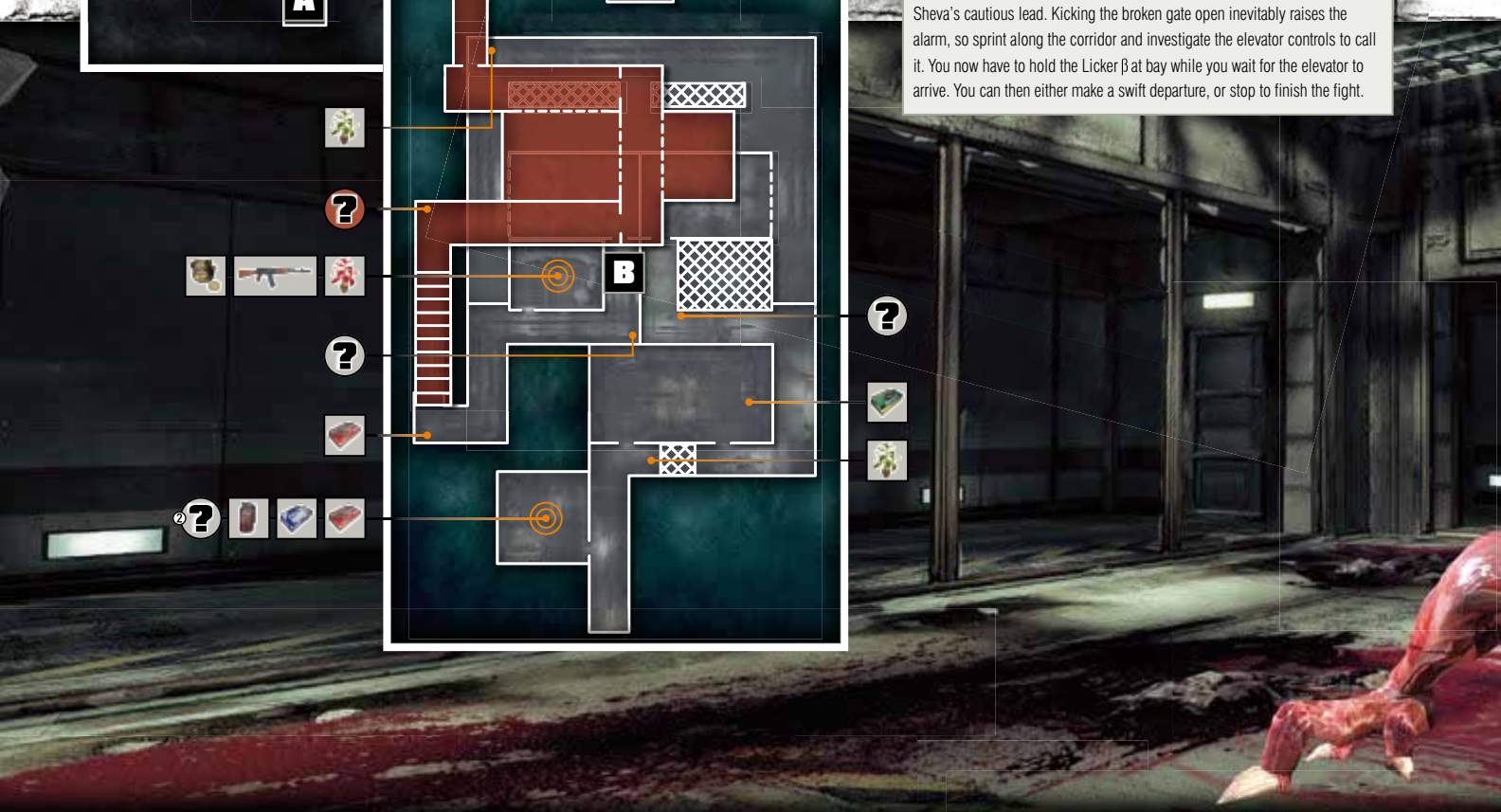
Secret: BSAA Emblem #22

Head into the north room when you reach floor B2, then turn around – the Emblem is above the door.



Debriefing: Chapter 4-2

The SIG P226 handgun and Bulletproof Vest are now available for purchase at the Item Select screen, but there's no urgent need to invest in either just yet. Hand Grenades can prove useful in Chapter 5-1, but otherwise the standard pistol/shotgun/rifle/magnum configuration is all you need.



A Head north, past the flower bed, to exit the small, unpopulated garden area. Continue through the complex until you reach a sealed door and, beyond it, a lever. Pull this, then smash through the glass. Your first combat encounter with the new Licker β enemy type takes place once you reach the west side of the large room filled with caged animals. Though fearsome at close range, these slow-moving mutants are relatively simple to dispatch from distance. If this initial pair should draw near, stop and move further away before you resume fire.



B Open the next sealed door, then head upstairs. Licker β are blind, and have a poor sense of hearing, so you can actually walk quietly between the two pens if you wish. In single-player games, it pays to follow Sheva's cautious lead. Kicking the broken gate open inevitably raises the alarm, so sprint along the corridor and investigate the elevator controls to call it. You now have to hold the Licker β at bay while you wait for the elevator to arrive. You can then either make a swift departure, or stop to finish the fight.

PROGENITOR VIRUS HOUSE

Tactics: Licker β

Like the shield-wielding Wetlands Majini, the Licker β appears purpose-built to challenge your reliance on shotguns for crowd control. This is the first of many adversaries encountered during Chapter 5 and Chapter 6 that will force you to revise or even abandon tried-and-tested battle strategies.

- Licker β are blind, and have a fairly unremarkable sense of hearing. Once they become aware of Chris and Sheva, though, only death will halt their inexorable march – there's no point in attempting to hide.
- Once they move within range, approximately seven or eight feet, Licker β use their freakishly long tongues to stab or throttle their prey. These attacks are enormously powerful (especially on higher difficulty levels), and hard to anticipate. Up close, they perform jumping attacks and powerful swipes of their wickedly sharp claws. The best way to fight them is to maintain a safe distance, switching to a shotgun only if unavoidably cornered.
- Headshots work well against Licker β, stunning them briefly, but their weak point is actually their soft underbelly. Hit this for massive damage. If a Licker β is knocked onto its back, you can perform a contextual stabbing attack that kills it instantly. On a tactical level, though, running in to attempt this when there are other Licker β nearby is rarely worth the risk.
- Licker β have very high endurance: they are bullet sinks, and will drain your stocks of pistol and machine-gun rounds at an alarming rate. A good sniper can dispatch them efficiently by aiming for the head and chest if they have the luxury of a little distance and a clear line of sight. When facing large groups, the H&K MP5's Piercing perk makes it useful for stalling a pack's advance while a partner brandishes a more powerful weapon.

- Killing a Licker β can sometimes result in random item drops, but some are scripted to leave the Lion Heart gem behind when they die. This Treasure is worth ₪2,500.

In the Progenitor Virus House, you can maximize your haul of Lion Heart collectibles by fighting the first group in the glass-fronted pens (and the handful that arrive through a ventilation shaft) before you kick the broken gate down. When you call the elevator, an entirely new group will arrive to attack you as you wait for it to reach your floor. Defeating both sets of enemies should net you a cool ₪10,000 once you sell the Treasures gained, but it's only a worthwhile investment if your stocks of ammunition and healing items are comfortably high.



Weapon: AK-74 Machine-gun

After the encounter with the first two Licker β, this interesting weapon can be found inside a small room just before you reach the stairs. Though it lacks the unique perks that define the VZ61 and H&K MP5's, its maximum Firepower rating is considerably higher than either.

Hidden Treasures

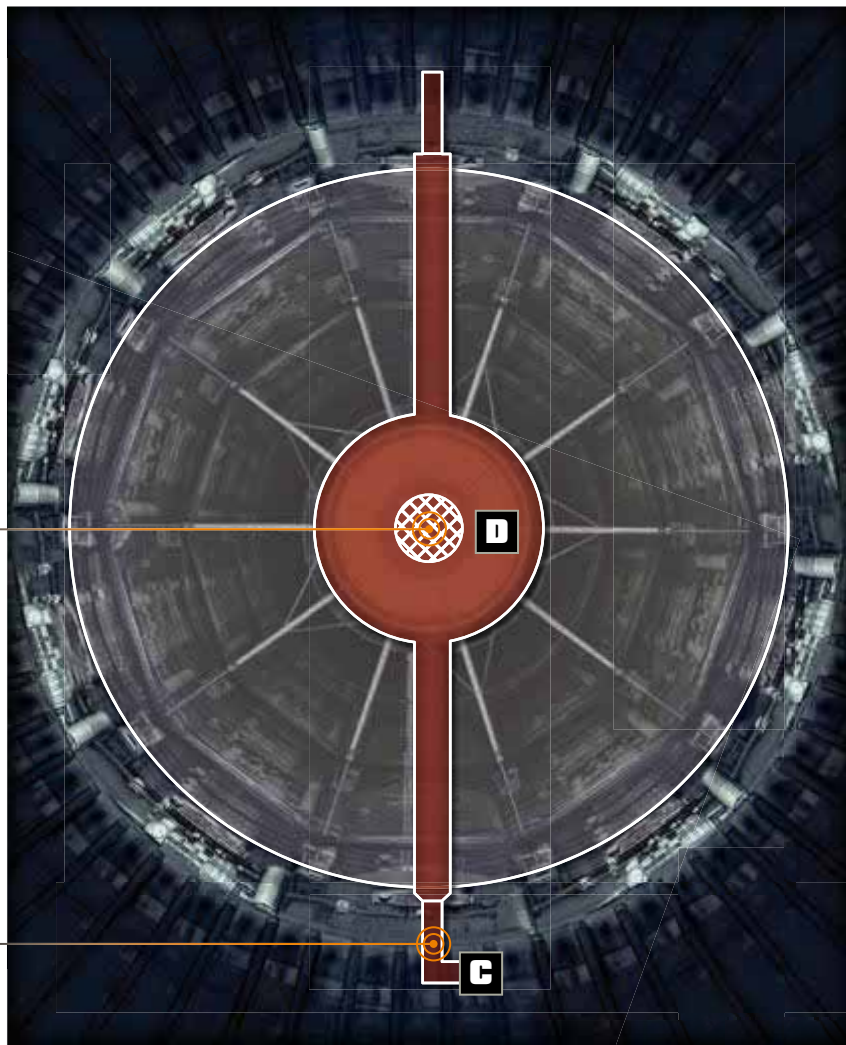
Treasure	Location	Tips
Ruby (Square)	Underground Garden	Turn around at the start of the chapter and look up – it's on the rock face behind you.
Emerald (Pear)	Underground Garden	High up on the rock face at the north of the garden chamber.
Jewel Beetle	Underground Garden	Go down the steps at the west side of the mysterious plants to find it next to the water purification tanks.
Lion Heart	Progenitor Virus House	Dropped by certain Licker β.

Secret: BSAA Emblem #23

Head to the northeast area of the Underground Garden map, then look beneath the bridge to find this Emblem.



EXPERIMENTAL FACILITY



C Help yourself to the generous supply of ammunition, then head onto the central platform. The cutscene where U-8 is introduced ends with an interactive sequence designed to punish anyone not paying attention with instant death, so don't allow your attention to waver. The creature is surprisingly fast, but don't be alarmed by initial impressions, though: as Chris and Sheva can always outrun it, winning the fight is simply a matter of adopting a patient and methodical approach. As long as you maintain a safe distance, U-8 cannot attack you directly.



D Run around the platform whenever U-8 gives chase, then stop to shoot the red weak spots on its front legs once it pauses. Inflict sufficient damage, and it will temporarily collapse. You can then fire into the monster's open mouth before it regains full consciousness or, if you're feeling adventurous, toss grenades inside. You'll need to repeat this process several times before the battle ends. Matters are complicated when U-8 releases drones, but these are little more than floating pests on Normal. Either pay them a wide berth (they tend only to attack when you stand still), or shoot them for peace of mind and occasional item drops.



Boss: U-8

Despite its size and intimidating appearance, U-8 will be all bluster and no bludgeon for capable players. As long as you do the sensible thing and stay away from its body and claws, all it can do is slaver in your wake.

- U-8's basic strategy is to clamber around the outside of the platform, seeking a good opportunity to unleash a melee attack. As the battle progresses you will notice that it sometimes increases its pace to a more frenetic charge. Don't be fooled: the creature is still incapable of catching Chris or Sheva if they determinedly run away, especially as it must pause in order to lash out.
- The creature has three principle melee attacks: a horizontal blow, a "snipping" motion, and a ramming attack. None of these can hit home if you and your partner are diligent in showing the beast a clean pair of heels. A contextual button prompt enables you to dodge the snipping attack at close range. If you are already running when this appears, it's safer to ignore it.
- Occasionally U-8 will ram the platform with great force, immobilizing Chris and Sheva for a few seconds. This can be sufficient time for the mutant to make its way around the platform and prepare to strike. There is little you can do other than to wait, then sprint forward to escape as soon as you regain control.
- U-8 periodically leaps to a higher vantage point. After a short pause, several drones will emerge from its body. These strange creatures will then fly down and loiter in groups of three in fixed positions on the platform. They will attempt to stab Chris or Sheva, with the resultant stun effect offering U-8 the opportunity to catch up; the act of stopping to shoot them works in much the same way. It's usually enough to pay them a wide berth and focus on the main attraction in single-player mode, though their tendency to drop supplies perhaps makes them worthy of attention. One shot is usually enough to down one; a shotgun blast can fell a group immediately.

Winning this fight without undue complications is, more so than any other boss battle, a basic question of patience and prudence. If you make a conscious effort to only shoot the red weak spots (or, for that matter, open mouth or claws – two other vulnerable spots) when the creature pauses, which it does frequently, you can always stay several steps ahead of its hungry pursuit. Enjoy it while you can: future boss battles will be rather more demanding.



Debriefing: Chapter 5-1

Now is a great time to take a long, hard look at your stocks of ammunition. If you are running low on staple supplies (particularly for the shotgun, machine-gun and rifle), this is an excellent opportunity to embark on a looting spree through an earlier section of the game. Chapter 5-2's tempo and increased difficulty will be daunting and demanding for some on a first playthrough, so a quick acquisitions sweep through Chapter 1-1 could really make a difference.

Alternatively, the ammo cache found just before you reach U-8 is interesting in the sense that it lies directly in front of the map entrance. If you don't mind the tedium of pure, unadulterated grinding for resources, you could amass a fortune in basic ammunition types by dedicating 15 profitable minutes to collecting, quitting and resuming.

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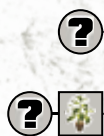
POWER STATION



A Head north and exit the Experimental Facility map to reach the Power Station where you will encounter the new Base Majini enemy type. Acquiring the habit of using contextual cover points when you fight them is absolutely critical. These are marked with a distinct red and white border, as pictured above. Make your way through the first rooms, taking out each group of Majini in turn. The trick is to take your time and, if possible, wait for foes to come to you. In the room just before the elevator, make use of the explosive canisters to simplify the final firefight.



B The Experimental Facility Passage map isn't very large, but it's occupied by many Licker β. The first group is initially oblivious to your presence. If necessary, you can retreat around the corner and switch to a shotgun. You'll encounter two more after turning a corner, with a much larger group entering stage left once you reach the midway point of the final tunnel section. As soon as these move within range for their tongue attacks, retreat to the start of the previous corridor. Alternatively, you could opt to make a desperate break for the exit in an attempt to avoid conflict altogether – though doing so means that you forgo up to five Lion Heart gems.



EXPERIMENTAL FACILITY PASSAGE

Tactics: Majini (Base)

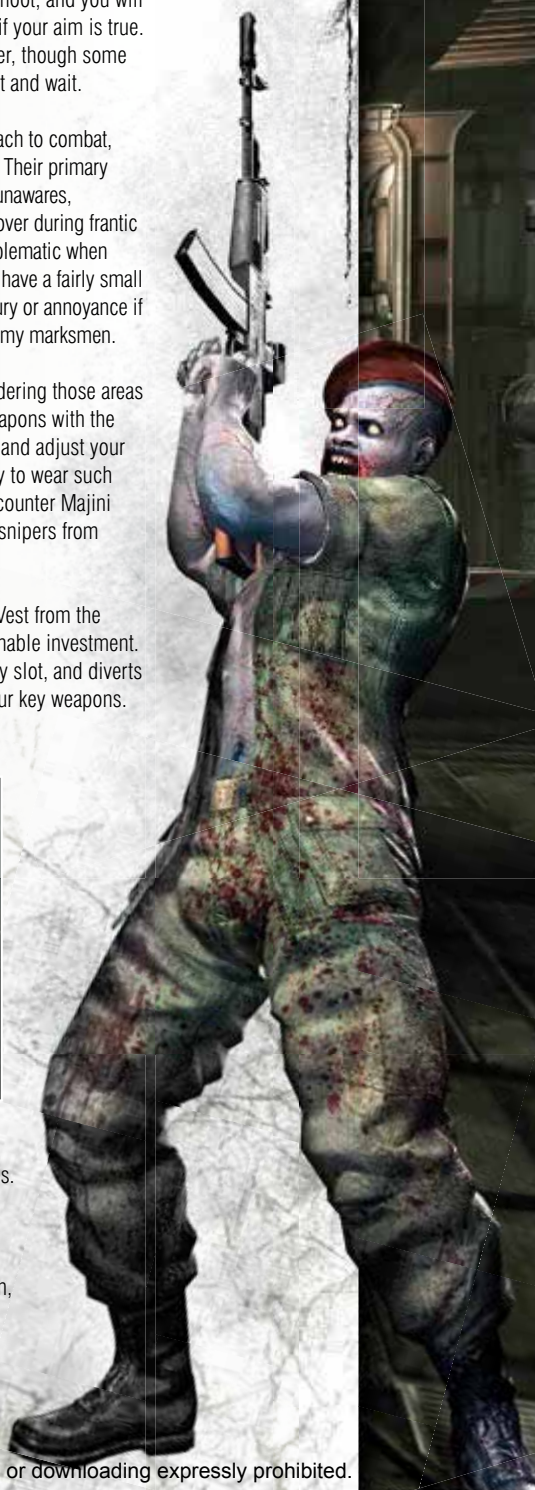
This third and final Majini variant is the most common enemy type for the remainder of Chapter 5. Like the Wetlands Majini encountered earlier, their new weapons and attack strategies will force you to adapt the way in which you approach battles in both single-player and co-op. Running forward to engage enemies with a shotgun is no longer a consistently valid tactic and nor, for that matter, is standing in plain view with a sniper rifle. Here's why:

- There are two common Base Majini types. One carries the AK-74 machine-gun, while the other favors the Stun Rod. Both may use Flash Grenades to flush you from cover, though the Stun Rod Majini is generally more inclined to use them.
- It's easy to discern when you have aroused the ire of a Machine-gun Majini: the green laser that appears as they target Chris or Sheva is a real giveaway. Sustaining hits from a full burst of fire is hard to bear on Normal; with higher difficulty levels, a few direct hits will rob you of a full health bar. However, if you watch them carefully, you will notice defined pauses and breaks to reload between volleys. Wait for these little moments of calm before you move out to shoot, and you will find that they fall as quickly as any other Majini if your aim is true. Machine-gun Majini will often stay close to cover, though some may run for your position if you keep out of sight and wait.
- Stun Rod Majini are far more direct in their approach to combat, favoring a fairly guileless charge to your position. Their primary weapon is only an issue if one should catch you unawares, especially when they are sent to flush you from cover during frantic firefights. Stun Rod Majini are arguably more problematic when they use Flash Grenades or Hand Grenades. Both have a fairly small splash radius, though this is enough to cause injury or annoyance if you are pinned behind a small cover point by enemy marksmen.
- Some Base Majini wear face or body armor, rendering those areas impervious to all bullets but those fired from weapons with the Piercing attribute. Learn to identify these targets and adjust your aim accordingly. Stun Rod Majini are more likely to wear such protective gear, though don't be surprised to encounter Majini gunners wearing helmets or masks that prevent snipers from making easy one-hit kills.

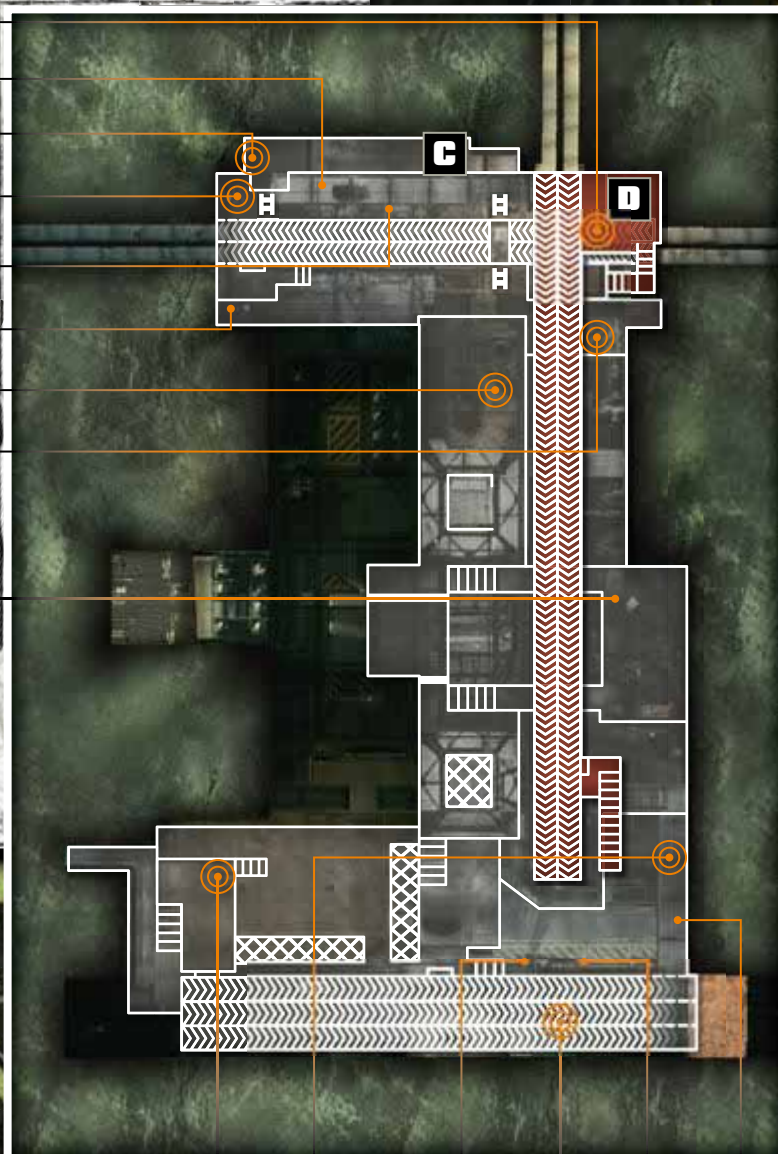
If you haven't already, purchasing the Bulletproof Vest from the Item Management screen is now a perfectly reasonable investment. However, doing so robs you of a valuable inventory slot, and diverts funds from the important process of upgrading your key weapons.



One last thing: be mindful of Sheva's position whenever you fire from cover in single-player games. Accidentally pushing her into the path of enemy gunners while attempting to stake a cover point as your own is an easy mistake to make. On the rare occasions when she inexplicably lingers in the open, preventative use of a Partner Action command will help to cut down on unnecessary injuries.



MISSILE AREA 1ST FLOOR



C As soon as the cutscene shows Majini running into attack positions, jump down the ladder and get behind cover. Though the elevated firing position is tempting, staying on the upper level leaves you completely exposed. This is a truly ferocious confrontation, as your attempts to pick off the marksmen on the opposite side of the working conveyor belt will be foiled by your opponents' regular use of Flash Grenades. Be patient: this will only be a trial if you hurry. Run over to the opposite side and hop onto the conveyor belt once all enemies are dead, then climb onto the platform on the far right.



D Head up the steps to reach the second conveyor belt. The battle that follows is awkward and dangerous. Moving along the conveyor belt – stick to the middle to avoid being propelled backwards – you need to deal with Majini (some wielding impenetrable metal shields) on your level, while picking off the grenadiers stationed on the platforms above. The former will be consumed by the fiery explosion of passing canisters ignited with a single, well-placed bullet; a composed sniper will have no difficulties dispatching the latter. When you reach the far end, climb up to the left.



Points of Interest: Missile Area 1st Floor

You can actually skip the difficult opening battle of the Missile Area map entirely with a brilliantly simple trick. When you first arrive, stroll over to the middle of the walkway, then look (but do not point your weapon) to the left and right to spy two concealed Majini below. It transpires that the large attack force that usually arrives here isn't a simple scripted event, and only takes place if either of these two Majini can raise the alarm. This will happen automatically after a couple of seconds if:

- 1: You point your weapon at either Majini.
- 2: One of the two Majini spots Chris or Sheva.
- 3: You kill one of the Majini.

So: all you need do is kill both Majini within no more than three seconds, and you get to skip one of Chapter 5's more hazardous battles. The best place to attempt this is at the very end of the walkway, just above the ladder. Pick a magnum for its instant stopping power, and then shoot the closest Majini. The time remaining before the second Majini summons the reinforcements into the fray can be measured in heartbeats, but it's more than enough to line up the leg or body shot that you'll need to silence this last guard. You won't face a single enemy until you reach the second conveyor belt, which makes this an essential technique for speed runs. Should things go awry, just select Restart and try again.

Your journey along the second conveyor belt is also your first confrontation with Majini carrying imposing metal riot shields. While they are relatively simple to defeat here by blowing up nearby canisters, they become a far greater challenge when you face them later.

- The shields are utterly impervious to bullets, though there is a small embrasure at approximately head height. From distance, at a similar or identical elevation, a good sniper could take advantage of this. The shields offer scant protection against explosions, so a well-placed grenade will also work.
- Short of turning to flee, your only option at close range is to aim for an exposed limb. A shot to the leg or foot is sufficient to briefly stun them; this offers the opportunity to step back, run forward to attack them from the side, or (best of all) perform a contextual melee attack. The timing window for the latter option is perilously tight, though.

With the second conveyor belt, shooting the Majini throwing grenades from the raised walkways is actually your priority. The moment you dispatch these, you will be safe to press forward. The steady flow of Majini running to meet you on the belt is halted once you draw level with the step on the left by the lever. However, be wary of a potential nasty surprise: if you tarry before you climb up, there's a possibility that a few more Majini (including those carrying shields) may be running up the stairs to meet you. Should this happen, turn around and jump back down before you engage them.



Weapon: SIG 556 Machine-gun

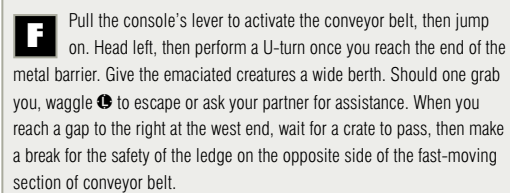
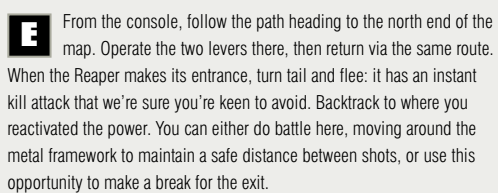
Found in a case between the second and third conveyor belts, this fourth (and final) machine-gun is notable for its high Firepower rating and phenomenally low Reload time.



Secret: BSAA Emblem #24

After negotiating the second conveyor belt, head down the steps. There is an open dumpster immediately to your left. Approach it to discover the Emblem inside.





Tactics: Reaper

Until you understand the art of killing them expeditiously, Reapers can be arguably even more challenging and lethal than a Chainsaw Majini.

- If a Reaper hits Chris or Sheva with a basic melee attack, grant yourself the indulgence of wide eyes, an O-shaped mouth and sharp inhalation as you turn to run, because...
- ...its second attack style is to impale its victims with its limbs in a savage instant-death assault. The likelihood of this occurring depends on your chosen difficulty level, but can rise as high as a 25% probability for every moment either agent is within range.
- The Reaper will also emit a gas that acts to disorient its prey (especially those with a tendency to fight back) by obscuring the creature's body.
- With no target in close proximity, the Reaper scurries forward at an insistent pace on all of its limbs. When it draws near to a target, it rears up on its hind legs to better use its sharp appendages as weapons. This slows down its advance, but it can still move forward more quickly than Chris or Sheva can backpedal.



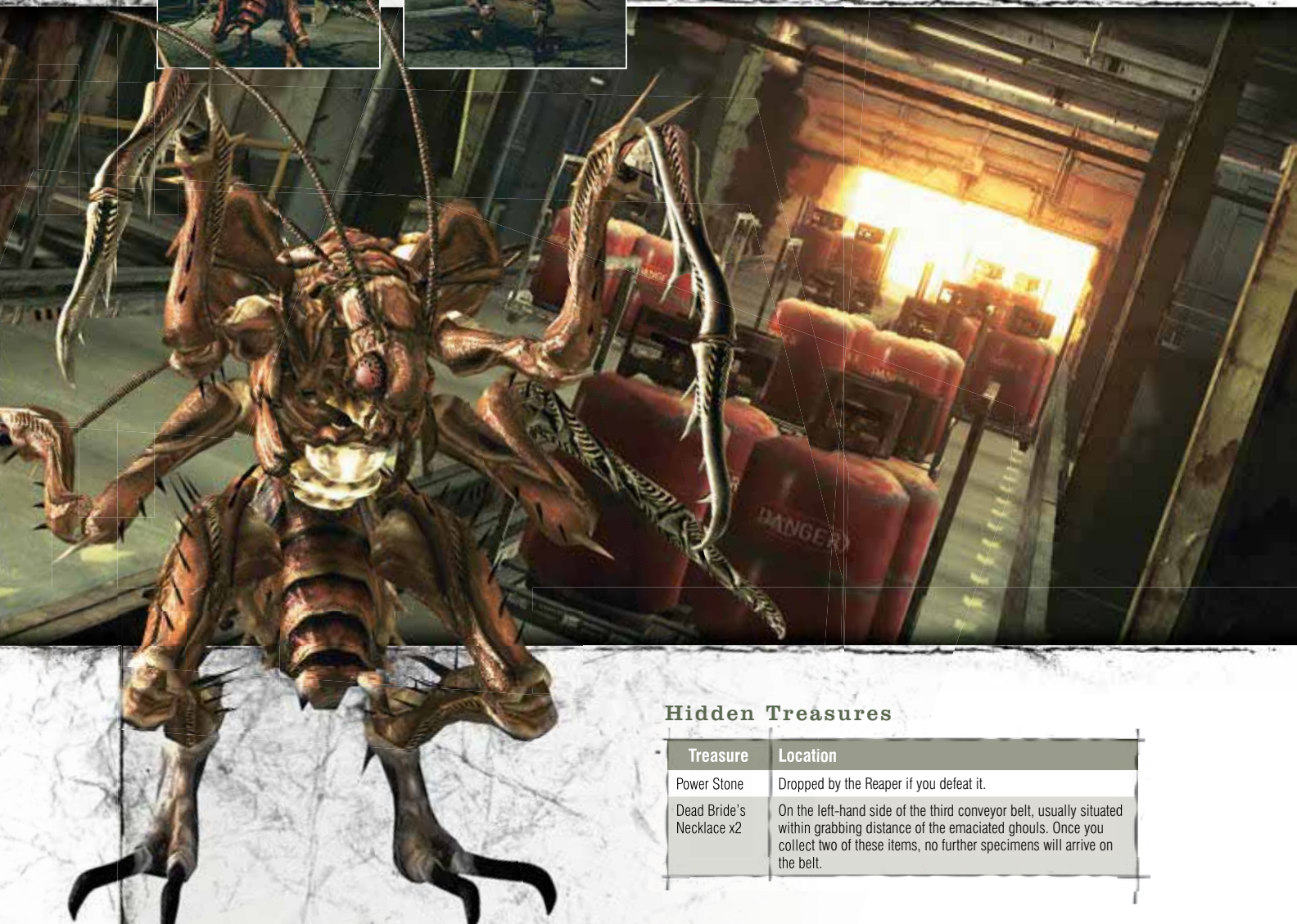
The understandable urge at this point is to reach for your biggest guns, though this isn't necessarily the best course of action. A Reaper has three basic weak points, as illustrated on the screenshots here: a main white pod on its front, and two secondary pods on its shoulders (same color). The armor covering the pods draws back intermittently, with the duration that it remains open determined by your chosen difficulty level. The rest of its body is broadly impervious to bullets fired from weapons without the Piercing attribute.

The Reaper is a monster that inspires panic on first meeting. Once you grasp the trick to putting them down quickly, though, you'll wonder what all the fuss was about. The following step-by-step routine can be used with your weapon of choice. With a souped-up M3 and practice, the whole process lasts mere seconds.

1: Shoot a Reaper on its exposed chest cavity as its armor draws back, and it will throw its body forward to cover the area.

2: Shoot one of the white pods on the creature's back, and it will rear back again. Speed is of the essence here.

3: Repeat until the Reaper adopts a posture not dissimilar to a limbo dancer, with the white pod at the front completely exposed. It will stagger, flailing wildly (this hurts should it make contact) as you land successive hits on the main pod. If you relent at any point, the creature's armor will slide back into place, and you will need to begin again.



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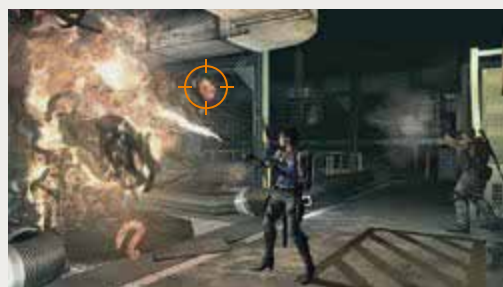
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Hidden Treasures

Treasure	Location
Power Stone	Dropped by the Reaper if you defeat it.
Dead Bride's Necklace x2	On the left-hand side of the third conveyor belt, usually situated within grabbing distance of the emaciated ghouls. Once you collect two of these items, no further specimens will arrive on the belt.

* Only available in Chapter 5-3.

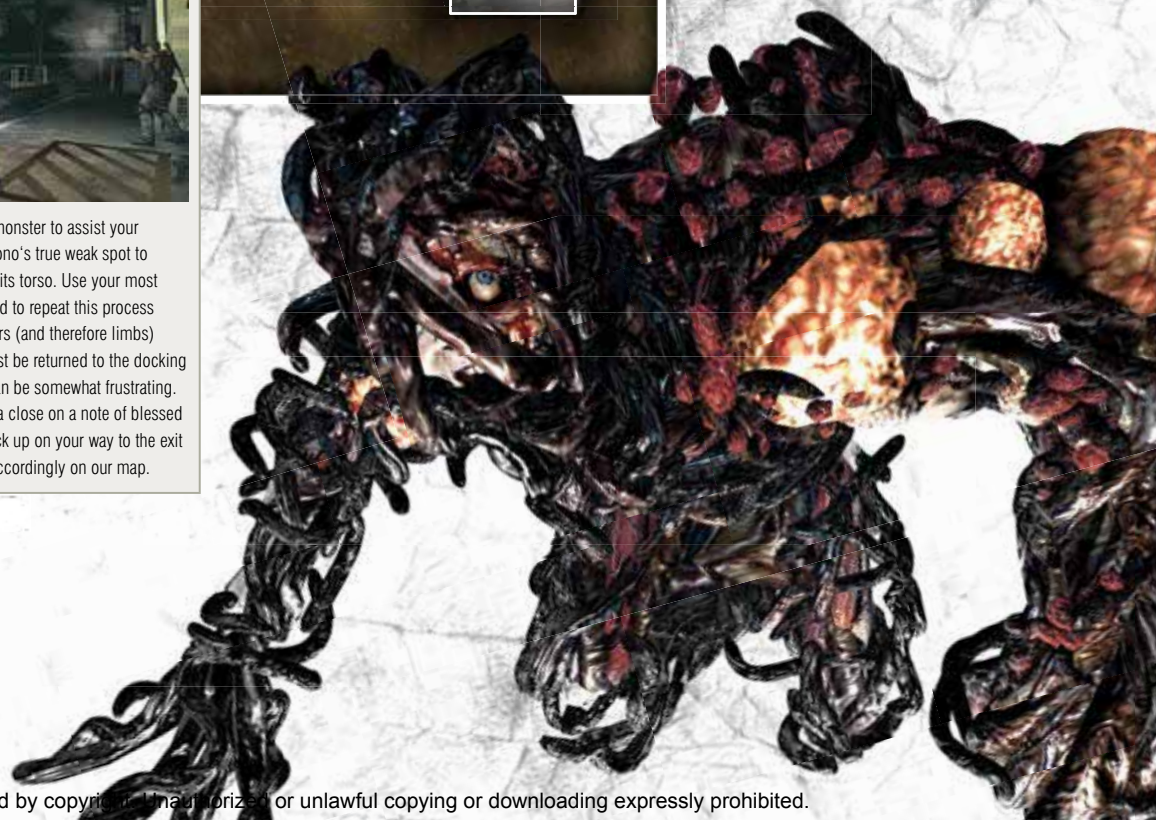
G There is a... endurance... punctuates its inc... and grab attempt... spices up the ene... to another. Watch... near you once it... set about shootin... clusters have bee... positioned on the...



H A consistent wall of fire (distract the monster to assist your partner here) will cause Uroboros Mkono's true weak spot to be exposed: pods that emerge from the top of its torso. Use your most powerful weapons to shoot these. You will need to repeat this process more than once; the speed at which the clusters (and therefore limbs) regrow, and the fact that the Flamethrower must be returned to the docking station for the fuel supply to be replenished can be somewhat frustrating. The battle's conclusion draws Chapter 5-2 to a close on a note of blessed relief, but note that there are collectibles to pick up on your way to the exit once Chapter 5-3 begins. These are marked accordingly on our map.



G There is a simple routine to this fight, albeit one that may test your endurance and inventory on a first playthrough. Uroboros Mkono punctuates its incessant pursuit with medium-range “arm missile” attacks and grab attempts, employs bone-breaking melee attacks up close, and spices up the encounter by regularly transporting itself from one location to another. Watch for the tell-tale sign of worms accreting in a position near you once it disappears, then run anywhere but there. First things first: set about shooting the flesh clusters on the body of your foe. Once the clusters have been destroyed, order Sheva to pick up the Flamethrower positioned on the east wall.





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Boss: Uroboros Mkono

Uroboros Mkono's ranged attacks can be dodged by following button prompts, but the best way to fight it is to run to a safe distance, then fire from just behind one of the low barriers that divide the arena into pathways. When your opponent draws near, retreat to a similar position elsewhere. Destroying the flesh clusters that hold its limbs in place merely weakens it for a short period of time before the appendages return. The monster becomes slower and less aggressive until, with all limbs removed, it can only lumber towards the two agents or transport itself to another position. This is your chance to get in close and use a weapon unique to this particular fracas.

The Flamethrower, situated on a docking station on the east wall, is the key to winning this fight without exhausting your stock of ammunition. Unlike other firearms, it does not appear in your inventory, and exists purely as a tool for this battle. To drop it, just select a different weapon or item, or place it back on the docking station. The latter option also replenishes its limited supply of fuel, though this process can take half a minute to complete. Engulfing Uroboros Mkono in a constant stream of flame reveals its true weak spot: pods that sprout from its upper body and flail helplessly in a manner that makes them hard to hit.

Knowing exactly what you are supposed to do is half the battle (with the good sense to avoid reckless behavior the other half), so we'll summarize all necessary steps in the following checklist:

1: Weaken Uroboros Mkono by shooting all of the clusters that hold its limbs in place.

2: Quickly order Sheva to pick up the Flamethrower; in co-op games, you should decide which player will take responsibility for it beforehand. That player should be running to collect the weapon as soon as Uroboros Mkono is down to one limb.

3: With Uroboros Mkono still in its weakened state, lead Sheva over to it. You need an unrelenting barrage of flame to reveal the creature's weak spot. Problematically, Sheva will drop the Flamethrower to heal herself if injured or if knocked off her feet, which necessitates a swift sprint over to the device to instruct her to pick it up again. This is why it's vital that a player using conventional weapons acts as a distraction.

4: When pods emerge from the upper half of the creature's body, Sheva will continue her barrage until the Flamethrower's fuel supply is exhausted. A co-op partner should perform this very same duty, holding Uroboros Mkono in this "stunned" state for as long as possible. The pods can be shot for huge damage.

5: Once Uroboros Mkono regains its limbs, retreat with due haste. Return the Flamethrower to the docking station to refuel it, then resume from the first step.

6: Last, but not least, pushing the gas canisters over will lead to them becoming stuck to Uroboros Mkono's body if it travels over one. A single shot is enough to cause it to explode, which will usually make the vulnerable pods appear briefly, irrespective of the monster's general physical state. If you were to have a Rocket Launcher to hand, this would be a good way to cut the battle short...



Hidden Treasures

- **Sapphire (Marquise):** Found in the safe in the office on the west side of the map once Chapter 5-3 begins.

Secret: BSAA Emblem #25

Once the new chapter starts, go through the unlocked door and examine the fan on the right. The Emblem is hidden behind it.



Debriefing: Chapter 5-2

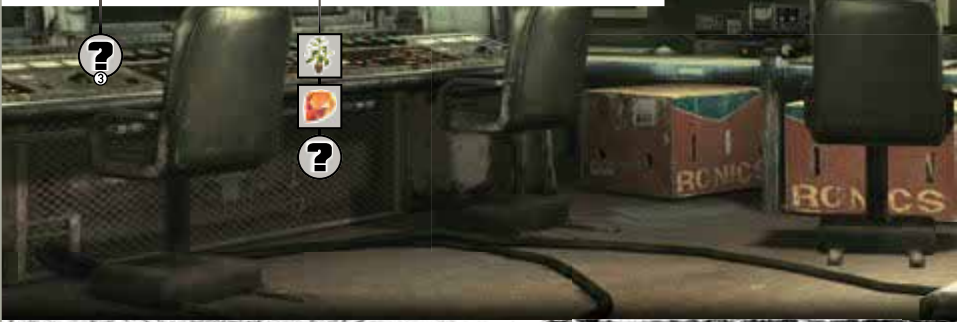
If you have magnum ammo, we suggest that you save it for a forthcoming fight. You can get through most of Chapter 5-3 without using this weapon type, and you'll really benefit by having a couple of clips to hand later. We'll let you know when it's safe to dust the weapon off again.



A Use the cover points as you fight the Machine-gun Majini, then jump across the gap on the walkway. Your first destination is a room near the center of the map (on the east side; it's where you find the H&K PSG-1), where you'll find a lever that activates the power to a nearby cargo platform. However, during the journey, there is a high probability that the Reaper pods suspended above could hatch their foul contents. A Big Man Majini, flanked by two Stun Rod Majini, rides the cargo platform across when you approach it.



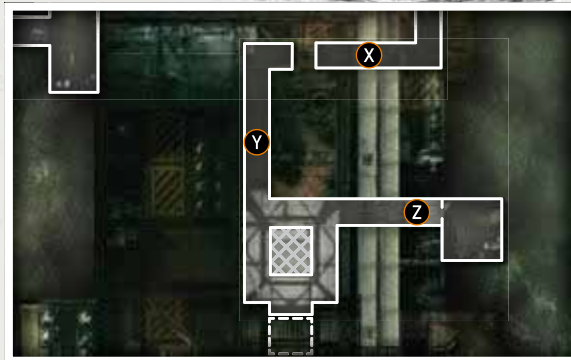
B Ride across to the opposite side. As soon as the platform starts up, train your sights to the right – the Machine-gun Majini is your first priority. Both Majini carrying shields become Cephalo, so it's important not to get boxed in. Pull the lever to enable Sheva to ride over and join you. The final push for the exit is spiced up by the introduction of Majini carrying Rocket Launchers. Use the cover points wisely, as a direct hit instigates an immediate "Dying" status. Sniping is the best option, though be mindful of the fact that some of these Majini wear metal masks.



Analysis: Reaper Spawn Points

The number of Reapers that you face on this map, not to mention where and when they hatch, can be one of four scripted outcomes. The spawn locations are marked on the cut-out map portion below.

Furthermore, there is an additional calculation that determines whether you face a Reaper at position Z before or after you enter the room where you activate the power to the moving platform – a 3/4 chance with the former, and a 1/4 chance for the latter.



Outcome	Hatching Positions	Chance
Type 1	X and Y	2/7
Type 2	Y and Z	2/7
Type 3	X and Z	1/7
Type 4	X, Y and Z	2/7



Points of Interest: Missile Area 2nd Floor

- Like their machine-gun toting associates, Majini armed with Rocket Launchers use a green targeting laser. A direct hit automatically instigates the “Dying” status, though it’s a relief when you realize that splash damage from the explosions has a very limited radius. As long as you are safely behind cover, a rocket can usually explode right next to you without inflicting any harm. It will cause a lot of smoke, though, which sometimes prevents you from picking a Majini off while they reload.

- You also meet another curiosity: the Exploding Majini. In life, these act much as any other of their kind. In the throes of death, however, their bodies bulge and writhe before they burst with great force. It’s prudent to take a few steps back before this happens.

- Useful trivia: a co-op partner can halt the moving platform in transit by pulling the lever again.

- Don’t storm the control room through the door. Instead, use the cover points in front of the window.



Weapon: H&K PSG-1

Sharing similar basic characteristics as the reliable Dragunov SVD, the H&K PSG-1 has a unique perk: you can upgrade the quality of its scope for sniping over extremely long distances. While this is an appealing prospect, the increased zoom actually makes the weapon rather cumbersome at medium range unless you are willing to practice. It’s definitely an acquired taste.

Hidden Treasures

Treasure	Location
Jewel Bangle	Found on the opposite side of the moving platform if you defeat the Big Man Majini.
Power Stone	Dropped by Reapers.
Royal Necklace	In a box inside the control room just before you reach the map exit.

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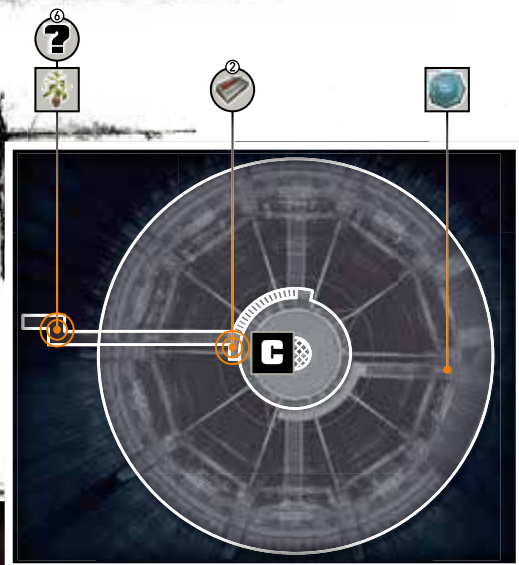
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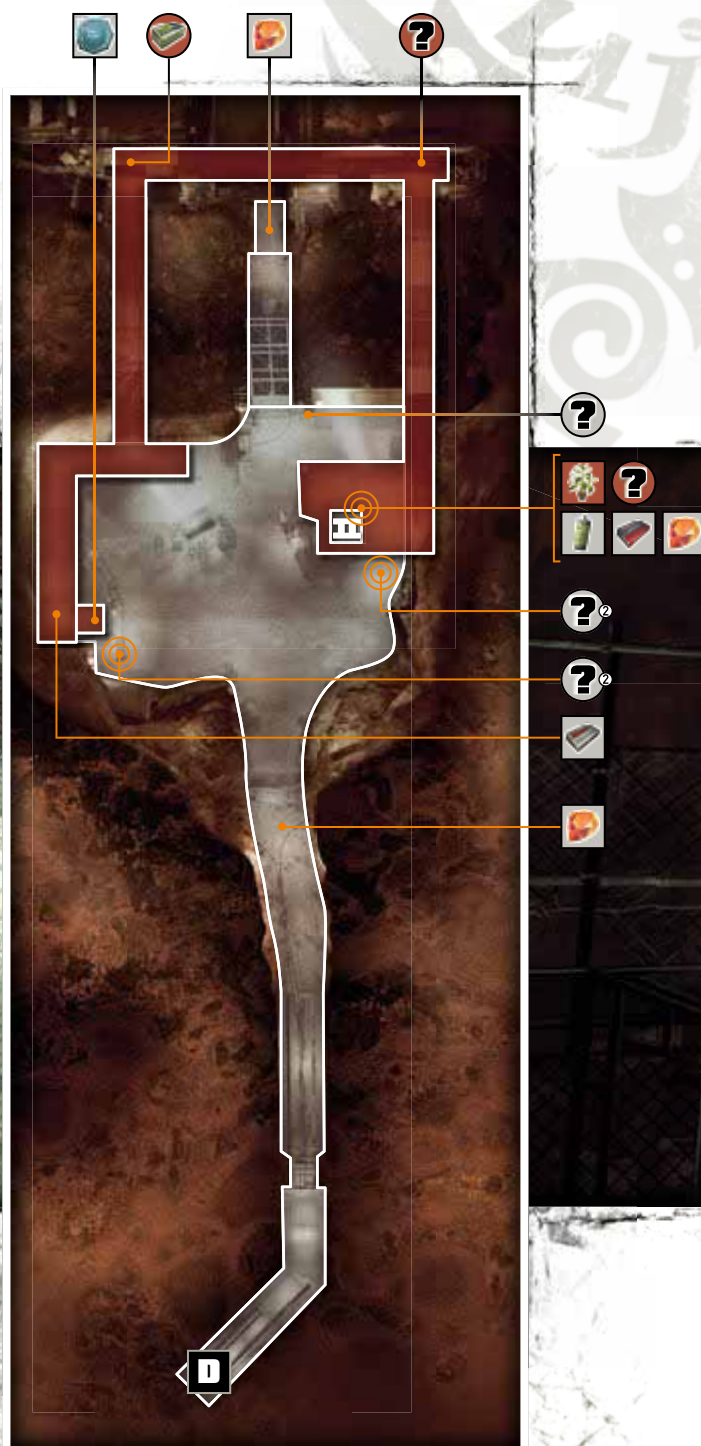
MOVING PLATFORM



C Both agents must pull the levers at either side of the control console to start the journey to the top of the chamber. Majini then attack from walkways and booths on either side, but the rotation of the platform renders aiming a fruitless and frustrating task. A cutscene will show three Majini running into a control booth, with one pulling a lever to halt the platform's progress. You only need shoot the Majini in front of the lever to get things moving again; the rest can be safely ignored. The same applies when your journey is interrupted a second time. At the top, shelter behind the central column and inch out to pick each Majini gunner off in turn.



D Head to the raised bridge and turn right to find a lever; pull this to restore power to the elevator. Only one agent can ride to the upper walkway. In single-player games this should be you. Engage the first Licker β as soon as they arrive. Three more will emerge as you move north, so back up and dispatch these before you continue. Now sprint along the path until you reach a metal container. Hold the specified button to push it; your partner will attempt to keep the creatures at bay while you do this. At the end, drop through the roof and pull the nearby lever to lower the bridge. The route to the exit is now clear. Stopping to fight the Licker β horde is entirely optional.



MONARCH ROOM ENTRANCE

Tactics: Monarch Room Entrance

The fight against the Licker β at the Monarch Room Entrance can be approached in a variety of ways, particularly in co-op games. The first two (small) groups are of no consequence. The final attack wave, by contrast, is truly vicious. On higher difficulty levels their advance is relentless. Boxed in between them and the troublesome metal container, any attempt to stand your ground with standard weapon types will often end badly.

As simply doing the least required to reach the exit (as suggested in the walkthrough) means sacrificing valuable items, we have a few suggestions on how you can beat the horde with a minimum of fuss and ammo expenditure.



- The safest option (especially in single-player games) is to use the one thing that works best against Licker β : distance. Burst through the door and make a break for the mouth of the entrance tunnel. Hold this position until they draw near, then pull back to the steps. Your last refuge – and you may well need it on Veteran – is the final remaining section of corridor that bends around to the map entrance. With your back facing the (locked) door, equip a shotgun and stand next to the left-hand wall. This offers a degree of cover, and should mean that you can blast the remaining Licker β as they crawl into view.

Secret: BSAA Emblems

Emblem #26 (Moving Platform): Before you set the platform in motion, head over to the east side and look up. You can see this Emblem through the floor grating of the control booth above.



- The most elementary (and expensive) solution is to select Restart as soon as you enter the map, then prepare in advance at the Item Management screen. A Grenade Launcher barrage won't necessarily prevent the Licker β from reaching the agent on the upper walkway, but it could sufficiently thin their numbers to make switching to a shotgun for a frantic finale a viable option. A Rocket Launcher would also work in a similar way if you have the courage to wait until several Licker β are grouped together.

- If you choose to run straight for the container and begin pushing it, your partner should distract the Licker β . Sheva performs this role efficiently in single-player games, but it means that the creatures will begin zeroing in on her position. As soon as the container drops, jump down into the building and open the door. Making a stand here is a fair option in co-op games. With a shotgun user taking point, supported from behind, the entrance becomes a manageable choke point – unless you're unfortunate enough to have Licker β drop down from above.

Emblem #27 (Monarch Room Entrance): Before you call the elevator, go around to the back of the shaft and look down to find this Emblem on the wall.



Hidden Treasures

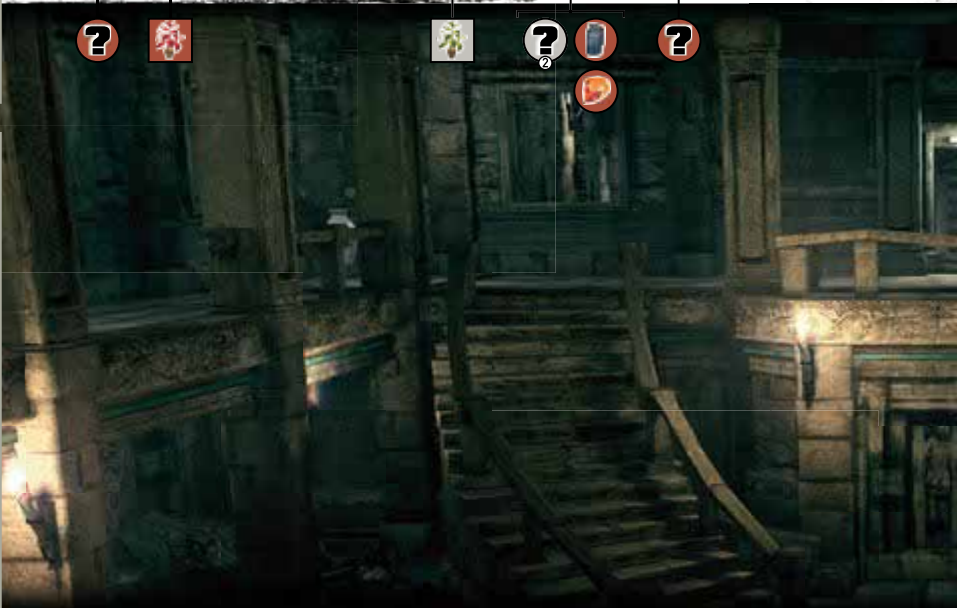
Treasure	Location
Ruby (Brilliant)	Embedded in the tunnel ceiling before you enter the main chamber. It's just beside a bright light.
Lion Heart	Dropped by Licker β .
Chalice (Gold)	Inside a locker in the building.
Topaz (Brilliant)	In plain view, embedded above the opening, as you cross the bridge.



E As Wesker arrogantly proclaims, you have seven minutes of his time before he must (and will) depart. Run straight for the door on the east side and examine it when the prompt appears. After the brief cutscene, run up the stairs and hide in the corridors beyond. Wesker always appears on your map (though Jill, who you should ignore, does not), so it's not too hard to evade him for the duration of your meeting. The rooms in the northwest corner of the map are a good place to play mouse to his cat. If you would like to become the mouse that roared, consult the advice on the right-hand page.



F Once Wesker leaves, run over to Jill but do not shoot her – if she dies, it's Game Over. You need to get close enough for the “Entreat” contextual command to appear, but not so near that she can lash out. Press the specified button when it pops up, and eventually Jill will enter a stunned state. One agent should then run behind and restrain her, while the other should approach her from the front and hammer the stipulated button in an attempt to remove the device. Though it may take time, repeating this process will eventually end the confrontation.



Boss: Wesker & Jill

First things first: there is absolutely no point in shooting Wesker at the start of the battle, so just run for the door on the east side of the room. There are Treasures (and a new magnum) that can only be collected on this map, so these should be your first port of call. You will need Sheva's assistance to open a sarcophagus that contains two valuable gems and the L. Hawk, so head straight for it.

Once you have picked up everything you need, lure Wesker to the rooms in the northwest corner of the map, then run out of sight. When he says, "You can't hide forever", this indicates that he has lost track of you. Find a cover point close to his position, snap against a nearby wall, then jump out and bring a magnum to bear. You can usually unload three or four shots before he recovers. After these, sprint away before he can warp to your position. It is possible to perform a contextual counter-attack, but the timing is delicate: escape is a far wiser alternative. The arrangement of the corridors and rooms in this region of the map makes it easy to move out of sight again. Inflicting sufficient damage on Wesker causes him to curtail the meeting before the seven-minute deadline. As an added bonus, you can collect a unique (and highly valuable) Treasure during the fight with Jill.

The confrontation with Jill is relatively straightforward, but you may find the following tips useful.

- Try to run around her as you wait for the Entreat option to appear, but don't get too close. If she runs, follow her to her new location.
- Shooting Jill will kill her. However, precise shots on the control device on her chest while she's standing will speed things up enormously. This is why you should take responsibility for restraining Jill in single-player games, enabling Sheva to shoot the control device. The weapon used does not matter: all hits inflict the same set damage. Attempting to wrench the device free manually causes a small amount of HP loss with every button press, but the cumulative effect is reasonably high – it all depends on how rapidly you hit it. If you want to play things safe, keep your guns holstered.
- Try to avoid restraining Jill if she is close to and facing a wall – this makes it impossible for Sheva to get a clear shot.
- The agent who holds Jill from behind should be poised to press a specified button to dodge should she wriggle free.

Weapon: L. Hawk

Found inside a stone coffin in the northwest area of the map, along with two Treasures, the L. Hawk is a notable addition to your armory if you have sufficient funds to upgrade it. Its two-level Piercing perk makes it phenomenally effective against the armored opponents you will encounter in Chapter 6.

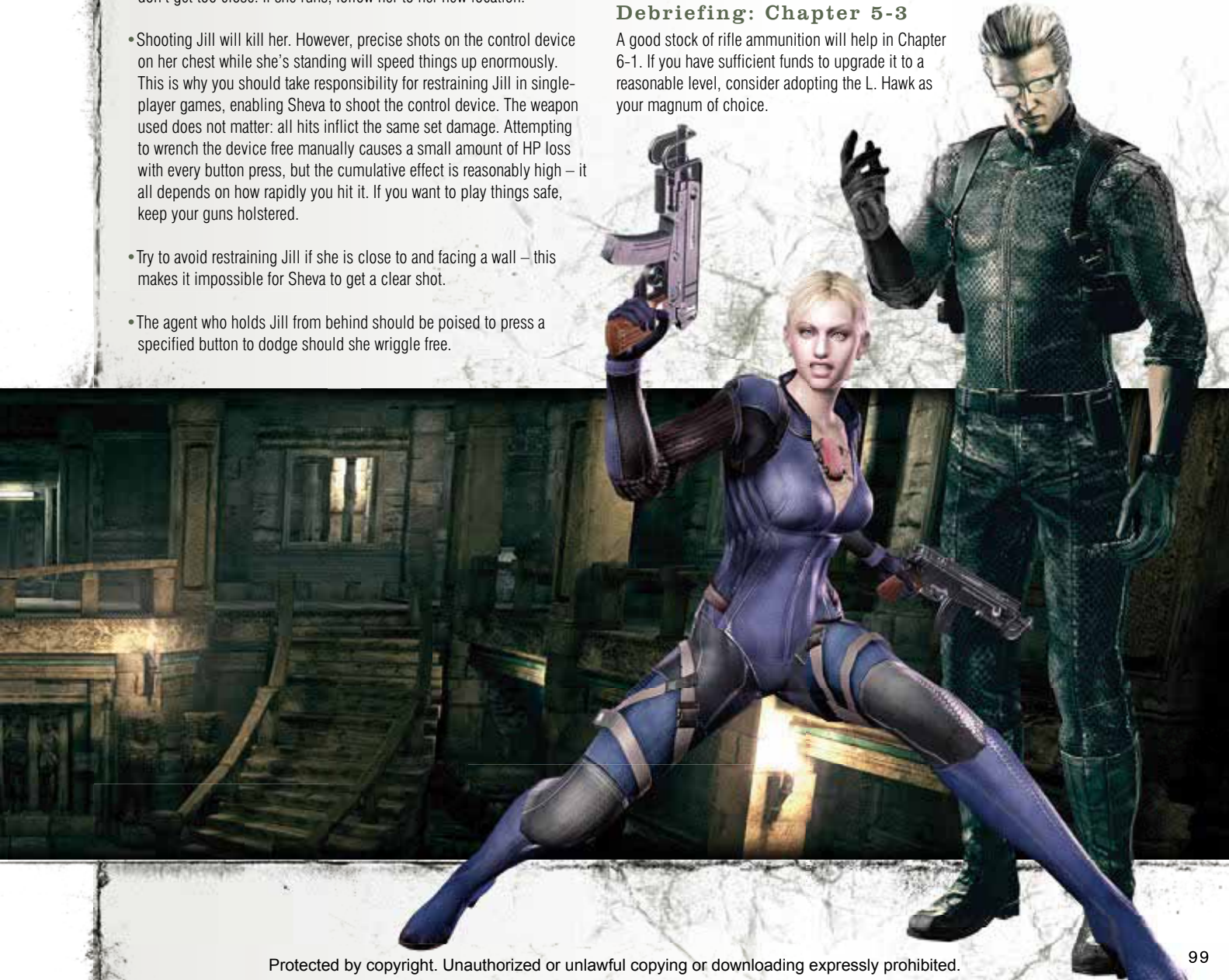


Hidden Treasures

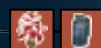
Treasure	Location
Emerald (Oval), Sapphire (Brilliant)	Inside a sarcophagus in a room at the northwest corner of the map. You must collect this before Wesker departs.
Sapphire (Oval)	Smash a pot in the northwest room, near the sarcophagus. Again, pick this up before Wesker leaves.
Emerald (Brilliant)	Located on the east balcony of the main room. There's no hurry to collect this, as it can be obtained during the portion of the fight where you face Jill.
Heart of Africa	Found between the two staircases when the second stage of the boss fight begins – but only if you inflicted sufficient damage on Wesker.

Debriefing: Chapter 5-3

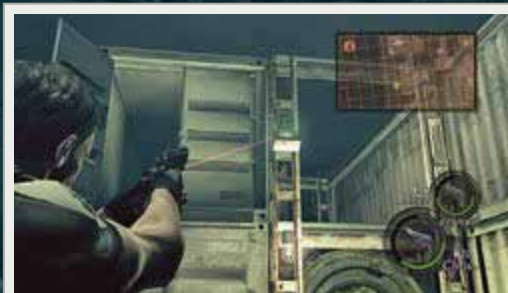
A good stock of rifle ammunition will help in Chapter 6-1. If you have sufficient funds to upgrade it to a reasonable level, consider adopting the L. Hawk as your magnum of choice.



SHIP DECK



A Look left from your starting position to spy a Majini standing on the observation tower. Dispatch it with a rifle, then search for another target to shoot in the same general direction. This will instigate the first attack wave of several (mostly armored) Majini. Remaining at the top of the ladder will enable you to stay out of harm's way, with a shotgun acting as an effective deterrent should any attempt to climb up. Once the music stops, head for the north end of the ship.



B As you climb the steps leading south, there's a nasty ambush: two Adjule leap from a container behind you, with Majini directly ahead. This is a lousy position to defend, so turn around and run straight for the ladder to the north. Kill all enemies in range from this elevated refuge, then return to the previous position to encounter the second part of this attack group, including more Adjule and a Big Man Majini. From the top of the steps, and with no assailants moving from behind you, it's relatively easy to hold off all comers with a shotgun. Be aware that the last Majini mutates into a Duvalia. Once the dust settles, follow the path until you reach the green button pictured above. Press or shoot it to open the way forward.

Memo: Points of Interest

- If you want to collect every available item on the Ship Deck map, we suggest that you select Restart once the chapter begins and prepare a few items in advance. You'll need an H&K PSG-1 rifle (with the Scope perk upgraded), and at least one Hand Grenade.
- You encounter two Duvalia and numerous Adjule during your journey to the exit, so it may be prudent to bring Flash Grenades to the party on Veteran. There is actually a Flash Grenade placed a mere stone's throw away from the position where you meet the first Duvalia.
- The introduction of Majini wearing metal leg armor means that you really need to pay attention as you aim. Your experience in earlier chapters will encourage you to go for headshots first, with the torso a better target at medium-to-long range. With many Base Majini now wearing different permutations of the full armor set (legs, body, head), you need to rapidly identify weaknesses whenever you encounter large groups.



Hidden Treasures

Treasure	Location
Topaz (Oval) x3	You can collect up to three of these gems later on the Ship Deck map, but only if you prepare in advance by killing optional foes. From your starting position, turn to the south to see a Majini on the west side of the boat. Shoot it through a narrow gap. Next, climb the observation tower near the start of the map (at the north end of the vessel), then use a rifle to shoot the two Majini standing on top of the crane. Killing this trio now will cause three Topaz (Oval) collectibles to appear in locations you visit later. We reveal their positions over the page to avoid potential spoilers.
Jewel Bangle	Dropped by the Big Man Majini.

Secret: BSAA Emblem #28

This Emblem is positioned on a radar tower at the far south end of the ship. It's a feasible yet tricky shot from the observation tower at the north end of the boat if you brought an H&K PSG-1 with a fully upgraded Scope perk along. If you have the Dragunov SVD or S75, shooting it later from on top of a shipping container near the map exit is a plausible feat, but one that could lead you to squander valuable rifle ammunition.



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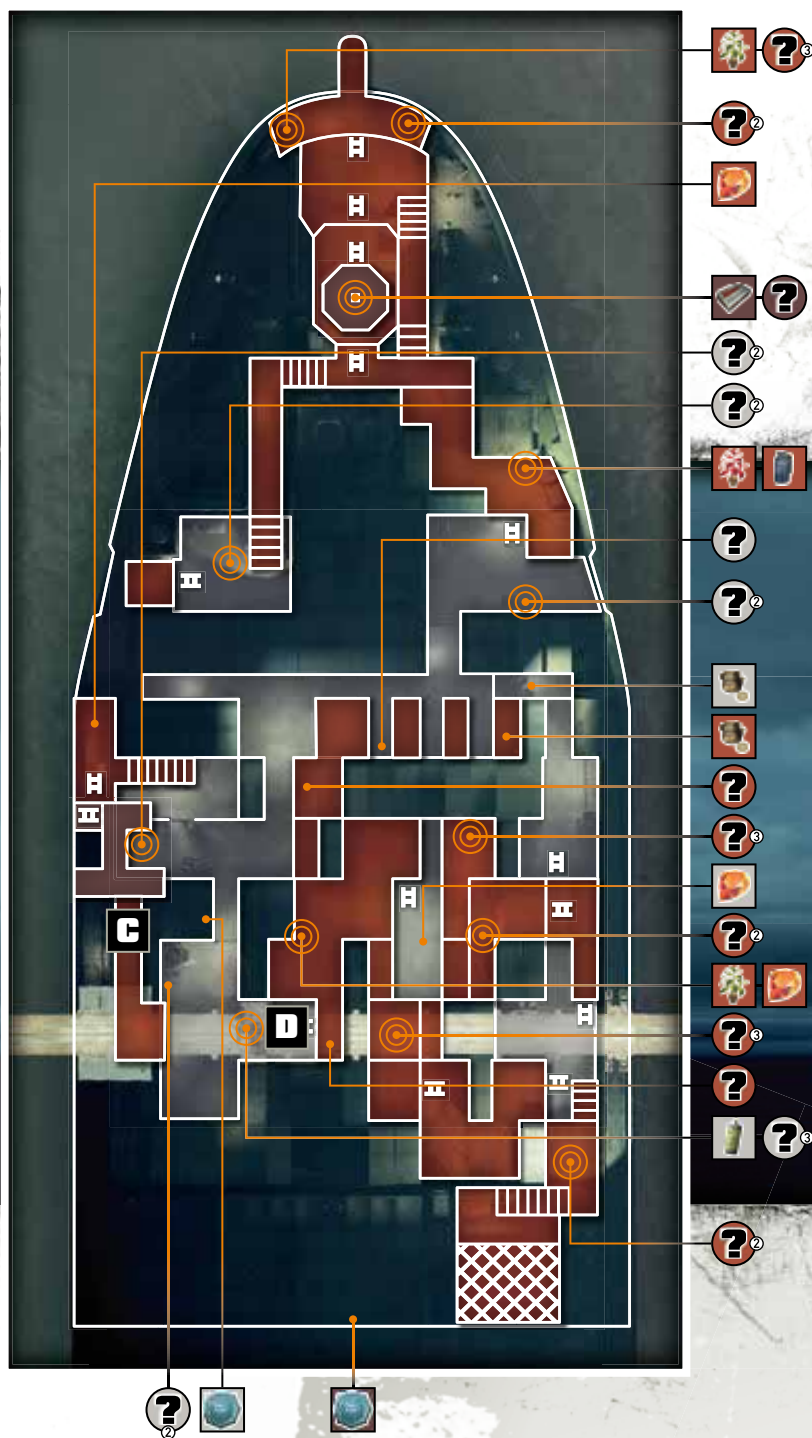
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SHIP DECK

Note: This is the same map as on the previous spread reproduced here to illustrate the extended walkthrough for this area.



C Climb the ladder on the west side of the boat, then push the metal container aside. In single-player games, Sheva will be caught in the Majini trap; in co-op, it's whoever moves into position first. After the brief cutscene, play resumes with Chris outside the cage and Majini attacking from both sides. Be very wary of grenades. One of the Majini will mutate into a Duvalia. When killed, this monster drops the Crane Keycard. Shoot the green button to open a path, then fight your way to the control panel of the crane via two large ladders, using the collected key to open the locked door. Sheva will be attacked by Adjule while you are away, so don't waste any time. Interact with the console to free your partner.



D Once you return to the scene of the ambush, climb the ladder to get on top of the shipping containers and take the first right to reach an area with two cargo elevators. The Big Man Majini duo that jump down are simple to beat without other cohorts to distract you from their rudimentary combat tactics. Step on one cargo elevator, and Sheva will shoot the button to raise it to the upper level; fire at the button on her side to reciprocate the favor. Both agents will be attacked by Adjule as they run to reconvene on the east side of the ship. The exit is a short run to the south, though, so there's no need to stop and fight if you don't want to.

Alternative Strategies: Ship Deck

The ambush that occurs midway through this map is an enjoyable set-piece in co-op games. On a practical level, though, there are a few tricks that can make this battle much easier.

- As soon as the trap is sprung, both players should take responsibility for a direction. Majini arrive from only two sides, and won't get far if you both focus your undivided attention on a single area. Those carrying grenades should be your priority.
- If you took our advice and brought Flash Grenades with you, the Duvalia is no threat at all.
- When the free player runs off to operate the crane controls, the trapped agent should ideally ignore the Adjule. Though there should be no more than two active at any one time, a maximum of approximately



Hidden Treasures

Treasure	Location
Topaz (Oval) x3	You can collect the Treasures earned by shooting the three Majini earlier after Sheva is trapped. The first can be found at the north end of the path that leads to the crane ladder (so therefore isn't available if you skip the ambush by shooting the Majini who operates the controls). Note that this may occasionally disappear. The second is located just before you reach the two parallel cargo elevators, with the third on the deck almost between them.
Jewel Bangle	Courtesy of the ever-obliging Big Man Majini.
Gold Bar x2	This map features two safes containing Gold Bar collectibles. The first can only be reached if you complete the cage-drop ambush event. After you operate the control panel to free your partner, the cage will be placed in a new position just to the north, creating a path to the safe. Jump across the containers to reach it, but be warned that a handful of armored Majini will attack when you get there. After using the two cargo elevators and meeting up with your partner just before the exit, on the east side of the boat, climb the ladder to the north. Activate the button to raise the cargo elevator there, kill the Adjule lying in wait, then run around the corner to find the second safe.

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12 will spawn if you choose to kill them. As the ammunition you will gain through item drops will be less than you spend, it's really not worth your time. The agent in temporary captivity cannot be harmed by Adjule unless they use their tentacle stab attack in their mutated form. Keep moving to avoid this.

- When the cage is lifted, the freed agent should make a quick break for the nearby ladder. In single-player games, it's better to order Sheva to come to your position as you backtrack.

You can actually skip the ambush entirely if you wish, which is useful on speed runs and when attempting to gain perfect ratings on higher difficulty levels, but this prevents you from reaching two collectibles – see “Hidden Treasures”. From the observation tower near the start of the map, look at the right-hand side of the crane through a rifle scope. Move down until you see the control panel, and you should see a Majini partially hidden from view. Shoot it, then take out the next one lower down for good measure. Only silence will greet you when you reach the usual ambush position.

Secret: BSAA Emblem #29

Possibly the most deviously well-hidden Emblem in the entire game, this is found inside the shipping container left of the cargo lift in the area where the cage ambush takes place. You cannot see this from any position you can reach on this map, though it can be espied very briefly during the short cutscene that takes place when you approach or operate the cargo elevator. To destroy it, toss a grenade inside.



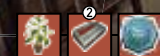
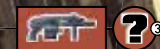
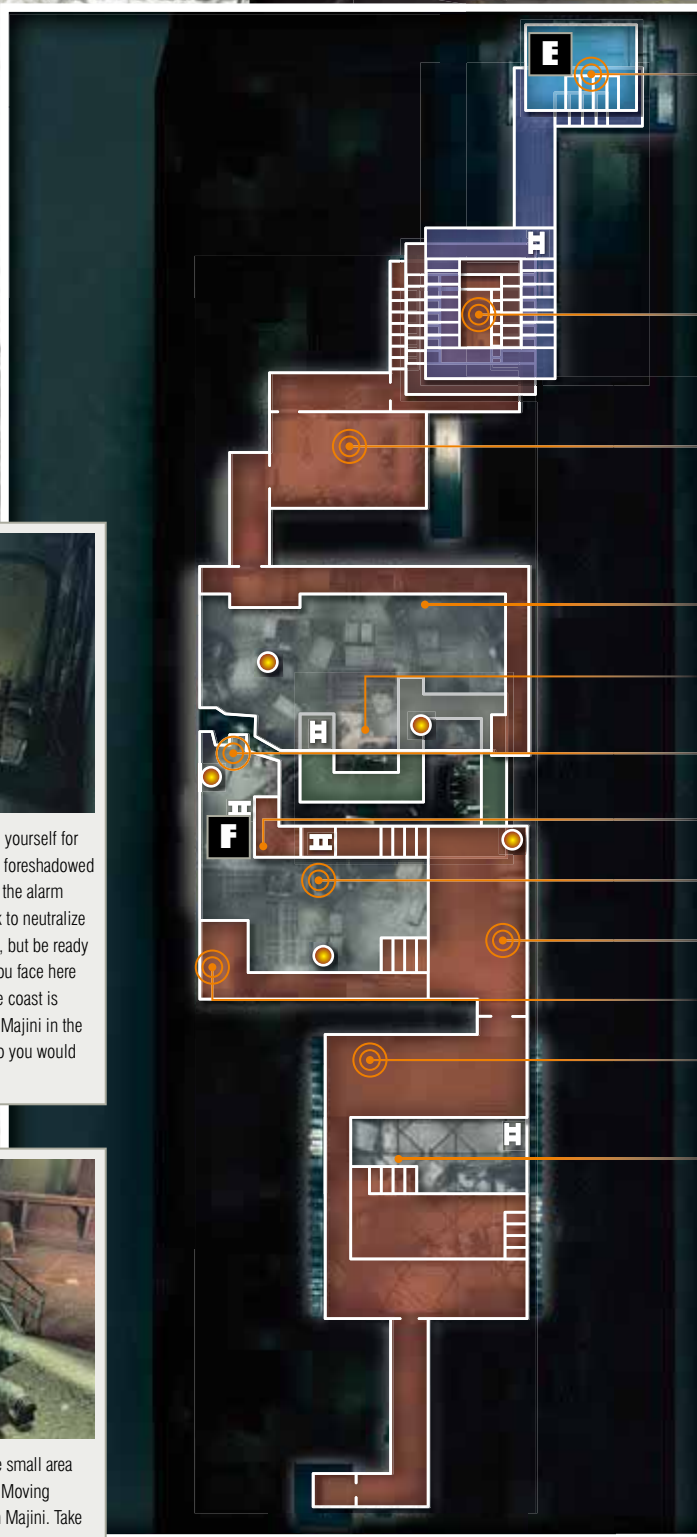
SHIP HOLD



E Head down until you trigger a cutscene, then prepare yourself for the coming conflict. A rifle is a valuable tool here, as foreshadowed by the two ammo pickups in the room just beforehand. When the alarm sounds, take position behind one of the cover points and look to neutralize each target in turn. Cautiously make your way down the stairs, but be ready to bolt back behind cover at a moment's notice. The Majini you face here are varied, so it pays to engage them from distance. When the coast is clear, drop down through the open hatch pictured above. The Majini in the tunnel are of the "leap unexpectedly around the corner" ilk, so you would do well to have a shotgun-based greeting prepared.





F Climb the ladder at the far side, and quickly check the small area to the north for hostiles you may have missed earlier. Moving south triggers the arrival of a new enemy type: the Gatling Gun Majini. Take cover immediately, then stand up and unload your most powerful weapons. Headshots work best, but the body will suffice; try to save at least six rifle bullets for later if your supplies are low. You can escape up the ladder behind you if this powerful foe draws too close. Pick up Tanker Keycard A from the corpse when the battle ends, then collect Tanker Keycard B from the safe in the southwest corner. Use these to open the door, then quickly seek a place of concealment in the final room. Use a rifle to snipe the Rocket Launcher Majini guarding the exit when they reload.



Alternative Strategies: Ship Hold

It is possible to reach the open hatch without setting off the alarm – and all in less than a minute. You can achieve this by killing six guards with a single shot, quickly and in sequence. Rifle headshots are the recipe for success, though a magnum could be used if ammo is no object. From the top:

- After moving onto the walkway, shoot the Majini directly ahead to the south.
- Shoot the Majini by the railing, upper level.
- Shoot the Majini to the southeast, by the green containers.
- Shoot the Majini directly below from your position on the balcony; from the door, facing outwards, it is to your left.
- Run along the walkway until it bends to the right. Quickly snipe the Stun Rod Majini standing directly ahead before it notices you.
- Finally, wait and watch the area below carefully. A Machine-gun Majini will run into position and look around. Dispatch him quickly to complete the sequence.

In the final room with the Rocket Launcher Majini (who, incidentally, drop the common Dead Bride's Necklace collectible), there is a clever trick in place to trip up speed-runners. If you drop down the ladder before you defeat the three Majini, six Bui Kichwa burst from a nearby container to hold you up. You should also note that the containers that you can hide behind can only be destroyed by rockets, and most of them have item drops. If you hide behind each one in turn when only one Majini remains, using   to prevent Sheva from opening fire, you can collect some useful pickups before you deliver the killing blow.

Tactics: Gatling Gun Majini

Like all sub-bosses, the Gatling Gun Majini is notable for its colossal resistance to damage and powerful attacks.

- A green targeting laser will give advance notice of its intentions. The weapon has a slow wind-up time, with the operator tending to aim low at first, which gives you the opportunity to squeeze off a couple of extra shots. Don't push your luck, though: direct hits are absolutely devastating on higher difficulty levels, and will take you from full health to "Dying" status in what could be your agent's last blink of an eye.
- The Gatling Gun Majini has a powerful melee attack primed and ready. Unless this foe is stunned, it doesn't pay to stand too close.
- If you hide for too long, the Gatling Gun Majini may throw grenades to flush you from cover.
- Its head is its primary weak spot, with a notable 30% damage bonus. The backpack is impervious to all bullets.

In co-op games, try to have one agent climb the ladder to the upper walkway and the other one stay below. While one of you draws your opponent's fire, the other can blast away.

An alternative expert-grade solution, for those who dare, is to take an upgraded S&W M29 along. Shoot the sub-boss two or three times to initiate its "stunned" animation sequence, then use this time to run in close. Stun it again before it can lash out or open fire, and you can step forward to unleash a powerful contextual melee attack. One quick magnum bullet to anywhere on its body will then set up another punch or kick opportunity. Keep up this rhythm, and the Gatling Gun Majini will fall before it has the opportunity to attack.



Weapon: Jail Breaker

This unusual shotgun has low Firepower, but offers a two-level upgradeable Attack Range perk by way of compensation. With investment, it's a valuable tool for speed runs (where knocking opponents over from distance has obvious merit), and also proves useful when you face enemies with small weak spots.

Secret: BSAA Emblem #30

The final Emblem is located in the room that you arrive in after the first cutscene. It's hidden inside a cupboard with a glass door on the north wall.



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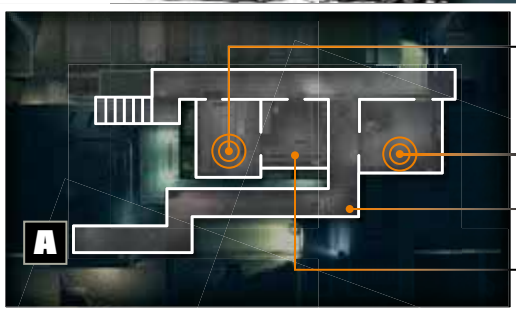
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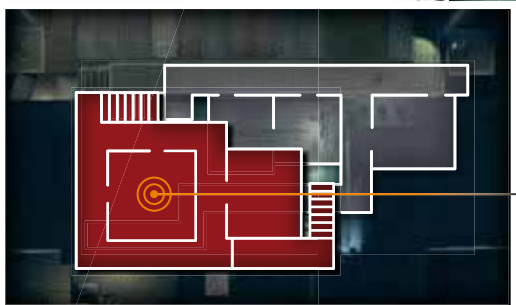
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BRIDGE

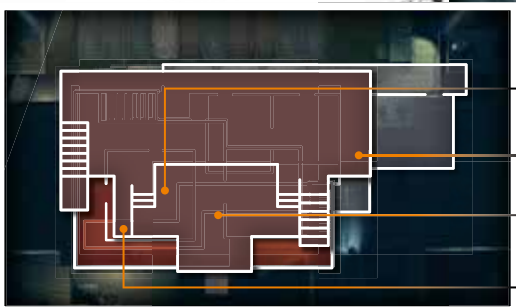
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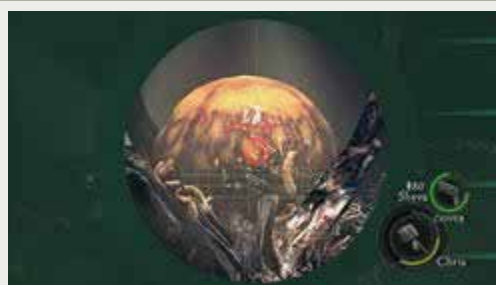
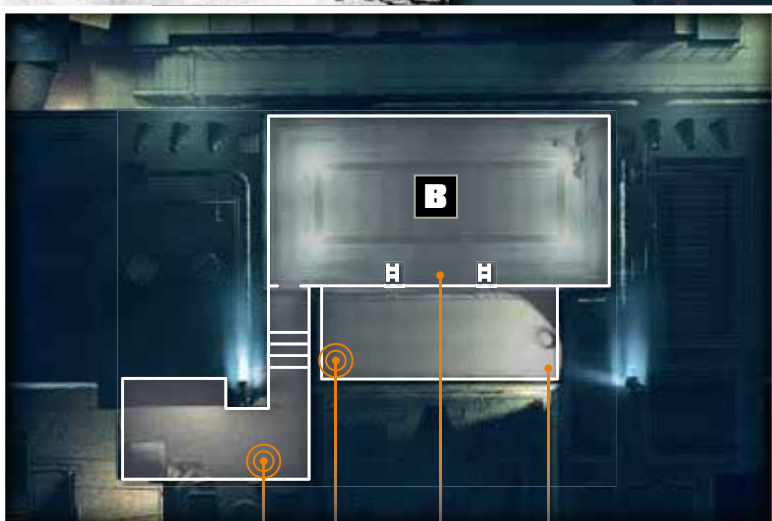


3F



A Approach the enormous pile of corpses to trigger a cutscene and a furiously fast interactive sequence. When you reach the Bridge map, be ready to press a button to dodge tentacle attacks. Avoid the stationary tentacles entirely. Take the staircase to reach the upper level, where you will also encounter a few Majini feigning death. Shoot them with a pistol to rouse them from their fake repose. One of these will mutate into a Duvalia, so have a Flash Grenade at the ready. Once defeated, it will drop the Bridge Keycard, which can be used to unlock a nearby door. Loot the control room for useful items, then make your way outside via the exit on the west side of the room.

BRIDGE DECK



B The main threat during this boss fight comes from Uroboros Aheri's tentacles, which can be dodged by following on-screen prompts. Most hits result in moderate to heavy damage, but you may encounter a rare slam attack that causes instant death. The autonomous segments that land on the deck should be avoided, or destroyed for item drops. Shoot the flailing pods to reveal Uroboros Aheri primary weak spot. There is a portable Laser Targeting Device on the lower deck where you start, so run to collect it immediately. Aim it at a target for a sufficient duration, and it will rain death from above. The recharge time is fairly substantial, though, so it's best to drop it and use other weapons while you wait.

Boss: Uroboros Aheri

If you enter this battle with a reasonable stock of ammunition and a couple of healing items, Uroboros Aheri is a far from insurmountable obstacle. Stay calm and operate from a good position instead of running aimlessly around the deck, and you will find that all of its attacks can be predicted and evaded.



- The pods at the end of Uroboros Aheri's tentacles glow brightly when poised to attack, and may also move closer to loom imposingly before drawing back to strike. A stabbing motion is most common on the lower floor; when you are on the upper level, expect a greater proportion of sweeping horizontal blows. You can inflict damage on a pod before its attack sequence begins to cancel the imminent assault. Failing that, the button prompts to dodge or duck are tight but fair, and even appear when you are aiming through a scope.

- Taking the role of distraction, irritant, minor threat and ammunition delivery (with plentiful possible magnum drops), numerous autonomous segments of Uroboros Aheri will pursue you around the two available floor levels. These appear whenever you destroy one of Uroboros Aheri tentacles. Though the damage they inflict on contact is relatively low, this is deceptive: the cumulative effect can be devastating over the course of the entire confrontation.

- Later in the battle, after you've faced four tentacles for the first time, a brief cutscene will give advance notice of a new attack style. This vicious slam inflicts instant death.

- The sequences where the main weak spot emerges or retracts are the best time to make a quick dash to collect item drops in single-player games. As Uroboros Aheri conceals its vulnerability after a set amount of damage, which one player is more than capable of dealing, a second agent can safely spend this time picking up collectibles.

- Don't rush to use the Laser Targeting Device immediately once the central weak spot appears: soften it up with four or five shots from a magnum or rifle first.



In single-player games, ensure that Sheva has plenty of machine-gun ammunition before the battle begins. Her role in this fight is to keep the goo piles at bay while you concentrate on the boss itself, and it's a task she performs reliably; one agent should always take on this support role in co-op games. Pick up the Laser Targeting Device, then retreat into the corner by the entrance gate. This is a great position to make your stand, as having two solid walls behind you makes it easier for Sheva to deal with the Uroboros Aheri spawn slithering towards you. Deal with the tentacle heads methodically, closest first, alternating between the L.T.D. and conventional weapons as you destroy each one. The creature's attacks increase in frequency as the fight nears its conclusion, but this should merely slow you down.

Hidden Treasures

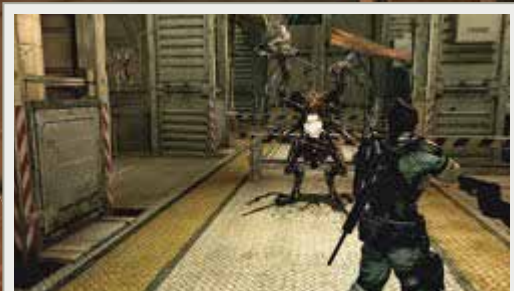
Treasure	Location
Chalice (Gold)	Inside a locker in a room on the east side of the map, just past the first tentacle attack.
Chalice (Gold)	In the office close to where you fight the Duvalia.

Debriefing: Chapter 6-2

It will help immensely if you have lots of rifle ammunition for Chapter 6-3, while an excess of pistol rounds will enable you to ease through two significant boss battles. To be on the safe side, five Flash Grenades could also be of use.



A Backtrack to the bridge and take the elevator on the south wall. Once you reach the Engine Room map, kill the Majini below from the safety of the upper walkway. Wait for a burst of flame to pass before you run to the ladder and jump down. Make your way to the first control panel and pull the lever, then hold the Majini at bay while you wait for the bulkhead to open. Snipe all visible enemies from a safe distance before you enter the next room, then jump across the gap and use the cover spot on the left. There are Rocket Launcher Majini here, so it pays to be careful. Hold this position until all Majini are dead, then cautiously approach and activate the next two control panels.



Tactics: Engine Room

Though the opening exchanges are fairly routine, the challenges faced on this map gradually escalate to a frenetic crescendo. Accurate rifle marksmanship is an absolute must until you reach the Reapers; astute use of a shotgun, magnum, and perhaps a healthy dose of good fortune will see you through the hectic climax. The following tips should also help.

- At the start, don't press forward until you've dispatched all Majini from the safety of the upper walkway. This map is difficult enough without complicating matters by needlessly endangering yourself or your partner.
- After pulling the lever to open the first bulkhead, it's best to withdraw slightly and fight from the corner. In co-op games, one agent should act as a bodyguard while the other concentrates on sniping. There is a random chance that Majini fought here will mutate into Cephalo or Duvalia, so be ready to use a Flash Grenade if necessary.
- With the path to the next room open, caution is the best approach. This is where a steady hand with the rifle really pays off. Headshots are great if you have sufficient skill, but note that a body shot with an upgraded Dragunov SVD will also act as a one-hit kill on these enemies.



- Collect available items before you approach the controls to open the second bulkhead. There are numerous worthwhile pickups, including Nitrogen Rounds for the Grenade Launcher, two Proximity Bombs and plenty of restoratives. If this is your first time on this map, explore and get a feel for your surroundings. This will help with the coming battle.
- When the Reapers arrive, note that the first to approach you comes from the right. An experienced player will be able to kill this one with a shotgun (an upgraded M3 works best) just before the second moves in from the left. You can also plant the two Proximity Bombs collected from the upper area to hold one Reaper at bay until the first is killed, if necessary, or use them to devise unique trap scenarios.
- We experimented with a vast range of tactics for the fiercely challenging fight with the Gatling Gun Majini, but there is one strategy that works consistently well. Get into position on the left-hand side of the opening bulkhead, at the bottom of the ladder. As soon as it opens, jump over the gap, climb the next ladder and man the machine-gun turret. As long as you work on stunning each Gatling Gun Majini in turn, neither should be able to bring their guns to bear on your partner. In co-op games, the second agent should hide behind the person using the turret and concentrate on shooting Majini climbing the ladder. Sheva isn't as reliable in single-player games; you will need to quickly turn the gun to shoot at least a few Majini. Highly skilled players will be able to defeat both Gatling Gun Majini before they reach the turret platform, but it isn't a disaster if one jumps up: you can still shoot it from point-blank range.

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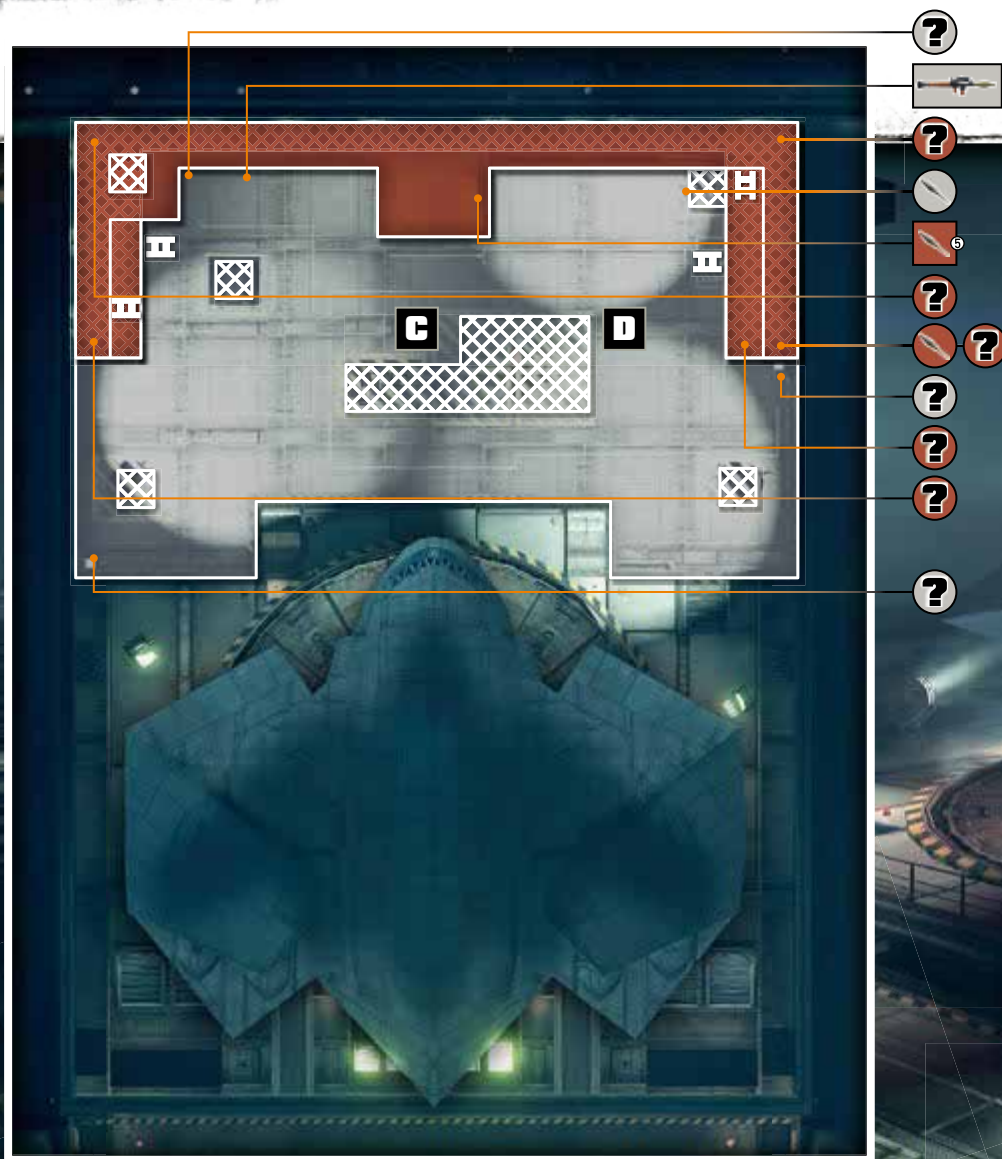
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CHAPTER 6-3

Hidden Treasures

Treasure	Location
Dead Bride's Necklace	Dropped by Rocket Launcher Majini.
Power Stone x2	Dropped by the two Reapers.

HANGAR



C Those who dared to fight Wesker in the Monarch Room earlier should be well prepared for this battle. As previously, this powerful nemesis is capable of dodging all attacks – but only if he can see the agent firing at him. If you aim from out of sight, you can land approximately three shots before he moves to attack. Your first task, then, is to run to the three control panels on the lower level to disable the floodlights above. A fourth panel in the northwest corner is broken, but you should run over there to collect the RPG-7 NVS after smashing the glass panel. We suggest you take the first shot yourself. Run out of sight, listen out for Wesker's "You're merely postponing the inevitable" comment, then lie in wait.




D Once you get a clear view of your opponent's back, fire the rocket. Wesker will catch it. Quickly drop the RPG-7 NVS and shoot him before he can bring the explosive under control. While you can take this opportunity to fire on your opponent while he is briefly stunned, it's better to run off to locate another rocket (see the map for locations). Sheva will assist with the reloading process. A second successful rocket attack will weaken Wesker sufficiently to enable you to run in and restrain him on Normal difficulty, so try to fire from reasonably close range, with Sheva nearby. After the explosion, get behind him (speed is definitely of the essence here) and press the specified button. Sheva will step in to inject him with the syringe, ending the fight.



Boss: Wesker

The RPG-7 NVS helps you to minimize ammo expenditure during this battle, but it's not actually mandatory that you use it. The key step here is to weaken your opponent before moving in to restrain and inject him. Attempt this too soon, and he will either throw the agent behind him, or withstand the injection with no ill effects. The rockets simply act to hasten the depletion of his invisible HP total. Two rockets are usually sufficient on Normal, while three should be enough on Veteran.

As long as you know what to expect, it's not too hard to evade Wesker's attacks.

- At close range, Wesker performs melee attacks. To avoid these, just keep running. His grab assault drains health at an alarming rate; waggle  to escape, and pray that your partner is close enough to lend a hand. One shot will break his hold.



- When Wesker warps to your position, the Counter Attack prompt appears if you are close enough as he attempts a distinct kick type. Press the button to prevent it with style. Failure leads to a painful knockdown, though, so it's usually better to just run.

- A rare lethal attack will occur if you spend too much time in close proximity. Pulling his arm back, Wesker will attempt to plunge his clawed hand into his opponent's chest. Rapidly tap the specified buttons to evade this deeply unpleasant demise. This is followed by the opportunity to perform a context-action combo attack.

- Wesker will regularly draw his pistol to fire between one and three bullets. Follow the button prompt to dodge this; shooting at him in time will cancel the attack.

- If Wesker jumps onto the (for you, inaccessible) platform to the south, by the aircraft, keep running. He will throw a rocket at your position. Understandably, a direct hit spells instant death.

- Note that you can also shoot Wesker when your partner has his undivided attention. When he loses track of both agents, he will usually walk calmly to the control panels to reactivate the spotlights.

For maximum satisfaction, the most stylish way to take down Wesker is with a mixture of small-arms fire and melee attacks. After turning out the lights, run around the missile battery at the center of the map to arrive behind your opponent. Before he can notice you, shoot him in the head. Try to space out each of your three shots to observe how he behaves as they hit. Should you notice Wesker stagger back drunkenly, you have the option to run in close to perform a powerful combo. Press the five specified buttons in sequence to inflict substantial damage on your foe. If you use a pistol, the cumulative damage for three complete combos is roughly equivalent to a single rocket hit.

In co-op games, an interesting trick is to have your partner run in between shots to perform a single contextual punch. This has the effect of extending the number of times you can shoot your quarry, increasing the likelihood of encountering the easily distinguishable stagger type that enables combo attacks. An adept and confident duo could beat Wesker on Veteran with pistols alone, expending relatively few bullets. It's certainly not a trivial undertaking, and there's no reward barring personal pride... but for some, that will be reward enough.

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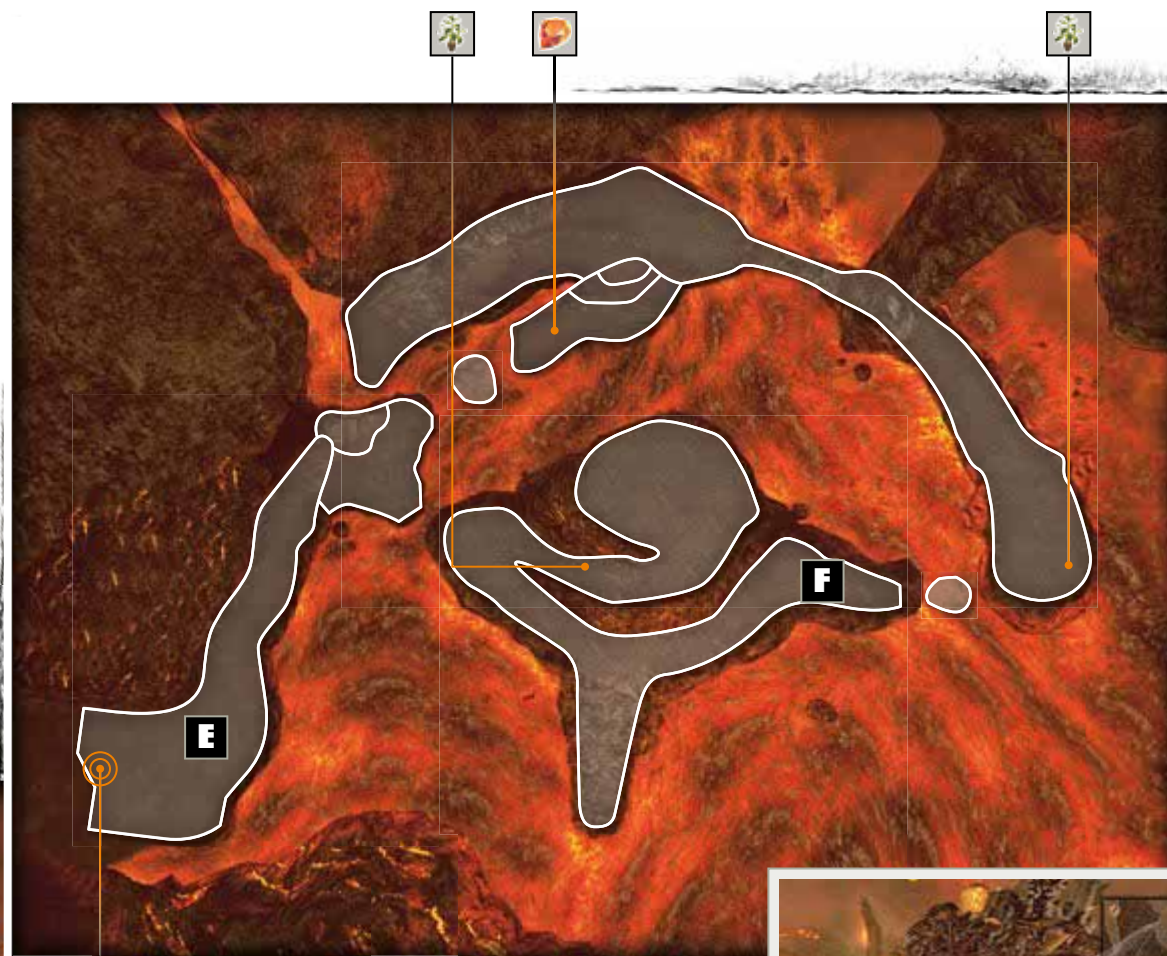
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VOLCANO



E The final battle begins with a spectacular interactive sequence aboard the bomber. Some of the gaps between moments of interactivity are quite long, so use **SELECT** to skip the intervening cinematics if you're forced to replay it a few times. Once Chris and Sheva crawl from the wreckage, pick up the nearby collectibles and ensure that your weapons are reloaded. Move up the path to trigger a cutscene, then turn and run from Wesker. When the rock path crumbles, separating the agents, Chris should jump over the lava river and run for the elevated area. Sheva can then shoot the weak spot on Wesker's back. Wesker will leap across to engage Sheva, who will flee. When the second rock bridge falls, Chris needs to shoot Wesker to give his partner time to climb to safety.



F Both agents must outrun or dodge Wesker's projectile attacks (watch for button prompts), then Chris needs to run for the boulder at the southeast of the small island. Follow the button prompts to knock it into the lava, creating a stepping stone that Sheva can use to return to the central area. There is a checkpoint when you move to the upper level, and the true final showdown begins. Either avoid Wesker's attacks as you attempt to get a clear shot at the weak spot on his back, or simply aim for headshots. Doing so will eventually reveal a similar vulnerability on his chest. Shoot this for maximum damage. When Wesker is stunned during this phase, Chris should run to restrain him from behind (press buttons as directed) while Sheva approaches his chest to stab furiously. There is one final interactive sequence when the battle ends, so don't be too quick to set your controller aside...

Boss: Wesker

A crazed, mutated opponent with delusions of godhood, a claustrophobic volcano-based arena, instant-death attacks and, most likely, an ammunition shortage: it's the perfect recipe for a climactic battle. Many players will find this third meeting with Wesker to be a torment on first play. However, like all boss fights in Resident Evil 5, initial confusion gives way to understanding with practice and, eventually, you'll find that you acquire the ability to regard Wesker as a minor hurdle *en route* to a place on the online leaderboards.

During the opening stage, Wesker has two attacks. That ominously flailing arm kills instantly on contact, so pay it a wide berth. Later, when he leaps onto the upper pathway to pursue Sheva, he fires projectile ooze. You can run to avoid this, or follow button prompts to dodge it from a stationary position.

Naturally, his repertoire of assaults is expanded for the second part of the encounter. These are the most common types:

- Raising one arm in the air, Wesker walks calmly towards his targeted agent to perform a slam attack. This can be evaded by pressing the specified button
- Plunging both mutated arms downwards, Wesker creates a whirlwind of lethal tentacles. If you are caught in the epicenter of the attack, death is instantaneous. A glancing blow causes huge damage, but can be survived. We have noticed that AI Sheva seems to live a fairly charmed life when caught by the tentacles, though you will still need to run over to revive her. Wesker's frontal vulnerability is exposed once this attack ends.



- Wesker can use both attacks from the opening section of the fight. You shouldn't encounter the "goo gun" very often, and the instant-kill flailing arm strategy is only employed if you leave the raised area.
- At close range, Wesker attempts to grab agents. As usual, stick waggling or a timely rescue are required to escape.

There are two ways to conclude the fight against Wesker: either inflict massive damage to the back and chest weak spots until he falls, or run Chris behind him to use the Restrain context prompt as he staggers after the frontal vulnerability is shot. Once you know the secret of the latter technique (it's not entirely obvious without prior notice on a first

playthrough), it is undoubtedly the easiest way to bring the battle to a prompt close. However, note that it absolutely has to be Chris that performs the restraining role: Sheva cannot execute this task.

If you have ammo to burn, there's actually no need to attempt the wearying dance to get a clear shot at his back: just aim for his face. Two pistol headshots is sufficient to stun Wesker, forcing him to backpedal by a couple of steps, though the actual damage inflicted is extremely low. However, the brief stun effect is sufficient to drive him back and keep him at a safe distance. Repeat this until he performs the whirlwind attack that precedes the appearance of the chest vulnerability, then shoot it before Chris runs over to grab him.

Hidden Treasures

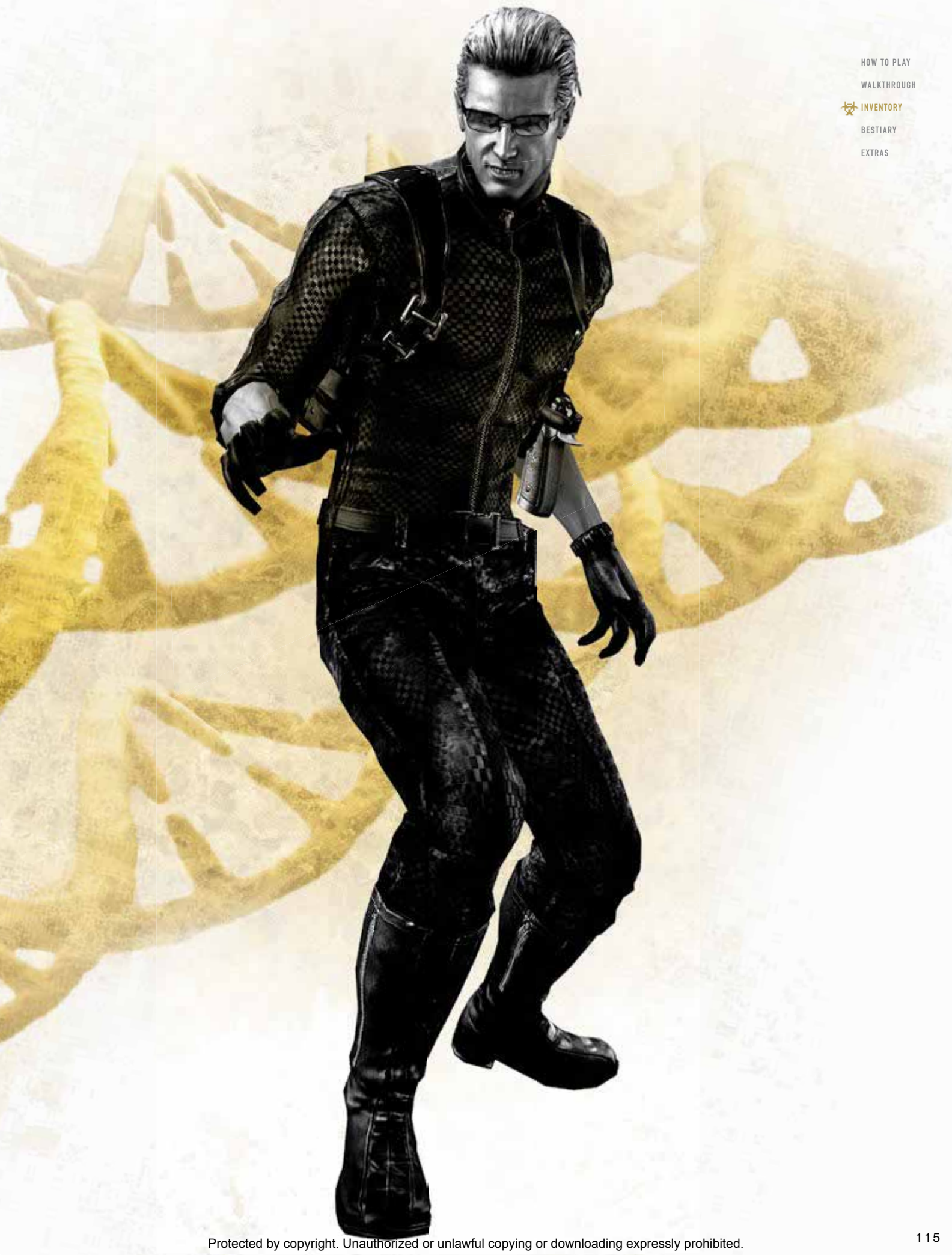
- Diamond (Marquise): When the fight first begins, turn and run up the slope but stop before you step on the weak bridge. There is a large rock outcrop ahead that will fall if shot, though you must aim for the rightmost edge. Now step onto the bridge. Instead of jumping onto the central island, use the new platform to reach this final Treasure.





INVENTORY

This section provides equipment information, Treasure lists and item management advice, as well as a comprehensive profile of the catalogue of weapons, with stats and performance analysis. Conditions for acquiring and unlocking new weapons are also revealed.



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Healing Items

Standing in proximity to your partner and using an equipped healing item will reproduce the effect for both players as it would on just one. If your partner is in a Dying state and needs assistance, healing items in your inventory will be used

automatically to restore their health to a level corresponding to the item's strength when you administer a reviving shot. If you aren't carrying healing items then you can still rescue them but their health will remain minimal.



First Aid Spray

This is available to purchase in Chapter 1, costing ₦1,000. It can be used on one player or on both, restoring them to full health. If you're replaying a boss battle, you can stock up quickly with First Aid Spray from the Buy menu without having to go hunting for herbs and place one in readiness in your Quick Equip slots. However, each Spray will take up a whole inventory slot as these items cannot be stacked.



Herbs

Your AI partner is smart enough to combine Herbs, sensibly freeing up inventory slots. However, their tendency to do it early often results in Herb (G+G) salves that render the Red Herbs useless when they finally turn up; so you might want to manage their inventory after they've been collecting significant amounts of loot.

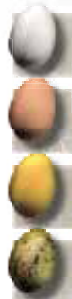


Type	Effect	Price
Herb (Green)	Restores 25% of max health	₦100
Herb (Red)	No effect on its own	₦200
Herb (Green) + Herb (Green) = Herb (G+G)	Restores 60% of max health	₦400
Herb (Green) + Herb (Red) = Herb (G+R)	Restores 100% of max health	₦500

Eggs

Snakes hidden in crates and roaming Chickens will occasionally lay Eggs, and you can find plenty of free-range collectibles in the Poultry Farm (see our Walkthrough for Chapter 3-1) as well as other human settlements. White Eggs are the most common, while rarer Brown Eggs fetch twice as much. Golden Eggs are less frequent still, but are also produced by normal Chickens in the right mood. All of these Eggs have healing powers if consumed but, unlike Herbs, the effect applies only to the eater. Better to save them and sell them for their cash value.

Rotten eggs are rarities that are occasionally dropped by Majini and fetch gemstone prices when sold. Unlike the other Eggs you can find in the game, these are poisonous if eaten (two for breakfast will kill you!), so take care not to press the context action button while holding one lest you scoff it by mistake! But it's not all bad news for Rotten Eggs; their secret is that they can be thrown and used as missiles, seeping through armor when they connect and inflicting a hefty 1,000 points of damage.



Type	Effect	Price
Egg (White)	Small heal	₦250
Egg (Brown)	Medium heal	₦500
Egg (Gold)	Full heal	₦1,000
Egg (Rotten)	Removes 50% of max health	₦2,000



VESTS

Bulletproof Vest

This vest divides all ballistic damage – which includes metal slugs, bow gun bolts and projectiles too – inflicted on its wearer by two. In later games, the protection is possibly outweighed by smarter play but is still a better way of facing inevitable hits from Gatling Gun Majini. Don this vest only when facing specific sections with armed Base Majini troopers, from Chapter 5 onwards.



Melee Vest

This vest divides all physical damage inflicted on its wearer by two, so go for this one if you intend on packing armor from an early stage. Most of your opponents will try to bite or bludgeon throughout the game whereas only those in the later stages are capable of shooting you. Unlike enemy armor, the Melee Vest protects all areas of the body rather than just the torso.



Special Items



Old Building Key

- Availability: Chapter 1-2, Urban District. Assist Sheva up the second broken ladder.
- Grants access to the green house containing the Ithaca M37 shotgun in following section.



Furnace Key

- Availability: Chapter 1-2, Furnace Facility. Found on an Alpha Team corpse.
- Used to exit the level after beating Uroboros.



Port Key

- Availability: Chapter 2-1, The Port. Central locked building in the marketplace – must be shot from the rafters.
- Used to access port quay.



Guard's Key

- Availability: Chapter 2-1, Shanty Town. Must defeat Chainsaw Majini to obtain it.
- Use to exit map via a locked gate.



Slate Map

- Availability: Chapter 3-1, Marshlands. Found on the western Dock.
- Identifies Slate locations by placing crosses on your GPS map.



Beast Slate / Shaman Slate / Raptor Slate / Warrior Slate

- Availability: Chapter 3-1, Marshlands. South Dock / Northeast Dock / East Dock / Southwest Dock.
- Collecting and inserting all slates opens the gate to the Ndipaya Village.



Sky Emblem / Earth Emblem / Sea Emblem

- Availability: Chapter 4-2, Worship Area.
- Collecting and inserting all emblems opens the map exit.



Crane Keycard

- Availability: Chapter 6-1, Ship Deck.
- Used to open steel door to crane and release partner from cage trap.



Tanker Keycard A / Tanker Keycard B

- Availability: Chapter 6-1, Ship Hold. Defeat Gatling Gun Majini. Held in a safe on an upper platform of the room where you fight the Gatling Gun Majini.
- Both partners swipe Keycards simultaneously to leave room.



Bridge Keycard

- Availability: Chapter 6-2, Bridge. Defeat Duvalia.
- Swipe Keycard to leave room.



Hangar Keycard A / Hangar Keycard B

- Availability: Chapter 6-3, Engine Room. Defeat both Gatling Gun Majini.
- Both partners swipe Keycards simultaneously to leave room.



Serum PG67A/W

- Availability: Chapter 6-1. Hypodermic serum shot acquired from cut scene with Excella.
- Use it to defeat Wesker in Chapter 6-3.

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Treasures

An entire section of your Extended Inventory is devoted to Treasures. Every time you make a new discovery, a dedicated slot appears within the Treasure Inventory to record your finds.

You cannot use or combine Treasures in RE5, so their main purpose is their sale value. Sell them on immediately when you reach an Item Management screen in order to fund purchases and weapon upgrades. Their secondary role concerns game completion, as you can aim to find every Treasure type available: the following list gives you an example location for each specimen.

Complete Treasure List

Gold Ring



Sale Price: 5,000

Availability: Chapter 1-1, Public Assembly, beat the Executioner Majini

Ivory Relief



Sale Price: 2,000

Availability: Chapter 1-2, Urban District, defeat the Cephalo

Dead Bride's Necklace



Sale Price: 2,000

Availability: Chapter 5-2, Missile Area 1st Floor, on final conveyor belt before the exit

Royal Necklace



Sale Price: 5,000

Availability: Chapter 5-3, Missile Area 2nd Floor, in the control room right before the map exit

Jewel Bangle



Sale Price: 1,000

Availability: Dropped by certain Big Man Majini

Venom Fang



Sale Price: 3,000

Availability: Chapter 3-2, Oil Field – Refinery, defeat a Chainsaw Majini

Antique Clock



Sale Price: 2,000

Availability: Chapter 1-2, Urban District, southernmost building

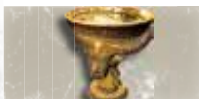
Chalice (Silver)



Sale Price: 2,000

Availability: Chapter 3-1, Marshlands, Poultry Farm, inside the trunk

Chalice (Gold)



Sale Price: 3,000

Availability: Chapter 5-3, Monarch Room Entrance, in a locker inside the small building

Idol (Silver)



Sale Price: 2,000

Availability: Chapter 3-1, Marshlands, Northeast Dock, in the hut on stilts to the left of the Shaman Slate

Idol (Gold)



Sale Price: 3,000

Availability: Chapter 4-1, Labyrinth, in a small treasure chest in the southwest quadrant (you can only collect it after activating the first statue)

Ceremonial Mask



Sale Price: 4,000

Availability: Chapter 3-1, Village, inside the tunnel close to the gondola

Jewel Beetle



Sale Price: 2,000

Availability: Chapter 2-2, Train Station, fastened to a fence on the east side of the map

Beetle (Brown)



Sale Price: 1,000

Availability: Chapter 3-1, Marshlands, South Dock, on tree to the right of the Beast Slate

Beetle (Gold)



Sale Price: 3,000

Availability: Chapter 4-2, Worship Pyramid, in the west room after opening the optional doors

Topaz (Pear)



Sale Price: 1,000

Availability: Chapter 2-1, The Port, underwater next to the boat

Ruby (Pear)



Sale Price: 1,000

Availability: Chapter 2-2, The Mines, in the roof of the first long tunnel section

Sapphire (Pear)



Sale Price: 1,000

Availability: Chapter 2-1, The Port, around the corner to your left once you enter this area

Emerald (Pear)



Sale Price: 1,000

Availability: Chapter 3-1, Marshlands, Northeast Dock, shoot the animal skull above the altar

Diamond (Pear)



Sale Price: 2,000

Availability: Chapter 2-2, Mining Area, on the rock wall beside the first ladder (shoot to dislodge it)

Topaz (Square)



Sale Price: 1,000

Availability: Chapter 4-1, Ancient Village, on the lintel above the first ruined doorway

Ruby (Square)



Sale Price: 1,000

Availability: Chapter 2-2, The Mines, stuck to the apparatus at the center of the main chamber

Sapphire (Square)



Sale Price: 1,000

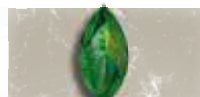
Availability: Chapter 3-2, Execution Ground, concealed in the second torch

Emerald (Square)



Sale Price: 1,000

Availability: Chapter 2-1, The Port, on the roof of the building where you find the Port Key

Diamond (Square)**Sale Price:** 2,000**Availability:** Chapter 2-2, Mining Area, on rock ledge above the broken ladder where you can perform an Assist Jump**Topaz (Oval)****Sale Price:** 2,000**Availability:** Shoot the Majini stationed on or close to the crane from your starting point at Chapter 6-1, Ship Deck**Ruby (Oval)****Sale Price:** 2,000**Availability:** Chapter 4-1, Labyrinth, after pulling the cords on the red statue**Sapphire (Oval)****Sale Price:** 2,000**Availability:** Chapter 5-3, Monarch Room, hidden inside a vase in a room in the northwest corner of the map (must be collected before Wesker departs)**Emerald (Oval)****Sale Price:** 2,000**Availability:** Chapter 5-3, Monarch Room, inside a sarcophagus in a room in the northwest corner of the map (must be collected before Wesker departs)**Diamond (Oval)****Sale Price:** 4,000**Availability:** Chapter 2-2, The Mines, in the tunnel to your left before you reach the crank**Topaz (Trilliant)****Sale Price:** 2,000**Availability:** Chapter 4-1, Caves, inside a chest in the dead end at the north end of the map (climb the ledge to reach it)**Ruby (Trilliant)****Sale Price:** 2,000**Availability:** Chapter 4-1, Ancient Village, south chest in "+" corridor area**Sapphire (Trilliant)****Sale Price:** 2,000**Availability:** Chapter 4-1, Ancient Village, east chest in "+" corridor area**Emerald (Trilliant)****Sale Price:** 2,000**Availability:** Chapter 4-1, Ancient Village, west chest in "+" corridor area after the sarcophagus trap**Diamond (Trilliant)****Sale Price:** 4,000**Availability:** Chapter 4-2, Worship Area, above the exit gate**Topaz (Brilliant)****Sale Price:** 2,500**Availability:** Chapter 5-3, Monarch Room Entrance, embedded in rock at the far side of the bridge**Ruby (Brilliant)****Sale Price:** 2,500**Availability:** Chapter 5-3, Monarch Room Entrance, embedded in the tunnel roof just before you reach the main chamber**Sapphire (Brilliant)****Sale Price:** 2,500**Availability:** Chapter 5-3, Monarch Room, inside a sarcophagus in a room in the northwest corner of the map (must be collected before Wesker departs)**Emerald (Brilliant)****Sale Price:** 2,500**Availability:** Chapter 5-3, Monarch Room, found at the far end of the east balcony (must be collected before the confrontation with Jill ends)**Diamond (Brilliant)****Sale Price:** 4,000**Availability:** Chapter 2-2, Mining Area, inside a trunk on the ledge by a rusty truck and tires, not far away from the building**Topaz (Marquise)****Sale Price:** 3,000**Availability:** Chapter 1-1, Back Alley, beat the Horde**Ruby (Marquise)****Sale Price:** 3,000**Availability:** Chapter 2-1, The Port, behind a stall you must destroy**Sapphire (Marquise)****Sale Price:** 3,000**Availability:** Chapter 5-3, Uroboros Research Facility, it's in a safe you can find after the boss battle**Emerald (Marquise)****Sale Price:** 3,000**Availability:** Chapter 3-3, Oil Field – Drilling Facilities, inside a drawer in the room on top of the bridge**Diamond (Marquise)****Sale Price:** 5,000**Availability:** Only obtainable during the final battle with Wesker on the Volcano map, Chapter 6-3**Power Stone****Sale Price:** 5,000**Availability:** Dropped by Reapers; the first is available in Chapter 5-2, on the Missile Area 1st Floor map**Lion Heart****Sale Price:** 2,500**Availability:** Dropped by certain Licker β; these appear from Chapter 5-1 onward**Blue Enigma****Sale Price:** 3,000**Availability:** Defeat any Giant Majini**Soul Gem****Sale Price:** 10,000**Availability:** Defeat Popokarimu at the end of Chapter 4-1 instead of fleeing via the staircase**Heart of Africa****Sale Price:** 10,000**Availability:** Chapter 5-3, Monarch Room, found between the two staircases after inflicting sufficient damage to cause Wesker to depart before his specified seven-minute deadline

WEAPONS

Arms dealers don't get rich on the quality of their instruction manuals. And since most of your equipment will be salvaged or procured in the field, BSAA training briefs and tech specs are understandably short on details. This section fills the gap with comprehensive intel on the use, maintenance and upgrade of your acquired arsenal.

In order to best understand the weapon charts, you will need to be familiar with the following concepts.

Firepower

This is a numerical value of the sheer damage dealt by a weapon, bullet by bullet or blast by blast. It is worth considering the weapon's rate of fire when weighing up Firepower. The machine-gun weapon type typically has a low rating but will deliver several shots in rapid succession for cumulative damage.

Piercing Damage

Bullets fired from weapons with a Piercing attribute have the ability to penetrate deeper into their target and overcome the damage reduction of most natural or worn armor protection (excluding hard shells and metal armor). The bullet will also continue to travel on its trajectory without being stopped, and may thus pass through a soft target to cause damage on further targets on the other side. Look for the reeling reactions from aligned enemies when using a Piercing weapon. This can be put to good use in a crowd-control scenario, where multiple targets may be grouped, or when facing enemies in a tight corridor. You can also detonate explosive canisters and traps through an enemy's body. Some weapon types automatically possess a degree of penetration: both the magnum and the rifle deliver bullets with sufficient force. Capable gamers might relish the challenge of being able to score two or more kills with one well-judged bullet.


Critical %

This effect applies specifically to weapons used against humanoid Majini enemies, where there is a percentage chance of a headshot causing instant death regardless of damage. Pull it off and you'll see the headless Majini stumble around for a few comical moments with the flaps of their controlling parasite visible at the neck. Your AI partner may even complement you on the shot in a single-player game. Upgrading the Critical % of a weapon greatly increases the likelihood (by 12.5% per star rating of the upgrade), and on high difficulty levels the ability to score instant kills significantly improves your odds of survival.

Attack Range

This upgrade applies to shotguns and increases the range of the spread. Extending the cone of damage enables a little more distance in your crowd control and catches multiple enemies with force.

Scope

Long-range weapons will switch the player's view to a telescopic scope mode, with a zoom function that is controllable with . This attribute covers the degree of magnification available, and can be upgraded in some instances.

Semi-Auto

Rifles with a Semi-Auto function can ready another bullet in the chamber without any kind of manual, bolt-action reload. The sniper can thus maintain a line of sight on a target through the Scope and follow up with as many rounds as the clip Capacity allows, before reloading forces a break from the Scope view.

The Knife

Primarily, the knife will see most action when used either to open containers or as part of a Partner Assist move. It's no longer an effective weapon for extended combat but it can be a last resort if you're suddenly out of ammo and facing a head-sucking grapple from a Majini. In co-op play, though, both players can try working together to exploit the recoil time from a knife swipe. If they take quick blows in turn, a single Majini will be effectively caught and unable to escape or retaliate. Working together like this is also a way to set up hand-to-hand attacks and chains.

Daring players can also attempt to use a knife swipe to deflect thrown weapons, spears or even flaming bow gun arrows. If you can get close to a Molotov throwing Majini, repeated swipes will stop them getting off any more attacks.



Handguns

An automatic pistol makes a sound workhorse weapon, whether you're tackling Majini villagers, triggering switches and gas dump explosions, or simply taking pot shots at Rats for the chance of cash. They're effective at medium range if your accuracy is good. Handguns also take the most

commonly available ammunition, reinforcing their reliability as a fallback firearm. Furthermore, their extensive potential for specialist upgrades should stop you thinking of them as merely your second-choice weapon.

M92F

Characteristics		Default														
Firepower	Value	150	Upgrade Levels	170	190	210	230	250								
	Price	-		₦2,000	₦3,000	₦4,000	₦5,000	₦6,000								
Reload Speed	Value	1.70		1.62	1.53	1.36										
	Price	-		₦1,500	₦2,000	₦2,500										
Capacity	Value	10		13	16	20	25	30	33	37	40	45	50	60	70	100
	Price	-		₦500	₦500	₦500	₦500	₦1,000	₦1,000	₦1,000	₦2,000	₦2,000	₦4,000	₦5,000	₦5,000	₦12,000
Critical %	Value	1		2	3	4										
	Price	-		₦3,000	₦8,000	₦13,000										

- Your initial pistol capitalizes on ammo availability with cheap and generous Capacity upgrades that mean that you can eventually carry the equivalent of two inventory slots within it.
- The special gift of the M92F is its 3-star Critical % upgrade. Buy each one as soon as you can afford it and focus on aiming at heads, as an instant kill will save bullets, time and injury. We'll assume you're well on your way to gaining a good eye for a headshot.
- Fully upgrading this pistol unlocks a new weapon, so you'll be doing it in pursuit of 100% game completion anyway.



H&K P8

Characteristics		Default									
Firepower	Value	140	Upgrade Levels	160	180	200	220	240	260	300	
	Price	-		₦2,000	₦2,000	₦3,000	₦4,000	₦4,000	₦5,000	₦6,000	
Reload Speed	Value	1.53		1.36	1.19	1.11	1.02	0.85			
	Price	-		₦2,000	₦3,000	₦3,000	₦3,000	₦7,000			
Capacity	Value	9		11	13	15	17	19	21	25	
	Price	-		₦500	₦500	₦1,000	₦2,000	₦2,000	₦3,000	₦5,000	
Piercing	Value	2		3	4	5					
	Price	-		₦5,000	₦9,000	₦12,000					

- The initially low Firepower stat will overtake that of the M92F in time, but to focus on that would be to miss the (hollow) point. In short, this pistol can be rapidly upgraded to achieve significant Piercing damage potential. This special feature makes the H&K P8 a hole-punching wonder against lightly armored foes, and also serves as good crowd-control support for a partner with a shotgun. The key tactic is to pick a skew-line through two or three Majini so that a single bullet sends them all reeling at once.
- It's not an especially great weapon until it's half-modified, however, so you should hold off until you can afford Piercing and Firepower upgrades in the region of ₦50,000.



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SIG P226

Characteristics Default

Characteristics	Value	180	220	240	260	280	300	320	340	350	370	390	410	430	480
Firepower	Value	1.70	1.62												
	Price	-	¥1,000	¥2,000	¥2,000	¥3,000	¥3,000	¥4,000	¥4,000	¥5,000	¥5,000	¥7,000	¥7,000	¥10,000	¥15,000
Reload Speed	Value	1.70	1.62												
	Price	-	¥2,000												
Capacity	Value	8	10	12	13	14	16								
	Price	-	¥1,000	¥1,000	¥2,000	¥3,000	¥4,000								

- If you've got the cash for upgrades, ¥68,000 will buy you a pistol with 480 Firepower. That is the only real point of the SIG P226. Note that it doesn't have any special perks, and another ¥13,000 maxes out the other token upgrades.
- That figure still doesn't take it into the realm of the magnum pistols, even if it resounds with the deceptively impressive "boom" of a hefty shotgun blast with each bullet fired. To be blunt, some might say it was lacking in flair.



M93R

Characteristics Default

Characteristics	Value	170	190	210	230	250	270	290	310	330	350	370	400
Firepower	Value	1.70	1.62	1.53	1.36								
	Price	-	¥2,000	¥2,000	¥3,000	¥3,000	¥4,000	¥4,000	¥5,000	¥5,000	¥7,000	¥8,000	¥15,000
Reload Speed	Value	1.70	1.62	1.53	1.36								
	Price	-	¥1,000	¥2,000	¥3,000								
Capacity	Value	10	12	14	16	18	20	22	24	26	30		
	Price	-	¥500	¥1,000	¥1,500	¥1,500	¥2,000	¥2,000	¥2,500	¥3,000	¥8,000		

- Unusually, this weapon has its laser painter placed over the barrel, and the grip has a folding stock for automatic fire. The special ability cannot be upgraded, but this pistol can fire a 3-Round Burst. The player must hold down the trigger for the effect, so individual shots are still possible if low on ammo. The full force of the burst can send enemies flying backward.
- The M93R blurs the line between machine-gun and handgun, using plentiful HG ammo and significantly greater stopping power per round. A quick delivery of three fully upgraded bullets in a burst would still make for decent cumulative damage, even with no special Piercing or Critical % chances. Against rank-and-file Majini, this is an impressive crowd-control tool, and it can also bring a whole world of hurt down on certain sub-bosses.
- Unlock this weapon by maxing out the M92F's upgrades.



Shotguns

Shotguns deliver plentiful power at short range, with a spreading shot that can strike several grouped targets at once. The blast can be strong enough to push back or knock down enemies, and this is where the concept of crowd control comes in. When you're partly surrounded by multiple opponents, an accurate shotgun blast can see off many of them at once. Keeping them all at bay means choosing the time and position to maximize hits. Shoot at the last fraction of a second, before

an enemy strike connects. Shift position to take care of any stragglers and prevent anyone attacking you from the flanks.

As a rule, reload when you get a breathing space in a combat situation, not when you've emptied the weapon. Handily enough, shotguns have a knockback effect that often buys you that time.

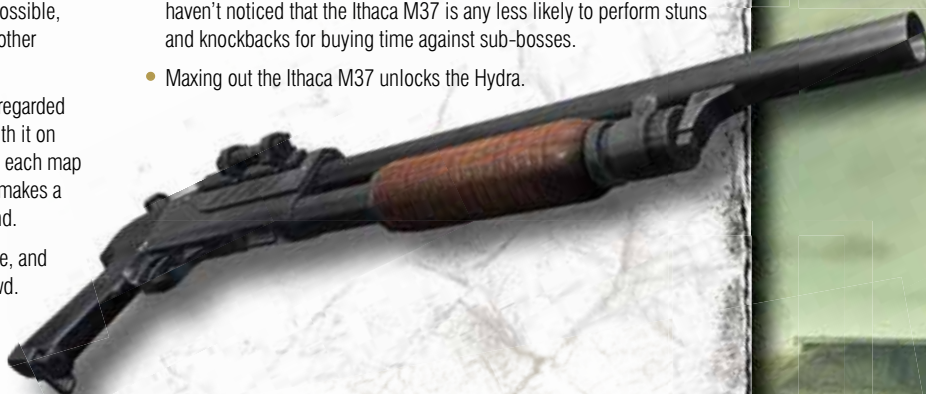
ITHACA M37

Characteristics		Default														
Firepower	Value	200	Upgrade Levels	230	260	300	330	360	400							
	Price	-		₩2,000	₩2,000	₩3,000	₩3,000	₩5,000	₩9,000							
Reload Speed	Value	3.00		2.85	2.70	2.40										
	Price	-		₩500	₩1,000	₩3,000										
Capacity	Value	6		7	8	9	10	12	13	15	16	17	18	20	22	25
	Price	-		₩500	₩500	₩500	₩500	₩1,000	₩1,000	₩1,500	₩2,000	₩3,000	₩4,000	₩5,000	₩7,000	₩10,000
Critical %	Value	1		2												
	Price	-		₩5,000												

- The Ithaca M37 is precisely the right tool for dealing with early hordes of Majini. It's worth the expense of upgrading it as soon as possible, because every shell that puts down an enemy up close is another potential Herb or bullet saved.
- Taking the Capacity upgrades with each sub-chapter can be regarded as between 100-200 gratis shotgun cartridges if you stick with it on your first playthrough. That's assuming you manage to finish each map without reloading your Ithaca – but it's the kind of thing that makes a difference. Also, the upgrade cost only spikes towards the end.
- For the Critical % to pay off you should aim high, old RE style, and use a last-minute headshot on the first of the advancing crowd.

- Though the rival M3 is a more powerful cannon when fully upgraded, we haven't noticed that the Ithaca M37 is any less likely to perform stuns and knockbacks for buying time against sub-bosses.

- Maxing out the Ithaca M37 unlocks the Hydra.



M3

Characteristics		Default														
Firepower	Value	300	Upgrade Levels	320	350	370	400	420	450	480	500	550	600	650	700	900
	Price	-		₩1,000	₩1,000	₩2,000	₩2,000	₩3,000	₩3,000	₩4,000	₩4,000	₩5,000	₩5,000	₩8,000	₩10,000	₩12,000
Reload Speed	Value	3.00		2.70												
	Price	-		₩3,000												
Capacity	Value	5		6	7	8	9	10								
	Price	-		₩1,000	₩1,500	₩2,000	₩2,500	₩3,000								

- Brute strength – that's the M3. It has no special perk or ability, but it makes a damned fine shotgun. The longer barrel might seem harder to aim up close, in comparison to the Ithaca, but it's just perfect for getting right up in the face of sub-bosses who need to be stunned.
- The M3 is also inexpensive to upgrade in relation to many other weapons, and can be brought to its full potential shortly after acquisition.



JAIL BREAKER

Characteristics		Default										
Firepower	Value	180	Upgrade Levels	200	220	250	300	350				
	Price	-		₩2,000	₩3,000	₩4,000	₩7,000	₩10,000				
Reload Speed	Value	2.52		2.38	2.24	2.10	1.96	1.82				
	Price	-		₩500	₩1,500	₩2,000	₩5,000	₩7,000				
Capacity	Value	5		6	7	8	9	10	11	12	13	15
	Price	-		₩1,000	₩1,000	₩1,500	₩1,500	₩2,000	₩2,000	₩3,000	₩4,000	₩6,000
Attack Range	Value	7		10	15							
	Price	-		₩6,000	₩15,000							

- The Firepower stat might seem strangely low – your first M92F pistol maxes out at 250 – but the rate of fire and the reload speed of the drum magazine are excellent. You're probably catching on that this is no ordinary shotgun.
- The Jail Breaker concentrates its fire into shells of plentiful, tightly packed shot, with a greater distribution of hits and damage. Close targets are practically torn apart rather than knocked back, while the shot catches watchtower snipers and grenadiers with bullet force. This increases the chance of a successful hit at range and enables you to keep sub-bosses at bay. You also stand a better chance of scores on bosses where the weak spot occupies a small hit box.
- On speed runs, you can knock down enemies at distance with the Jail Breaker and simply run past.



HYDRA

Characteristics

Default

Value	280	290	310	330	350	380	400	420	440	460	500	550
Firepower	-	¥2,000	¥3,000	¥3,000	¥4,000	¥4,000	¥5,000	¥5,000	¥7,000	¥7,000	¥10,000	¥13,000
Price	-	¥2,000										
Value	3.67	3.30										
Reload Speed	-	¥2,000										
Price	-											
Value	4	5	6	7	8	9	10					
Capacity	-	¥1,000	¥1,000	¥1,000	¥1,500	¥1,500	¥2,000					
Price	-											
Value	7	10	15									
Attack Range	-	¥6,000	¥15,000									
Price	-											

- The Hydra combines Attack Range and Firepower. You may notice a respectable number of impact points after firing this weapon, which handles like a breach-loading sawn-off, but with three barrels.
- It works like the Jail Breaker with regard to small hit boxes, enjoying the same Attack Range perk, but is strongest when the full force of its spread strikes close targets.
- That said, the Hydra has the slowest reload time of all in its class. It's even held differently by the character who draws it, with a switch in camera view that can be jarring to first-time wielders.
- Max the upgrades for the Ithaca M37 to unlock this. Because of the costs involved in both unlocking and purchase before upgrades, this is very much a later-in-the-game or second-playthrough weapon.



Machine-Guns

You can't be precious about your accuracy rating when packing a machine-gun. The very idea is to lay down a spread of fire that guarantees some of the bullets finding their target, but it also means that some will fly wide of the laser pointer. There's also a tendency for the aim to shift upwards while the trigger is held for fully automatic fire, so use short bursts and keep adjusting. If you start by aiming at just below the neck, the next few shots should find the head. You can expect to burn through (MG) ammunition more quickly than any other.

VZ61

Characteristics

Default

Value	50	60	80	100													
Firepower	-	¥2,000	¥2,000	¥4,000													
Price	-																
Value	2.83	2.69	2.55	2.27													
Reload Speed	-	¥1,000	¥1,000	¥2,000													
Price	-																
Value	50	60	80	100	120	140	160	180	200	220	240	260	280	300			
Capacity	-	¥500	¥500	¥1,000	¥1,000	¥1,500	¥1,500	¥2,000	¥3,000	¥4,000	¥5,000	¥6,000	¥7,000	¥10,000			
Price	-																
Value	1	2	3														
Critical %	-	¥5,000	¥15,000														
Price	-																

- Like the M92F starting pistol, the VZ61 starting machine-gun has a huge ultimate Capacity that effectively holds two full slots of ammo and expands the capacity of your inventory in that sense – you still need another empty slot to pick up ammo, but as soon as this is reloaded you could carry 450 (MG) bullets in two slots.
- Upgrading this weapon to the max and clearing all chapters unlocks the Gatling Gun.
- The Critical % perk means that this is an anti-personnel weapon, so spray high when supporting crowd control to increase the number of headshots scored. This also means it tends to be more effective in the hands of human agents, rather than AI partners who will often aim for the torso.



AK-74

Characteristics		Default															
Firepower	Value	90	Upgrade Levels	100	110	120	130	140	150	160	170	180	190	200	220	250	
	Price	-		₩2,000	₩2,000	₩3,000	₩3,000	₩3,000	₩3,000	₩4,000	₩5,000	₩5,000	₩6,000	₩8,000	₩10,000	₩10,000	
Reload Speed	Value	2.83		2.55													
	Price	-		₩3,000													
Capacity	Value	30		35	40	45	50										
	Price	-		₩500	₩1,000	₩1,500	₩3,000										

- The AK-74's most obvious drawbacks are that it voraciously consumes bullets, and is also hampered by a slow reload and low Capacity. Expect to spend a lot of your time reloading and being unable to fight for long periods.

H&K MP5

Characteristics		Default											
Firepower	Value	60	Upgrade Levels	70	80	90	100	120					
	Price	-		₩2,000	₩3,000	₩4,000	₩6,000	₩8,000					
Reload Speed	Value	2.70		2.55	2.40	2.10							
	Price	-		₩1,000	₩2,000	₩3,000							
Capacity	Value	45		55	65	80	90	100	110	120	130	150	
	Price	-		₩500	₩500	₩1,000	₩2,000	₩2,000	₩3,000	₩4,000	₩4,000	₩6,000	
Piercing	Value	2	3	4									
	Price	-	₩3,000	₩12,000									

- The H&K MP5 will never have a high stopping power but it can be doubled in a very short time. It also boasts a reasonable Capacity that won't be testing the reload time too often.
- The real boon of this model is early Piercing power – just ₩15,000 plus any Firepower upgrades makes this an early armor-beater for support characters, as well as being useful against shield carriers or crowds. Consequently, it's a contender for the best machine-gun in the game.

SIG 556

Characteristics		Default										
Firepower	Value	80	Upgrade Levels	90	100	110	120	130	140	150	160	180
	Price	-		₩2,000	₩2,000	₩3,000	₩3,000	₩4,000	₩4,000	₩6,000	₩8,000	₩12,000
Reload Speed	Value	2.55	Upgrade Levels	2.41	2.27	1.98	1.70	1.42				
	Price	-		₩1,000	₩2,000	₩2,000	₩3,000	₩4,000				
Capacity	Value	40	Upgrade Levels	45	50	55	60	65	70	80		
	Price	-		₩500	₩500	₩1,000	₩1,000	₩2,000	₩4,000	₩6,000		

- This weapon features the speediest reload of all of the machine-guns.
- Pretty expensive for what is a relatively ordinary weapon by the time it appears, but it can be quite fun on replays and, fully upgraded, is a very effective supporting weapon in conjunction with a shotgun-wielding partner.

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Rifles

Although it's not mentioned in the weapon details, all rifles have a degree of penetrating power by default. That means the bullet can continue through the body of the mark and strike other targets behind them.

Drawing a rifle switches your view to that of a sniper scope, with a zoom function on  to focus on your mark.

S75

Characteristics		Default														
Firepower	Value	750	Upgrade Levels	800	850	900	950	1,050	1,120	1,200	1,270	1,350	1,420	1,500	1,700	2,000
	Price	-		¥1,000	¥1,000	¥2,000	¥2,000	¥2,000	¥3,000	¥3,000	¥3,000	¥4,000	¥5,000	¥5,000	¥8,000	¥12,000
Reload Speed	Value	3.67		3.30												
	Price	-		¥3,000												
Capacity	Value	6		7	8	10	12	15	17	20	22	25	40	50		
	Price	-		¥500	¥500	¥1,000	¥1,000	¥2,000	¥2,000	¥3,000	¥4,000	¥4,000	¥8,000	¥10,000		

- This is a bolt-action rifle so the sniper will lose their scope sight immediately after firing in order to load another cartridge. The reload speed is irrelevant for the most part as this is a slow weapon anyway. It's also a tactical weapon in that the zoom facilitates early scouting and looking ahead for possible danger.
- The S75 is a true marksman's weapon in the sense that those lacking the requisite sniping skills will be frustrated by the loss of the target between shots. In contrast, for the headshot specialist it's a complete joy to wield. The power of the rifle is immense at such an early stage in the game, so even body shots will be sufficient to take down many ordinary targets. The S75 remains not just competitive with the other rifles over time, but can actually be superior if its Firepower is upgraded along the way.
- Again, the early weapons in each category help to expand the inventory capacity by holding so much ammo in themselves. Capacity upgrades for the rifle are especially useful for free ammo generation as ammo is scarce at first.
- Upgrading this weapon to its max in all categories and clearing all chapters of the game unlocks the Longbow.



DRAGUNOV SVD

Characteristics		Default										
Firepower	Value	650	Upgrade Levels	700	750	800	850	900	950	1,000	1,100	1,300
	Price	-		¥2,000	¥2,000	¥3,000	¥3,000	¥4,000	¥5,000	¥5,000	¥8,000	¥12,000
Reload Speed	Value	2.83		2.69	2.55	2.41						
	Price	-		¥500	¥1,000	¥1,500						
Capacity	Value	7		9	10	12	13	15	16	18		
	Price	-		¥500	¥500	¥1,000	¥2,000	¥2,000	¥3,000	¥6,000		

- The first of the semi-auto rifles enables the sniper to take a bead and squeeze off two shots in a row if the first misses its target or a follow-up is required. It also means that creatures with plentiful health and armor can be kept in sight from distance without losing the target.
- Upgrading actually does relatively little for the Dragunov, besides doubling Firepower in the long run, and you will need your inventory for ammo storage, but that also means that it's "good-to-go" from the first moment you find it, at a time when both characters might fancy packing rifles.



H&K PSG-1

Characteristics		Default									
Firepower	Value	600	Upgrade Levels	650	700	750	800	900	1,000	1,200	
	Price	-		¥1,000	¥2,000	¥3,000	¥3,000	¥4,000	¥5,000	¥7,000	
Reload Speed	Value	2.55		2.41	2.27	2.13	1.98	1.7			
	Price	-		¥1,000	¥2,000	¥2,000	¥3,000	¥5,000			
Capacity	Value	5		6	7	9	11	15			
	Price	-		¥1,000	¥2,000	¥3,000	¥4,000	¥5,000			
Scope	Value	0*		1*	2*						
	Price	-		¥3,000	¥8,000						

- Despite initial similarities to the Dragunov, the special upgrade offered by the PSG-1 is its telescopic sight. The scope magnification can be significantly boosted to aid scouting, and a bigger image in the crosshairs means an easier headshot.
- Not without its problems, as you can find your zoom finger doing a lot of work to move in and out so that you don't lose your target. It's also possible to lose your bearings if you move even slightly while you focus. But it's still a close call between the S75's old-school strength and the PSG-1's technology.



Magnums

The initial rarity of MAG bullets limits the occasions for use of the magnum, but that's for reasons of game balance. It's awesomely powerful, and a weapon to draw when facing difficult (sub-)bosses. Lengthy battles of running and returning fire can be reduced to a few carefully placed shots. Furthermore,

all magnum weapon types have a penetrating power so that shots will pass through one target and may strike another – or, indeed, an exploding canister – behind them. This penetration can even work through some of the harder armor types, hence the magnum's superiority over other weapons.

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S&W M29

Characteristics		Default							
Firepower	Value	1,500	1,700	1,900	2,100	2,400	2,700	3,200	
	Price	-	¥2,000	¥3,000	¥4,000	¥6,000	¥8,000	¥10,000	
Reload Speed	Value	3.53	3.36	3.18	2.83				
	Price	-	¥1,000	¥2,000	¥3,000				
Capacity	Value	6	7	8	9	10	11	12	
	Price	-	¥3,000	¥4,000	¥6,000	¥6,000	¥7,000	¥10,000	
Piercing	Value	2	3						
	Price	-	¥3,000						

- Capacity upgrades for the magnum types are recommended when the clip is empty, for the free ammo generation, as MAG bullets are scarce at first.
- Upgrading this weapon to its maximum unlocks the most powerful pistol in the game, costing ¥78,000 all in.

L. HAWK

Characteristics		Default							
Firepower	Value	1,400	1,600	1,800	2,000	2,300	2,600	3,000	
	Price	-	¥2,000	¥3,000	¥4,000	¥6,000	¥8,000	¥12,000	
Reload Speed	Value	1.70	1.62	1.53	1.45	1.36			
	Price	-	¥2,000	¥3,000	¥4,000	¥6,000			
Capacity	Value	5	6	7	8				
	Price	-	¥1,000	¥2,000	¥3,000				
Piercing	Value	3	5	7					
	Price	-	¥5,000	¥10,000					

- There's no immediate reason to switch if you've worked on your first magnum but, fully upgraded, this has the edge over the S&W M29.
- Note the additional penetration and faster rate of fire, designed for tackling armored foes in the later stages of the game. If you want to exchange shots with a Gatling Gun Majini in tight spaces, the L. Hawk should be on your wishlist.

S&W M500

Characteristics		Default														
Firepower	Value	2,100	2,300	2,500	2,700	2,900	3,100	3,300	3,500	3,700	3,900	4,100	4,300	4,500	5,000	
	Price	-	¥2,000	¥2,000	¥3,000	¥4,000	¥4,000	¥5,000	¥6,000	¥6,000	¥8,000	¥8,000	¥10,000	¥10,000	¥15,000	
Reload Speed	Value	3.53	3.18													
	Price	-	¥2,000													
Capacity	Value	5	6													
	Price	-	¥2,000													
Piercing	Value	2	3													
	Price	-	¥2,000													

- If the size of the barrel doesn't shout it loud enough, that Firepower stat says it all. A potential 5,000 damage with every single MAG bullet fired, riding as it does on the penetrating power of the magnum weapon type. If you want to laugh at bosses as well as sub-bosses on replays, you could unholster this hand cannon and skip through their puny challenges.
- Ah, but here's the rub: if you've earned the ¥119,000 to purchase and upgrade this weapon, on top of maxing the S&W M29, you're probably the kind of top-class player who can get by without it. Regardless, it'll be a few playthroughs before any player will have comfortably amassed that kind of wealth.



Explosives

Hand Grenade

Attack Power

Direct hit: 1,500

Area of effect: 1,000

Fragmentation device, easily thrown or dropped into a crowd. Detonates after landing and rattling to a halt. Up to five can be carried in one slot, and a common slip is for players to endure tough battles while forgetting that they're carrying a belt of useful explosives. Overcome this by assigning your grenade to Quick Equip.



Incendiary Grenade

Attack Power

Direct hit: 500

Area of effect: 500

As the description suggests, this grenade is good for slowing pursuers – with the implication that it is unlikely to be fatal to many creatures. With good co-op work, though, this will keep them pinned down and injured. Employ it at choke points such as stairwells and corridors.



Flash Grenade

Attack Power: 0 (special)

The Flash Grenade was designed to stun and subdue enemies with a sudden flash of bright light and a concussive wave. The effect can briefly halt or drive back crowds of Majini. Players caught in the flash will experience a bright light and be unable to act for the duration. In a single-player-game, this will actually be resolved as a time-advancement effect in which unaffected creatures will be able to move in and prepare an attack.

But don't be dismissive, as this is also one of the most powerful grenades in the game. Many B.O.W.s, typically the mutated forms of others, are susceptible to flash, possibly because of its effect on the parasite they host. To these creatures, the Flash Grenade is instantly fatal within its blast radius – and this even works against some of the toughest enemies you can expect to face, including Duvalia.



Proximity Bomb

Attack Power

Direct hit: 1,500

Area of effect: 1,000

This mine can be laid on any surface and will immediately enter an armed state, detonating if an enemy draws close. Once it is equipped, pressing your Draw Weapon button will place the Proximity Bomb at your feet in an armed state. It can also be picked back up and moved after laying, as neither Chris nor Sheva will trigger its detection system. However, they can be caught in the blast, incurring major damage, if another creature is close enough to trigger it.

The Proximity Bomb can be detonated remotely in the primitive sense that it is possible to shoot one to set it off and use the blast radius to catch out an enemy who was wary of stepping on it. You can also place it to activate another device, such as a wire trap, or just below a transformer, to set up a chain reaction.



Other Weapons


Grenade Launcher

There's an interesting quirk to RE5's Grenade Launcher. The propelled shot pursues a straight line, not a ballistic one as you might expect, and the grenades detonate on impact. This means that you actually need to aim your laser pointer at the floor or at an advancing enemy to place the grenade's detonation for maximum effect.

Thanks to the continuous propulsion mechanism of the rounds it fires, the Grenade Launcher also has a small kinetic element that will cause additional physical damage independently of the type of round dispensed. Enough to crack a tribal shield, for instance, or shatter a previously frozen enemy.


The Grenade Launcher cannot be upgraded, but features a wide variety of rounds that are unlocked progressively towards the end of the game. All have an area of effect, making the Launcher a very powerful weapon.



	Type	Attack Power	Notes
	Explosive Rounds	1,000	For maximum effect, aim to impact on a central enemy.
	Electric Rounds	400	Delivers a stun effect akin to the fallen pylon batteries or the Stun Rod.
	Acid Rounds	500	Acid Rounds can penetrate armor while the fumes and damage are sufficient to stun many opponents with a brief, spluttering knockdown.
	Nitrogen Rounds	100	This freezes susceptible opponents for several seconds and any further blow will shatter them, making it extremely effective in co-operative attacks.
	Flame Rounds	500	The Flame Round can be used to lay down a wall of fire to slow down enemies while the players retreat and make distance.
	Flash Rounds	100	As lethal to many mutated forms as the Flash Grenade, although the Launcher increases slot capacity from 5 grenades to 12 rounds.

Rocket Launcher

This one-shot item is a brutally straightforward piece of heavy ordinance. Its self-propelled projectile delivers 30,000 points of damage and obliterates enemies with a direct hit. Destructible scenery, traps and explosives within the blast radius will also be affected. If you're having trouble with a particular boss or monster encounter, or you just want to clear a path on a speed run, think of this as your \$10,000 ticket to an easier life. Expensive, but always there as an option. And, of course, you could always grab one for free when following our Chapter 3-1 Walkthrough.

The Launcher has a scope with zoom magnification on  for lining up long-range hits, reminding you of the sense of keeping your distance. In a pinch you can raise the Launcher and hit the trigger quickly, firing the Rocket before the scope view appears, if you're happy to aim by eye.

There is one special instance where you will be able to reload a Launcher with RPG rounds, but this is an exception.

Gatling Gun

Firepower: 450

Reload Speed: 1.0

Capacity: ∞

Before the Gatling's belt-fed barrels of death can begin spitting hot metal, there's a small lead time on the trigger needed to start the electric motor. You can keep it ready and revving by squeezing the trigger on and off, and firing short bursts. Against grenadiers, no thrown explosive is likely to get past the hail of bullets. Unfortunately, the large bullet reserve is cumbersome and obscuring, with a right-side preference for viewing aim, so turn left and then draw the cannon to the right by turning clockwise until it settles on the target. Shooting at targets from below is also much easier, and you can benefit from a co-op partner helping to direct the shots. Like other machine-gun types, the aim is likely to drift without attention.



Longbow

Firepower: 1,500

Reload Speed: 1.0

Capacity: ∞

This archaic hunter's weapon doesn't have any aiming device or reticle, so you'll be relying on keen eyes and noting the margin of each missed shot to judge the next. The arrows follow a ballistic so you'll also need to aim high for long shots. Note that you can hold the Fire Button to launch arrows in rapid succession. The penetrative power and impressive damage can instantly drop Base Majini on Veteran.



Gun Turrets

When tackling a Gun Turret, there's normally a nearby point of cover from which you can lean out to attack in the gaps between bursts. Its weaknesses are that (1) the head of the gunner must poke over the top of the armor plating, inviting headshots, (2) the Turret is fixed to the spot and vulnerable to grenades, and (3) the gun has a fixed angle of coverage and cannot stop attackers from the sides and back. Remember this when you take command of one. Expect to see your accuracy ratings take a tumble after using one of these, too.

Stun Rod

The only melee weapon apart from the Knife for player characters, the Stun Rod delivers an intensive electric charge that is just as likely to kill weaker creatures as stun them. Nor does the stun effect guarantee an instant opportunity for hand-to-hand combat – that would be too easy – but it can help to create just that with the aid of attacks from your partner. However some enemies are simply immune to the effect.

On harvesting runs, equipping your partner with a Stun Rod and setting their behavior to Cover is one of the best ways to stop them burning up ammo.

Context Weapons

There are various elements of your environment that you can take advantage of to harm nearby enemies. Using these is an excellent way of saving ammo while wearing down stronger foes or getting rid of a crowd of weaker Majini. These "weapons" include:

Object	Damage
Explosive Barrel	1,000
Transformer	200
Oil Canister	500

The Transformer is not a one-hit device. As well as the crushing damage of landing it on an enemy, the high-voltage crackle it generates will stun and burn within a small radius. Shoot it again and again to trigger continuous electrical discharges to catch advancing enemies.



THE BUY MENU

Unlockables

On starting a New Game, it should be understood that most of the weapons and equipment will be unavailable to you. Some items are unlocked by your progress in the game, and you'll find the requisite Chapter listed in these charts. You often have a chance to obtain them a little beforehand in the game, though, as revealed in our Walkthrough. Other items have unlocking conditions, such as completing all of the chapters of the game, or upgrading certain weapons to their maximum in all categories – or both.

As soon as new items appear for sale, a “New” alert will flash on the Item Management screen as well as leading you directly to the “New” item in the Buy menu's scrolling list.

The Buy Menu Inventory

	Item	Buy	Sell	Availability
Handgun (HG)	M92F	2,000	200	Given at start of game. Also from first purchase possibility
	H&K P8	4,000	400	End of Chapter 2-3
	SIG P226	4,000	400	End of Chapter 4-2
	M93R	30,000	3,000	M92F upgraded to max
Shotgun (SG)	Ithaca M37	2,000	200	End of Chapter 1-2, or after obtaining it as a collectible
	M3	4,000	400	End of Chapter 3-3, or after obtaining it as a collectible
	Jail Breaker	4,000	400	End of Chapter 6-3, or after obtaining it as a collectible
	Hydra	30,000	3,000	Ithaca M37 upgraded to max
Machine-gun (MG)	VZ61	2,000	200	End of Chapter 1-2, or after obtaining it as a collectible
	H&K MP5	2,000	200	End of Chapter 2-3, or after obtaining it as a collectible
	AK-74	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
	SIG 556	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
Rifle (RIF)	S75	2,000	200	End of Chapter 2-3, or after obtaining it as a collectible
	Dragunov SVD	4,000	400	End of Chapter 2-3, or after obtaining it as a collectible
	H&K PSG-1	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
Magnum (MAG)	S&W M29	4,000	400	End of Chapter 3-3, or after obtaining it as a collectible
	L. Hawk	5,000	500	End of Chapter 5-3, or after obtaining it as a collectible
	S&W M500	30,000	3,000	S&W M29 upgraded to max
Other	Grenade Launcher	5,000	500	End of Chapter 4-1, or after obtaining it as a collectible
	Rocket Launcher	10,000	1,000	End of Chapter 3-3, or after obtaining it as a collectible
	Stun Rod	3,000	300	End of Chapter 2-3
	Gatling Gun	50,000	5,000	VZ61 upgraded to max + all chapters cleared
	Longbow	50,000	5,000	S75 upgraded to max + all chapters cleared
	Proximity Bomb	300	30	End of Chapter 2-3, or after obtaining it as a collectible
	Explosive Rounds	400	40	End of Chapter 4-1, or after obtaining it as a collectible
	Acid Rounds	200	20	End of Chapter 4-1, or after obtaining it as a collectible
	Nitrogen Rounds	400	40	End of Chapter 6-3
	Flame Rounds	200	20	End of Chapter 6-3, or after obtaining it as a collectible
	Flash Rounds	50	5	End of Chapter 4-1, or after obtaining it as a collectible
	Electric Rounds	100	10	End of Chapter 6-3
	First Aid Spray	1,000	100	From first purchase possibility
	Melee Vest	10,000	1,000	End of Chapter 1-2
	Bulletproof Vest	10,000	1,000	End of Chapter 4-2

Chronological Availability

Item	Buy	Sell	Availability
M92F	2,000	200	Given at start of game. Also from first purchase possibility
First Aid Spray	1,000	100	From first purchase possibility
Melee Vest	10,000	1,000	End of Chapter 1-2
Ithaca M37	2,000	200	End of Chapter 1-2, or after obtaining it as a collectible
VZ61	2,000	200	End of Chapter 2-3
Stun Rod	3,000	300	End of Chapter 2-3
H&K P8	4,000	400	End of Chapter 2-3, or after obtaining it as a collectible
H&K MP5	2,000	200	End of Chapter 2-3, or after obtaining it as a collectible
S75	2,000	200	End of Chapter 2-3, or after obtaining it as a collectible
Dragunov SVD	4,000	400	End of Chapter 2-3, or after obtaining it as a collectible
Proximity Bomb	300	30	End of Chapter 2-3, or after obtaining it as a collectible
M3	4,000	400	End of Chapter 3-3, or after obtaining it as a collectible
S&W M29	4,000	400	End of Chapter 3-3, or after obtaining it as a collectible
Rocket Launcher	10,000	1,000	End of Chapter 3-3, or after obtaining it as a collectible
Grenade Launcher	5,000	500	End of Chapter 4-1, or after obtaining it as a collectible
Flash Rounds	50	5	End of Chapter 4-1, or after obtaining it as a collectible
Explosive Rounds	400	40	End of Chapter 4-1, or after obtaining it as a collectible
Acid Rounds	200	20	End of Chapter 4-1, or after obtaining it as a collectible
SIG P226	4,000	400	End of Chapter 4-2
Bulletproof Vest	10,000	1,000	End of Chapter 4-2
AK-74	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
SIG 556	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
H&K PSG-1	4,000	400	End of Chapter 5-3, or after obtaining it as a collectible
L. Hawk	5,000	500	End of Chapter 5-3, or after obtaining it as a collectible
Jail Breaker	4,000	400	End of Chapter 6-3, or after obtaining it as a collectible
Flame Rounds	200	20	End of Chapter 6-3, or after obtaining it as a collectible
Nitrogen Rounds	400	40	End of Chapter 6-3
Electric Rounds	100	10	End of Chapter 6-3
Hydra	30,000	3,000	Ithaca M37 upgraded to max
M93R	30,000	3,000	M92F upgraded to max
S&W M500	30,000	3,000	S&W M29 upgraded to max
Gatling Gun	50,000	5,000	VZ61 upgraded to max + all chapters cleared
Longbow	50,000	5,000	S75 upgraded to max + all chapters cleared



Upgrades

When you highlight a weapon with the slot cursor in the Inventory menus, a flashing yellow arrow rising upwards from the corner of the slot indicates that upgrades are available for this weapon.

Upgrades are unlocked incrementally as you progress. Completing a new sub-chapter is the criterion, and the number of sub-chapters (from introduction) raises the bar on the number of upgrades that are allowed before the game refuses any further upgrades.

Example: The player completes sub-chapters 1-1, 1-2 and 2-1 for a total of three sub-chapters. This raises the upgrade bar for their weapons by three grades. The player could expect to upgrade their starting M92F handgun by three grades in each attribute, perhaps by raising their Firepower from 150 to 210 at a cost of ₦9,000.

A smart upgrade policy is to avoid reloading your weapon before the end of a sub-chapter, as each one grants another upgrade opportunity. Buying additional Capacity automatically refills the weapon's clip, so you receive a free ammunition top-up as part of the upgrade deal. Over the course of the game that could add up to many hundreds of bullets for weapons such as the machine-gun; and with ammo for the magnum thin on the ground, saving the Capacity upgrade until the weapon is nearly empty can pay dividends by keeping your sub-boss slayer ready to swap in for difficult encounters.

Finishing the game on any difficulty level removes the cap on upgrades completely. Nevertheless, the costs involved might require several plays or lots of harvesting and looting for the cash.

Splitting Bullets

If you've got an Inventory slot full of ammo but know that more is available in the next chapter, you may only want to take a small amount in reserve. One way of splitting ammunition is to select the Give option and present your partner with a portion equivalent to a few boxes of bullets. You can then store the excess and take the smaller part.

The Extended Inventory allows for storage of up to 999 bullets in each slot before a new slot is needed. While stockpiling the excess at every Item Management screen is a good way of overcoming its lack of availability through direct purchase, this forced split provides a handy cut-off for choosing when to start selling some ammunition for cash after plentiful replays. You can also transfer from your stockpile to the maximum allowed in your carried inventory (150 machine-gun rounds, for example) and sell from there for speedily selecting a portion of a stockpile when you need a small amount of additional cash to afford an upgrade.

Harvesting & Looting: Tips and Locations

Your first playthrough is a rollercoaster, full of surprises, and you'll be harnessed by your budget. The shortage of ammo, lack of money and management of inventory resources will force you to learn the value of each item. But as you progress and acquire wealth, you'll upgrade your weapons and become more powerful in dealing with monsters. Later games are a very different experience as you replay areas for secrets and treasures, using your greater knowledge and firepower to see more of the game.

You'll also find areas that are ripe for harvesting. Some make for better scavenging than others, and we've outlined these spots in our Walkthrough. You can actually repeat the best areas over and over to farm them for high returns. This is the real secret to RE5: its chapter structure grants you the freedom to finesse each section and come away better prepared for another, gradually unlocking all of its bonuses. Here are a few pointers to get you started:

Ammo harvesting: re-enter Chapter 1-1 on low difficulty with an upgraded shotgun and rifle. The weapons you carry will determine the probability of finding similar ammo types. Though you won't get magnum rounds here, you'll acquire an optional handgun and machine-gun for sale and pick up plentiful ammo for your carried weapons as well as grenades and herbs. Taking down the Executioner Majini will also earn a Gold ring for ₦5,000. That's enough to buy an unlocked magnum from the shop, then sell it again to leave six magnum bullets. That's right – although you can't buy ammunition directly from the shop, you can buy weapons and sell them to leave the basic ammo clip. Two of the later bosses (U-8 and Uroboros Aheri) are also useful for magnum bullet drops, and if you quit and save before beating them then you can unload your inventory and repeat the battle.

Cash harvesting: re-enter Chapter 3-1 with empty inventories. Grab the free gem treasures via our Walkthrough and pick up the Rocket Launcher. Head to the Poultry Farm and harvest eggs for as long as you wish, then quit and save. Store the Rocket Launcher for a rainy day or sell it with the other goods. You can repeat this without firing a shot. (As a rule, harvesting weapons for cash is not worth the effort because of their poor return from sale: 10% of base weapon cost + 25% of upgrades bought.)

Or you could try taking the Launcher to Chapter 4-1, which has a wealth of Treasure on its maps. The Caves are only defended by Bui Kichwa so combat really begins in the Ancient Village. Once you reach the Labyrinth, you can run through without fighting any Majini at all – they're removed when you reach certain positions, and most treasures are found when everything is quiet. At the purple statues, stand next to the top one and command Sheva to stay up there. At the bottom, sprint forward, pull the lever and head for the final red statue. Activating this and running forward a few steps triggers the arrival of Popokarimu, which purges all other hostiles from the map. The Rocket Launcher is a fair trade for an easy Soul Gem, and you'll likely score an A or S Rank in time and accuracy for Exchange Points.

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BESTIARY

Corporate misuse of genetic and biological research is behind the proliferation of new mutations and B.O.W.s (Bio-Organic Weapons) currently facing agents in the field. The consequence of this research is the manifestation of some of the most unusual and aggressive enemies ever encountered. Since previous information is unreliable or non-existent, BSAA operatives would do well to gen up on current tactics and data.



HOW TO PLAY

WALKTHROUGH

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EXTRAS

MAJINI



Majini (Town)

First encounter: Chapter 1-1



Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Running speed	90-100%				90-105%			100-110%			
Evade probability	35%				55%			85%			
Knockdown duration	3-6 sec.				2-5 sec.			1-4 sec.		0-2 sec.	
Attack interval with bow gun	5 sec.							1 sec.			
⚡ shakes to escape grabs	10-20		15-25		20-30		20-35		25-35		
HP	500-1,200										

Behavior

Majini can follow you virtually anywhere. They climb ladders, walls and fences; leap gaps; drop down holes; open doors; break windows and clamber through them. They can be knocked down with a single shot during these actions.

On higher difficulty, they are more determined to close in, and faster to shift sideways to evade being laser-targeted.

Tactics

Majini are only a dangerous force in mobs, so crowd-control weapons and area-effect damage should be employed to keep them at bay while you reduce their numbers. Their main attack consists of a grapple and head-swallow which reveals their parasitic Plaga infection. This is fatal unless prevented by a 🌀 escape or Partner Action. Some also use various melee and projectile weapons.

Projectile users can be tackled up close: move in between shots and stop them before they can light the fuse. Score a hit on their weapon for a chance of deflection or detonation, especially just after they've thrown it. A hit on their throwing arm can also cause them to drop a lit incendiary at their feet.

Use shotguns for crowd control and explosives for groups. Weapons with a Critical % attribute should be aimed high for headshots, increasing the chance of causing instant death. Weapons with Piercing damage can penetrate a crowd to strike more than one opponent. Up close, hand-to-hand attacks on stunned Majini are efficient finishing moves.

Difficulty Grade

The difficulty setting you choose when using the New Game or Chapter Select option determines how much of a challenge you can expect to face (as explained on page 13) when starting that game. However, the actual difficulty is reactive in RE5, and this system is governed by the Difficulty Grade. Essentially, the difficulty is subtly adjusted depending on your performance in the game, ensuring that it is always fine-tuned to your playing ability. Once you finish your first playthrough, refer to page 164 to learn about this concept. Note that your character's Health Gauge remains maxed out at 1,000 HP whatever the difficulty, so you can use the Attack Power values revealed in this chapter to assess how deadly each enemy can be.

Attack Power

Grapple (bite)	135-280
Weapon attack	280
Weapon throw	180
Kick	150
Bow gun	120
Molotov cocktail	280
Dynamite	500
Dynamite (midair)	400

Damage Modifiers

Head	+20%
Body	Normal damage
Legs	-10%



Majini (Wetlands)

First encounter: Chapter 3-1



Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Spear jump attack probability				25%						50%	
HP											1,000-2,000

Behavior

Fast and agile, these warriors circle and sidestep out of your aim. They can flip back onto their feet suddenly after being floored, surprising players who move in for a finishing move or to collect loot. Whooping and ululation will alert you when a group is on its way from another part of the map. On approach they sometimes lean backwards, facing the sky and reducing target size, before pouncing forward.

Special Properties

- Fire Warriors: These shamans carry two flaming brands to bludgeon and breathe fire. Shoot the torches from their hands before they can set you alight.
- Shield Carriers: Unless set to guard, shield carriers will advance slowly and silently to perform multiple spear stabs. They can be outflanked by two players for side and rear hits. Alternatively, shooting their exposed legs will cause them to drop to one knee. The shield itself can be penetrated by Piercing weapons or broken through with bullets and shotgun blasts, presenting another opportunity for a marksman's shot. Any kind of explosive or grenade round impact will shatter the shield into splinters; Acid Rounds for the Grenade Launcher will dissolve a shield instantly.
- Masked Warriors: Clay masks will absorb one hit completely, shattering in the process. Some Majini wear animal skull helmets to absorb a first sniper shot to identical effect. Their own grapple attack will also shatter the mask.

Tactics

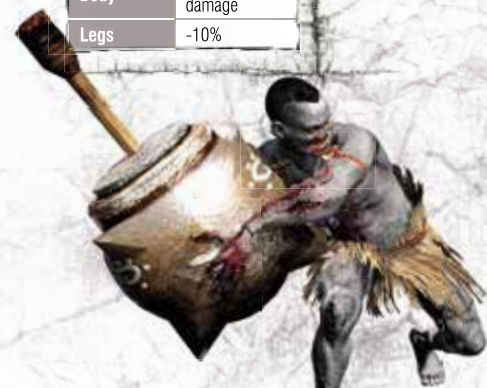
As with Town Majini, use a shotgun for crowd control. This weapon will also deflect projectiles. Piercing weapons and magnums make short work of shield carriers – a good sniper will aim their shots to punch through the obstruction for a headshot. Rifles are perfect for projectile throwers operating from watchtowers.

Attack Power

Grapple (bite)	135-280
Spear attacks	280
Spear (throw)	180
Shield blow	200
Bow	120
Bomb	200
Torch and fire spit	280

Damage Modifiers

Head	+20%
Body	Normal damage
Legs	-10%



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Majini (Base)

First encounter: Chapter 5-1



Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Shooting time of Machine-gun Majini				15 sec.						20 sec.	
Interval between shooting sessions				3 sec.						1.5 sec.	
HP											1,000-2,000

Behavior

These enemies can use available cover to keep themselves hidden, even while firing. Those assigned to guard will hold position while others move in to tackle you up close with Stun Rods or a rifle-butt melee attack.

Special Properties

- Riot Shield Trooper: Look for exposed parts. The letterbox window facilitates a headshot for a personal show of marksmanship.
- Commandos: These may perform a roll to duck under headshots and move between cover.
- Stun Rod Trooper: His running shoulder-charge places his exposed arm forward.
- Grenadiers: Shoot the grenades on their vest for an easy finish. The shotgun can succeed where accuracy fails.

Tactics

Make effective use of cover to exchange fire. Listen for the pattern in their bursts of gunfire: acquire the rhythm, lean out and return fire in the intervals when they are holding or reloading. Observe and listen to see if your shots are hitting home or just bouncing off steel helmets with bright white flashes. Note that the most heavily armored foes are only vulnerable to shots in their arms or legs.

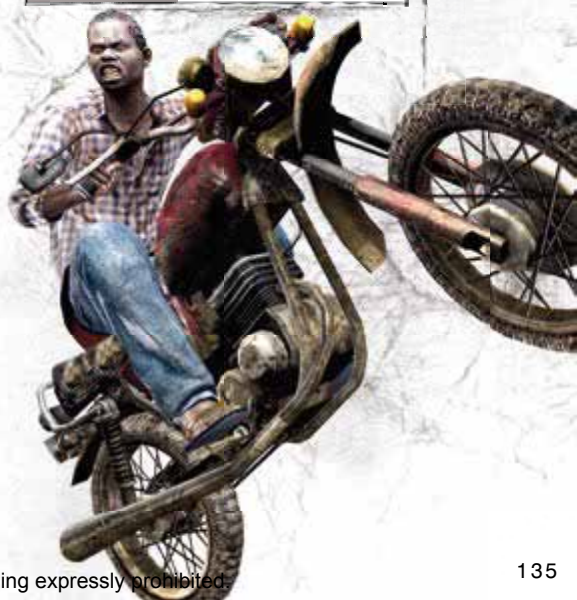
Upgraded rifles are best suited to deliver killing damage to exposed limbs and faces; a magnum in reserve will assist when you face foes with multiple armor types. The Bulletproof Vest is designed for use against these opponents.

Attack Power

Machine-gun fire	Grade 0-3: 360
	Grade 4-6: 420
	Grade 7-10: 480
Melee blow (with weapon)	280
Stun Rod	360
Shield blow	200
Rocket Launcher	Inflicts Dying status
Hand Grenade	400

Damage Modifiers

Head	+20%
Body	Normal damage
Legs	-10%
Armor	No damage (only a magnum can penetrate)
Iron shield	No damage



Motorcycle Majini

Only encounter: Chapter 2-3

Tips

- Riders can be hit with headshots. Alternatively, shoot the prominent gas tank of the bike itself for an instant explosion.
- The explosion of a direct hit can set off a chain reaction when the bikes are grouped together. Removing the foremost rider from his bike so that it tumbles freely can also set up a collision with the riders behind.
- At least one player should be tackling the accompanying trucks before they get close. The cabin's armor plates can be shot off to expose the driver.
- As a last resort, aim to shoot the thrown missiles as they arc towards your vehicle

SUB-BOSSSES

Executioner Majini

First encounter: Chapter 1-1



Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10	
Running Speed	-10%				Normal				+30%			
Note	Cannot be killed by AI partner in single-player											
HP	12,000											

Attack Power

Axe slam	Inflicts Dying status
Grab	20/sec.
Grab (throw)	300

Behavior

This enemy advances slowly but steadily on your position, dragging his axe. He can walk up stairs but can't climb ladders, though higher difficulty levels increase his willingness to jump in pursuit. The axe can bring down market stalls and knock holes in shanty buildings. It will hurt other Majini if they get in the path of its blade. Note that there is a stronger red variant of this creature, though it's only encountered in the Versus and Mercenaries modes (see page 185).

Tactics

Stay ahead and keep up the damage. As long as he hasn't started an attack, you can run past fairly safely. If necessary, shake him off by taking to the rooftops and leaping.

Explosives, electricity and flames may stall him but he's only truly stunned when he staggers and drops to his knees. Try Flash Grenades, Acid Rounds or constant damage to induce it. At that point, you can close in and attempt a hand-to-hand attack. A combo is possible but you can only chain two moves. You can also stun him with exploding barrels or successive headshots. On replays, a magnum will put him down quickly.

Loot: Gold Ring (¥5,000)

Damage Modifiers

Head	+10%
Body	Normal damage
Legs	-20%
Arms	-40%

Chainsaw Majini

First encounter: Chapter 2-1



Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10	
Attack preparation time	1 sec.							0 sec.				
Berserk status	Off							On				
Note	Cannot be killed by AI partner in single-player											
HP	10,000-20,000											

Attack Power

Chainsaw cut	Instant death
Chainsaw swing	Inflicts Dying status

Damage Modifiers

Head	+10%
Body	Normal damage
Legs	-20%
Arms	-40%

Behavior

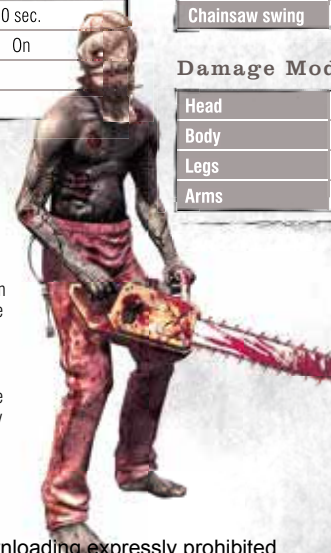
This relentless, motor-revving pursuer can jump whole floors without needing a ladder but cannot climb through windows. On harder difficulty levels, a defeated Chainsaw Majini can rise again after a long period of apparent death and begin an even deadlier berserk assault of continuous, advancing saw-swings.

Tactics

On your first encounter, you can track his position on the map without constantly looking behind you. Although you can stall him with Incendiary and Acid rounds, or by detonating placed explosives, it can take a grenade or a serious amount of direct damage to stun him.

When he's staggered – bending forward and shaking his head – you can score an easy melee attack, and even chain a second, but no more. You may be better off using the time to make safe distance and reload for another barrage. The same goes when he drops to his knees briefly. On first playthrough, focus on his head using upgraded shotgun and rifle damage. On higher difficulty replays, you will need enhanced damage and powerful weapons like a magnum to put him down quickly.

Loot: Special Items, Gold Ring (¥5,000), Venom Fang (¥3,000)



Giant Majini

First encounter: Chapter 3-1

Behavior

Attention, snipers: these tall men don't need ladders as they can jump to your high hut on stilts. It's easy to outrun them at their slow pace but they are relentless, and always know where you are. Oh, and don't expect to see under the mask – it is never removed.

Tactics

The mask is effectively a no-hit zone, even to Piercing rounds, so your only hope is to direct your efforts against the torso and legs of their exposed and painted bodies. There will be little feedback of the damage inflicted until they finally keel over, so don't give up.

It's no coincidence that the magnum can be found at their debut. Immune to Flash, Nitrogen and Electric damage, the Giant Majini will continue to advance through the Wetlands Majini who support them, forcing a tactic of fire and retreat until defeated. Acid and Flame Rounds (two on Professional) can set up a melee stun.

Loot: Blue Enigma (¥3,000)

Big Man Majini

First encounter: Chapter 2-1



HP: 3,500-5,000

Behavior

Although he's only effective at hand-to-hand range, he can close that final distance very quickly with his lunging punch. He sometimes raises an arm to shield himself against shotgun blasts. The Big Man isn't too big to climb or slip through windows, and cannot be knocked down with attacks while doing so.

Tactics

The Big Man's main strength is his ability to soak up damage and keep coming through your hail of bullets. Keep him at rather more than arm's length and divide his attention between the two of you. Because he tends to appear with other Majini, you'll need to prioritize targets to avoid being grappled or shot while he moves in for the kill. When he slumps, he's staggered and can be engaged in hand-to-hand for a full 3-chain combo. This could also be initiated with an immediate Flash Grenade – an efficient technique on hard difficulty levels.

Loot: Jewel Bangle (¥1,000), Gold Ring (¥5,000)

Gatling Gun Majini

First encounter: Chapter 6-1

HP: 8,000-14,000

Behavior

This enemy opens fire as soon as he has a clear shot. He will sometimes keep moving to a suitable vantage point, stopping fire during the process. His Gatling Gun can only begin to fire after revving up the barrels to full speed, giving you an aural tip-off to take cover. The stream of bullets advances visibly towards your position so that you have time to run or get down. He can also perform melee hits on targets too close to shoot, throwing them back into range.

Tactics

The ammo container is a no-hit zone so this Majini's rear is well shielded. He's immune to incendiaries and electricity. Feel free to wear a Bulletproof Vest to reduce the hits you'll take.

Don't be discouraged by his lack of reaction to your shots, and use explosives such as Proximity Bombs to speed things up. You know you're on the right track when he loses his beret as a sign of damage taken. Note, however, that Gatling Gun Majini cannot be killed by an AI partner in single-player. When stunned, he's vulnerable to a major hand-to-hand attack – Chris can often move straight to a powerful Backhand.

Loot: Special Items

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Running speed variations	90-100%				90-105%			100-110%			
Knockdown duration	3-6 sec.				2-5 sec.			1-4 sec.		0-2 sec.	
HP	7,000-10,000										

Attack Power

Forward leap	400
Club swing	400
Kick	280

Damage Modifiers

Body	Normal damage
Back	+20%
Legs	+20%
Mask	No damage

Weapon Damage Modifiers

Magnum	-20%
Shotgun, Rifle	-70%
Other weapons	-50%



Attack Power

Lunging punch	280
Two-arm pound	320

Damage Modifiers

Head	+20%
Body	Normal damage
Legs	-10%



Attack Power

Gatling gun fire	Grade 0-3: 360
	Grade 4-6: 420
	Grade 7-10: 480
Hand Grenade	400
Barrel swing (melee)	320

Damage Modifiers

Head	+30%
Body	Normal damage
Legs	+30%
Ammo container	No damage

Weapon Damage Modifiers

Machine-gun	-75%
Grenade Launcher	Normal damage
Other weapons	-70%



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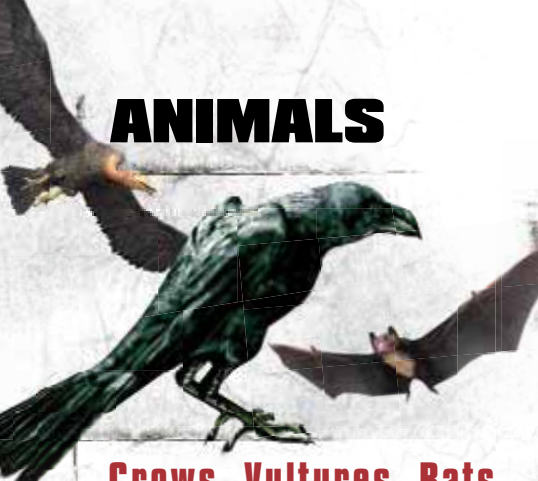
SUB-BOSSSES

ANIMALS

B.O.W.s

BOSSSES

ANIMALS



Crows, Vultures, Bats

Habitat: Skies, caves

HP: 1

Description: If you are intent on scouring for funds, many of the game's animals will leave a rare loot drop of gold when killed. Flying creatures are no exception, but if you wish to capitalize on your bullet expenditure then you need to bag them when they are directly over accessible ground.

Loot: Gold

Spider

Habitat: Caves, ruins

HP: 1

Description: When civilization moves out, the web-spinners move in. Not to be confused with Bui Kichwa, this harmless arachnid can be found on the walls and floors of subterranean passages and burial chambers.

Loot: Gold



Rat

Habitat: Sewers, buildings

HP: 1

Description: Common rodent that can vary in size considerably. Easily picked off for occasional loot, rats can even be exterminated en masse by the mere dazzle of a Flash Grenade.

Loot: Gold



Chicken

Habitat: Human settlements

HP: 1

Description: Live Chickens produce Eggs. A full explanation of Eggs in RE5 can be found on page 116.

Chickens will panic if chased and some will attack if threatened, flapping to scratch with their feet. Though the damage is feeble, your character will flinch and the interruption is unhelpful when trying to fend off Majini.

Loot: Egg (White, Brown, Gold)



Nile Perch

Habitat: Marshlands

HP: 1

Description: Small leaping fish that can be knifed or otherwise snagged in a shooting challenge to catch its loot. Only the exasperated go angling with explosives.

Loot: Gold

Crocodile

First encounter: Chapter 2-1

Attack Power	Instant death (bite)
Damage Modifiers	Normal damage
HP	2,200-8,000

Snake

Habitat: Urns, crates, long grass

HP: 1

Description: Snakes are often set as traps, coiled and ready to strike after you've cracked open a container for its treasure. If you're prepared, two consecutive knife swipes should stop it. Shooting the container from distance is one way of avoiding a bite, when you can sidestep to dodge or shoot them first. A low knife blow is sufficient to stop a snake on the ground.

Loot: Egg (White)



Goat

Habitat: Can be found in a laboratory cage in Chapter 5-1.

HP: 1

Description: Killing it serves no purpose other than completing your in-game bestiary.

Behavior

Crocodiles occupy a resting spot from which they will only stray upon detecting a nearby meal. If you retreat beyond range, they quickly return to their resting spot. They move underwater and can only be spotted by the wake left when their head breaks the surface. Their full body comes into view on attack, where they use their jaws to bite and drag their prey underwater in a pool of blood, causing instant death.

Tactics

In co-op, one partner can watch the back of another and give directions. In a single-player game, the player should expect to be the only character targeted. Crocodiles do not have weak spots. These are resource sinks, soaking up damage, so best to dodge them and run past. If you do fight them, use upgraded weapons for high damage.

B.O.W.s

On killing an ordinary foe, it may suddenly undergo a violent metamorphosis that marks the appearance of a mutated form. Most Bio-Organic Weapons are such creatures. As a rule, they are not random occurrences and tend to spawn from the same host in every game; however, they usually appear in greater numbers on higher difficulty levels. With experience you can anticipate their appearance on replays and be prepared with countermeasures. Additionally, if you can utterly destroy the host creature's body before it mutates then you may not have to deal with the mutation at all. Ways to do this include:

- Unarmed instant kill moves (including chained combo-power moves)
- Context-action finishing moves
- An explosion that destroys the body (dynamite sticks, grenades, etc.)
- Nitrogen rounds from a Grenade Launcher
- Rocket Launcher blasts
- Environmental overkill (such as spike traps)

Bui Kichwa

First encounter: Chapter 4-1

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Attack preparation time (sec.)	2.0			1.0		0.5	0.4			0.3	
Evade probability	0%				50%					100%	
HP	120-800										

Attack Power	45
Damage Modifiers	Normal damage

Tactics

While held, a victim can still stumble around with arms restrained. Use this to reach your partner or retreat from other enemies. In Chapter 4 you can also use this to walk up to a laser beam and burn off the Bui Kichwa. Learn to recognize how their body tenses before a leap. You can lure them into danger by sidestepping at the last moment. Whole waves can be instantly destroyed by a well-placed Flash Grenade. Workhorse weapons (handguns, machine-guns and shotguns) are sufficient to polish off individuals. A timely knife slash can interrupt a leap if necessary.

Behavior

Bursts out of the ground, often appearing in swarms, and scurries into position for a leaping attack. Bui Kichwa use their legs to hold on to their prey, causing small but constant damage. They will release in time, but a Partner Action or well-placed bullet from your companion will free you sooner.

Cephalo

First encounter: Chapter 1-2

Attack Power

Vertical blow	360
Other attacks	180

HP: 3,000

Behavior

The mutation occurs at the moment of death. After convulsions, a long, barbed tentacle erupts from the body and replaces the Majini's head. The remaining Majini body walks briskly, climbs ladders and opens doors to bring its new appendage into reach. Cephalos can whip or stab using their appendage. Even if it is floored, a Cephalo can attack, and remains dangerous.

Tactics

The best target is the appendage itself, and direct hits with firearms should show a yellow splash of damage for each bullet landed. Cephalos cannot be engaged in hand-to-hand combat, and getting that close invites a whip attack. Although a shotgun is likely to knock down a Cephalo, it is not finished off until the appendage bursts. You can continue to shoot it and score damage while it is down. As with all mutated forms, a single Flash Grenade will eliminate the Cephalo outright.

Loot: Ivory Relief (first encounter) (M200)

Damage Modifiers

Appendage	Normal damage
Body	Normal damage
Legs	-10%

Adjule

First encounter: Chapter 2-1

Damage Modifiers

Normal form: head	Normal damage
Normal form: body	+10%
Normal form: front legs	-30%
Normal form: rear legs	-20%
Mutated form: neck	-90%
Mutated form: split head	+100%
Mutated form: body	-20%

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Attack preparation time (sec.)	1.5	1.2	1.0	0.8	0.6	0.5	0.4			0.3	
Evade probability	0%					33%				100%	
HP	400-1,000										

Attack Power

Jump attack	100
Bite	Grade 0-3: 90/sec.
	Grade 4-6: 150/sec.
	Grade 7-9: 210/sec.
	Grade 10: 300/sec.
"Split-head" bite	Grade 0-3: 120/sec.
	Grade 4-6: 180/sec.
	Grade 7-9: 270/sec.
	Grade 10: 360/sec.
Tentacle attack	200

Behavior

These dogs rely on speed and agility to avoid being targeted, as well as requiring the player to aim downwards. An Adjule knocks its victim to the ground and tries to close its head around them. Call for help or use M to kick it off, as failure results in death. These creatures have another medium-range attack in which their head splays open and shoots extending tentacles.

Tactics

Because they get very close and can be hard to keep in your sights, use shotguns to hold them at bay. Flash Grenades have little effect when they are in their original dog form, but are an instant kill on mutated Adjules. If you can, wait at a safe spot for the transformations to take place, and Flash fry them all.

Adjule can run up stairs and jump small steps and boxes, but they cannot open doors, climb ladders or jump to higher floors. Find a position that they can't reach and pick them off with a handgun, or opt to ignore them. You can also blast them off a ledge with the knockback from a shotgun. Rifles are surprisingly ineffective.



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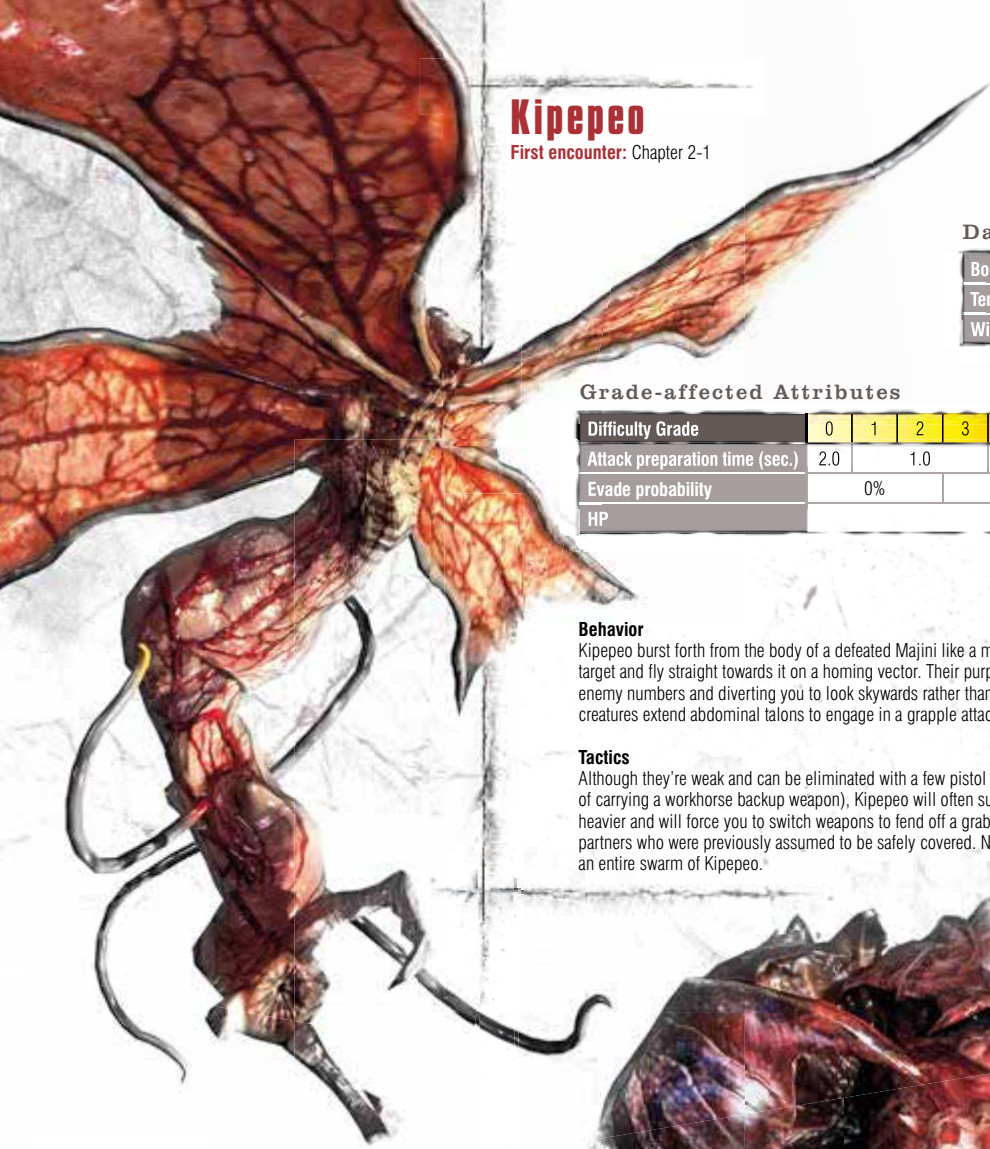
MAJINI

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Kipepeo

First encounter: Chapter 2-1

Damage Modifiers

Body	+50%
Tentacle	Normal damage
Wings	-70%

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Attack preparation time (sec.)	2.0		1.0			0.5			0.3		0.1
Evade probability		0%			50%				100%		
HP						100-1000					

Behavior

Kipepeo burst forth from the body of a defeated Majini like a moth escaping a cocoon. They pick the nearest target and fly straight towards it on a homing vector. Their purpose is largely distraction, suddenly boosting enemy numbers and diverting you to look skywards rather than keep an eye on ground level threats. These creatures extend abdominal talons to engage in a grapple attack.

Tactics

Although they're weak and can be eliminated with a few pistol or machine-gun bullets (hence the importance of carrying a workhorse backup weapon), Kipepeo will often surprise you when you're packing something heavier and will force you to switch weapons to fend off a grab. They will also reach snipers and supporting partners who were previously assumed to be safely covered. Note that a Flash Grenade will instantly dissolve an entire swarm of Kipepeo.

Duvalia

First encounter: Chapter 3-1

HP: 6,000

Behavior

This mutated form sprouts an almost comically enormous head with a ribcage hanging from its side like an afterthought. It fixes on its target and homes in without mercy, even waiting below ladders for its victim to move. The Duvalia cannot jump or climb stairs, so can be contained or kept at a distance if the mutation is led to a place or deliberately triggered where you can escape but it cannot. Its headbutt knocks down its victim; its clam bite is an instant kill – the head opens and consumes the character, lifting them off the ground.

Tactics

A Flash Grenade is the quickest way to kill a Duvalia outright. Without one, you're in trouble. Inflict large damage to its legs in a short time to cause its armored clam head to open with a scream, thereby exposing the vulnerable inner organs (its weak spot) to quick attack.

Loot: Special items

Attack Power

Headbutt	320
Bite	Instant death

Damage Modifiers

Shell	No damage
Weak spot	+150%
Appendage	-90%
Legs	-10%





Licker β

First encounter: Chapter 5-1

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Attack preparation time (sec.)	1.5	1.2	1.0	0.8	0.6	0.5	0.4			0.3	
Evade probability		0%			33%					100%	
HP	4,000-7,000										

Attack Power

Jump attack	200
Tongue (stab)	Grade 0-3: ≤ 300
	Grade 4-6: ≤ 450
	Grade 7-9: ≤ 750
	Grade 10: ≤ 1,050
Tongue (choke)	Grade 0-3: ≤ 113
	Grade 4-6: ≤ 226
	Grade 7-9: ≤ 339
	Grade 10: ≤ 452
Uppercut	250

Damage Modifiers

Weak spot (chest)	+300%
Head	+10%
Body	Normal damage
Front legs	-30%
Rear legs	-20%

Tactics

Noise, to a Licker β's ears, includes running and kicking doors as well as gunfire. Once a Licker β is alerted to your presence, staying quiet won't help you any longer. Hunting in packs, they can be herded together in corridors for group damage from machine-gun spread and grenades. However, it's important to keep more distance than usual and use a partner's supporting fire. The sheer range of their tongue attack will foil any player on point who thinks they can stubbornly persist with a shotgun.

Licker β are immune to Flash damage. Even explosives and magnum bullets only flip them over. Once on their back, though, a weak spot can be stabbed with context action for an instant kill. Even a Rocket Launcher isn't enough to guarantee you'll get every one in a large wave, so the best tactic on replay is a Grenade Launcher with Nitrogen rounds while your partner attacks with a machine-gun.

Loot: Lion Heart (¥2,500)

Reaper

First encounter: Chapter 5-3

Behavior

Having no ranged effectiveness, the Reaper scuttles swiftly and relies on its heavy armor to defend it while it closes in on its enemies. Destroying its limbs forces it to use bipedal movement until they regrow. With its impale attack, it drives its spiked limbs through the victim – causing instant death if within range. Additionally, when shot it releases a substance that will shroud its appearance.

Tactics

Draw the Reaper to a location where you can keep circling and backing off. You should never stop moving against this creature. The glowing white larva-like clusters are the Reaper's weak spots. They are only briefly exposed, but two players outflanking the creature can reach them. You can also shoot off its limbs: they will grow back but it makes the Reaper slightly safer to deal with.

If you want an easy life on replays, pack a magnum or rifle and cleanly target the weak spots. If you don't get a clear shot, retreat and try again. A composed M3 user can floor the Reaper in no more than three blasts with practice. Reapers are also stunned, exposing their weak spots, if you hit them with a Flash Grenade.

Loot: Power Stone (¥5,000)

Damage Modifiers

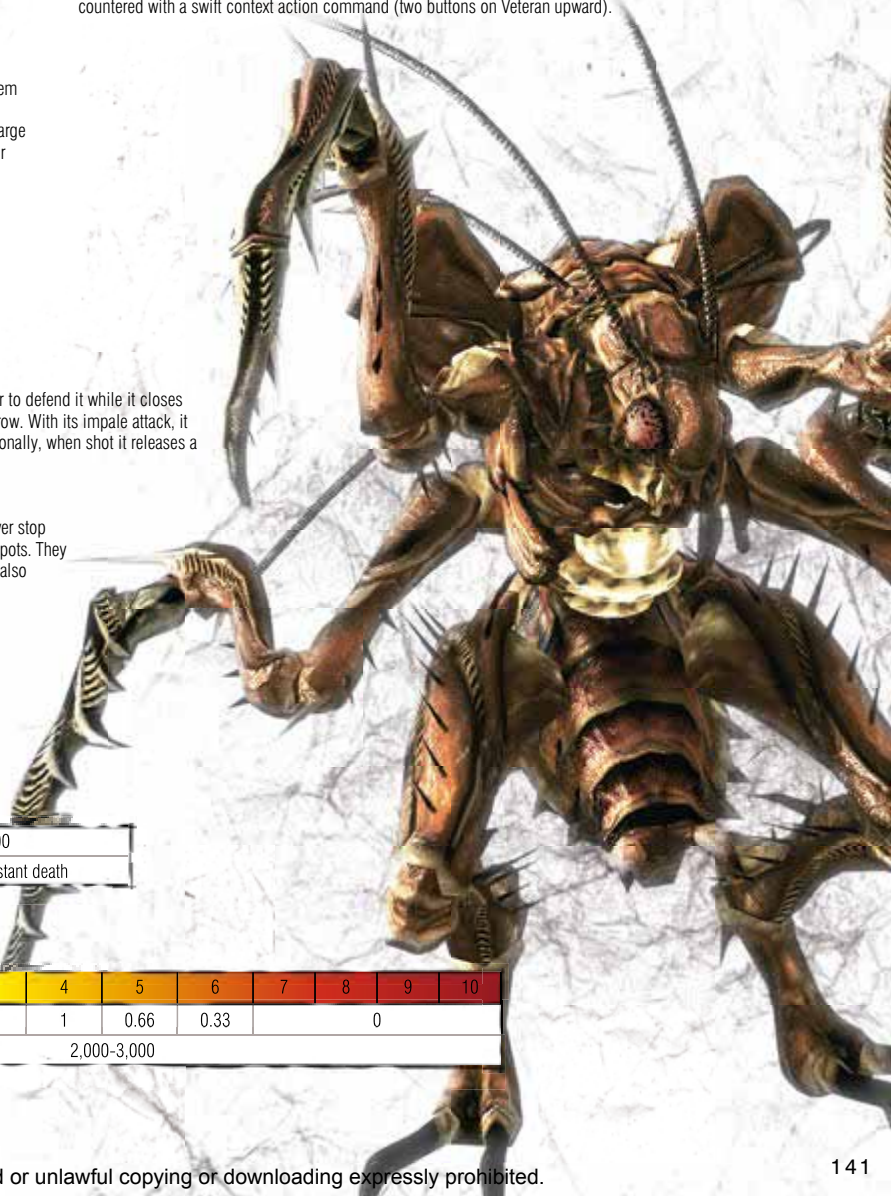
Weak spot (stomach)	Normal damage
Weak spot (sides)	-50%
Other parts	No damage

Attack Power

Normal attacks	100
Impale	Instant death

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Weak spot appearance duration (sec.)	5	3	2	1.5	1	0.66	0.33			0	
HP	2,000-3,000										



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Halt! The following pages reveal both the major bosses and characters you'll be facing as the plot develops. If you don't want to spoil your enjoyment of the game, we strongly suggest you hold off reading this section any further until you first reach the game's conclusion.

BOSSSES



Popokarimu


First encounter: Chapter 2-2

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Attack preparation time	2.0 sec.	1.0 sec.			0.5 sec.			0.3 sec.			0.1 sec.
Note	Cannot be killed by AI partner in single-player										
HP	First encounter: 24,000 Second encounter: 12,000										

Behavior

Airborne foe, taking flight when no target is within easy range. Likes to land and pursue on the ground. Its attacks include:

- Sonic shriek: Spreads its wings in a parabola and screams to stun enemies.
- Viscous goo: An abdominal spray of sticky webs that hold the player until freed by Partner Action or  action.
- Lunges: Wing swipes, charges and attacks that demand context-action evasion.
- Tail flick: Flying attack, strong enough to demolish your hiding place. This can be dodged.

Tactics

The pink flesh is your target, eliciting a splash of yellow fluid when damaged. You can hit Popokarimu from the side but it's easiest if your co-op partner leads it away and gives you a clear shot from the rear. Rifle damage is a good contender for finishing this boss on early playthrough. To stop it moving around in single-player play, plant Proximity Bombs and lure it onto them. An aimed shot can trigger the Proximity Bomb to make sure. Explosions and damage from grenades or Flash rounds may also stun it. Once prone, it will expose its weak spot to multiple hits from close range.

Attack Power

Diving & charging attack	250
Other attacks	50-200

Damage Modifiers

Weak spot (stomach)	+50%
Head	-50%
Breast	-50%
Other parts	-80%

Weapon Damage Modifiers

Shotgun	-60%
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Ndesu

First encounter: Chapter 2-3

Attack Power*

Rock throw	1,400
Telegraph pole	1,000
Punch	1,800
Hook	1,000
Foot stomp	700
Ground slam	500
Charge	Instant death

* Note that you need to subtract these damage figures from the truck's HP (3,500).

Damage Modifiers

Head	Normal damage
Plaga growths	Normal damage
Other parts	-20%

HP: Small Plaga growths = 8,000; Main Plaga growth = 26,000

Tactics

This boss follows a set routine, meaning that its patterns can be learned. You can halt most of its attacks by shooting it. Other assaults can be dodged by performing context-action commands in time. One of its most dangerous moves is the boulder throw: start destroying the boulder immediately as it can't be dodged. You can use an exploding barrel to smash one boulder. Ndesu is often backed up by Majini. Use the zoom function on your guns to deal with them when it's stunned.

Weak Spots

Growths will sprout from its arms and torso. Tell your co-op partner which one you're aiming for and look to split the duties between destroying the growth and interrupting Ndesu's actions. When it bends over, shoot the Plaga that comes out of its back to do real damage. Note that Ndesu cannot be killed by an AI partner in single-player.

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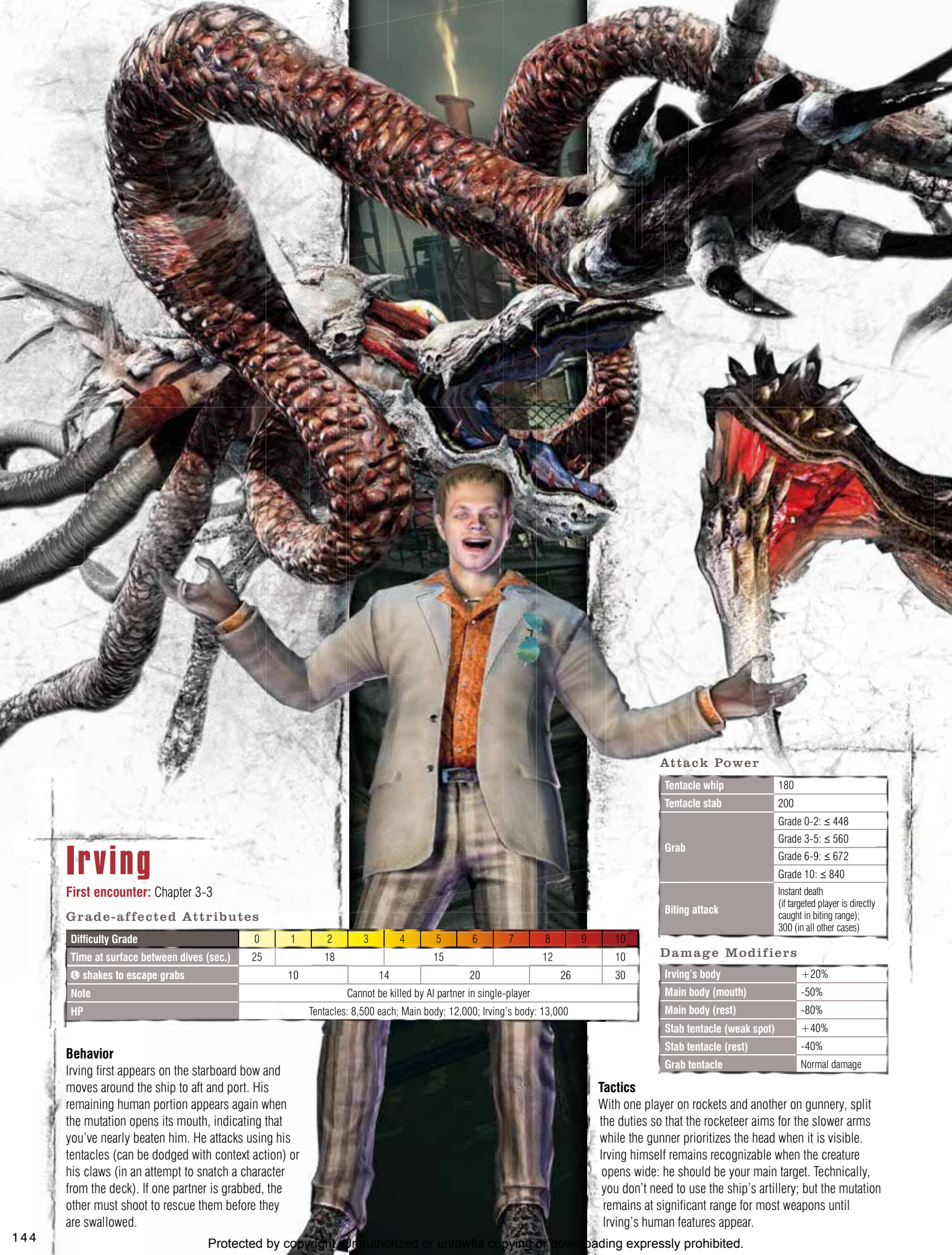
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Irving

First encounter: Chapter 3-3

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Time at surface between dives (sec.)	25	18			15			12			10
⚡ shakes to escape grabs	10			14		20			26		30
Note	Cannot be killed by AI partner in single-player										
HP	Tentacles: 8,500 each; Main body: 12,000; Irving's body: 13,000										

Behavior

Irving first appears on the starboard bow and moves around the ship to aft and port. His remaining human portion appears again when the mutation opens its mouth, indicating that you've nearly beaten him. He attacks using his tentacles (can be dodged with context action) or his claws (in an attempt to snatch a character from the deck). If one partner is grabbed, the other must shoot to rescue them before they are swallowed.

Attack Power

Tentacle whip	180
Tentacle stab	200
Grab	Grade 0-2: ≤ 448
	Grade 3-5: ≤ 560
	Grade 6-9: ≤ 672
	Grade 10: ≤ 840
Biting attack	Instant death (if targeted player is directly caught in biting range); 300 (in all other cases)

Damage Modifiers

Irving's body	+20%
Main body (mouth)	-50%
Main body (rest)	-80%
Stab tentacle (weak spot)	+40%
Stab tentacle (rest)	-40%
Grab tentacle	Normal damage

Tactics

With one player on rockets and another on gunnery, split the duties so that the rocketeer aims for the slower arms while the gunner prioritizes the head when it is visible. Irving himself remains recognizable when the creature opens wide: he should be your main target. Technically, you don't need to use the ship's artillery; but the mutation remains at significant range for most weapons until Irving's human features appear.

U-8

First encounter: Chapter 5-1

Attacks

- Ground slam: Clangs a claw on the platform to stagger and stun with a shockwave.
- Scissor attacks: Use context-action maneuver to duck or dodge.
- Drone release: U-8 climbs higher up the shaft to reveal an abdominal sac from which drones fly forth and dive bomb with one-shot stinging attacks. The drones are easily wiped out with a shotgun or machine-gun and serve as flying ammo delivery.

Tactics

Strike the first weak spots on the legs until you expose the mouth. Although you might try plugging away, you should get a cut-scene switch when U-8 collapses to the platform with jaws wide open. That's your cue. A magnum or upgraded rifle is very effective against leg joints. Shotguns and machine-guns do better up close when the mouth is exposed, though you can also easily lob grenades into its gaping maw.

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Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
HP bonus after each Hand Grenade ingestion	+0		+100			+150			+200		+300
Stagger time after ground slam (sec.)	1.2		1.4			1.8			2.4		2.8
Note	Cannot be killed by AI partner in single player										
HP	24,000										

Attack Power

Hook	280
Headbutt	400
Rear leg scissor	240
Death scissors	Instant death

Damage Modifiers

Claws	Normal damage
Head & stomach	-50%
Weak spot (front legs)	-25%
Weak spot (rear legs)	-15%
Mouth	-20%
Other parts	No damage

Weapon Damage Modifiers

Handgun	-30%
Shotgun	-60%
Rifle	-40%
Machine-gun, magnum	-50%

Uroboros

First encounter: Chapter 1-2

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Speed increase	-	+1%	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+11%
Extra damage needed to destroy body parts	-	+30%	+60%	+90%	+120%	+150%	+180%	+210%	+240%	+270%	+300%
☞ shakes to escape grabs	15	17	19	21	23	25	27	29	31	33	35
Note	Cannot be killed by AI partner in single-player										
HP	28,000										

Attack Power

Engulf	50, then 40/sec. until death
Arm swing	150
Body parts (goo)	30, then 30/sec.

Damage Modifiers

Body	-60%
Weak spot	Normal damage

Weapon Damage Bonus

Knife	+200
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Behavior

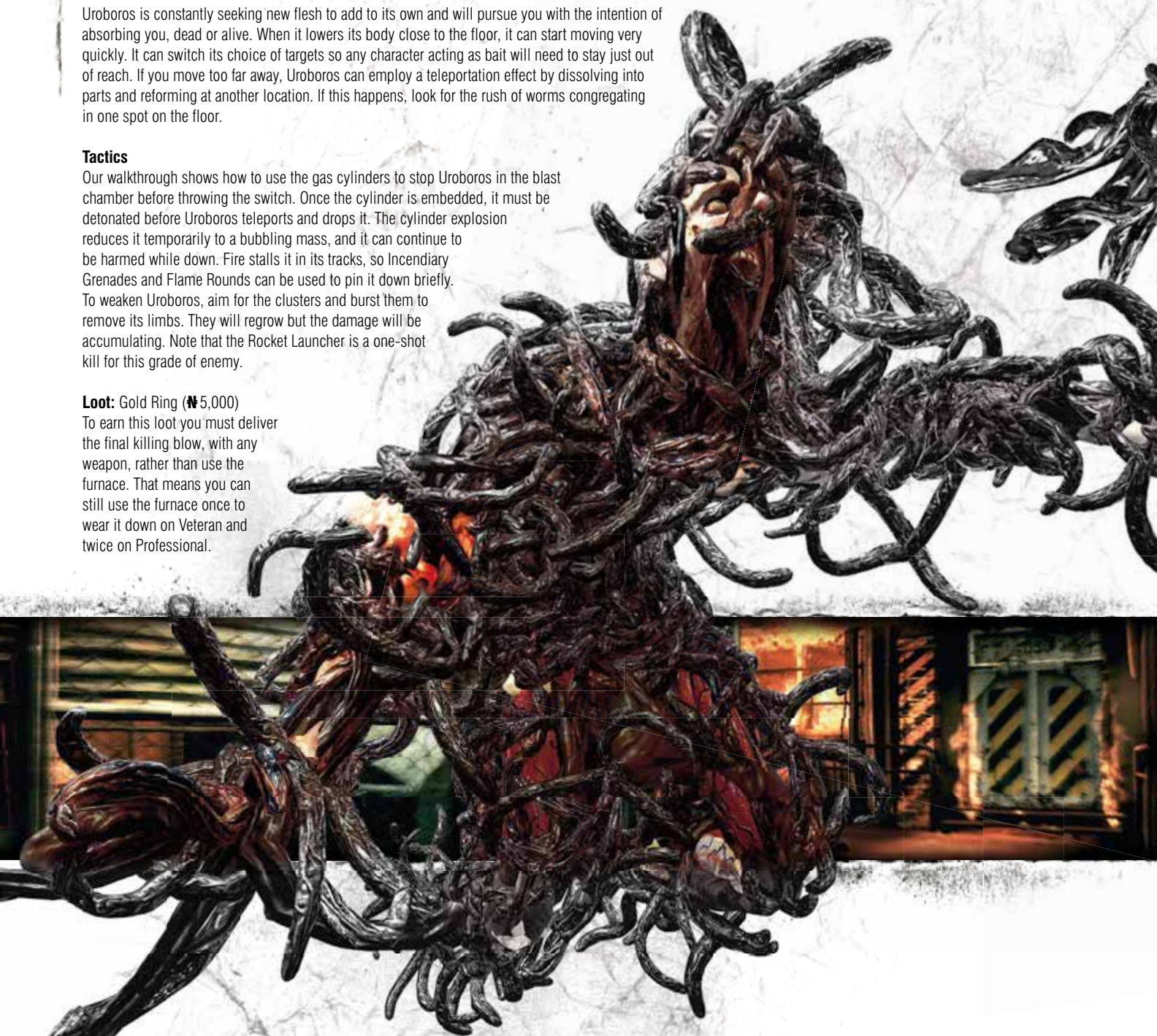
Uroboros is constantly seeking new flesh to add to its own and will pursue you with the intention of absorbing you, dead or alive. When it lowers its body close to the floor, it can start moving very quickly. It can switch its choice of targets so any character acting as bait will need to stay just out of reach. If you move too far away, Uroboros can employ a teleportation effect by dissolving into parts and reforming at another location. If this happens, look for the rush of worms congregating in one spot on the floor.

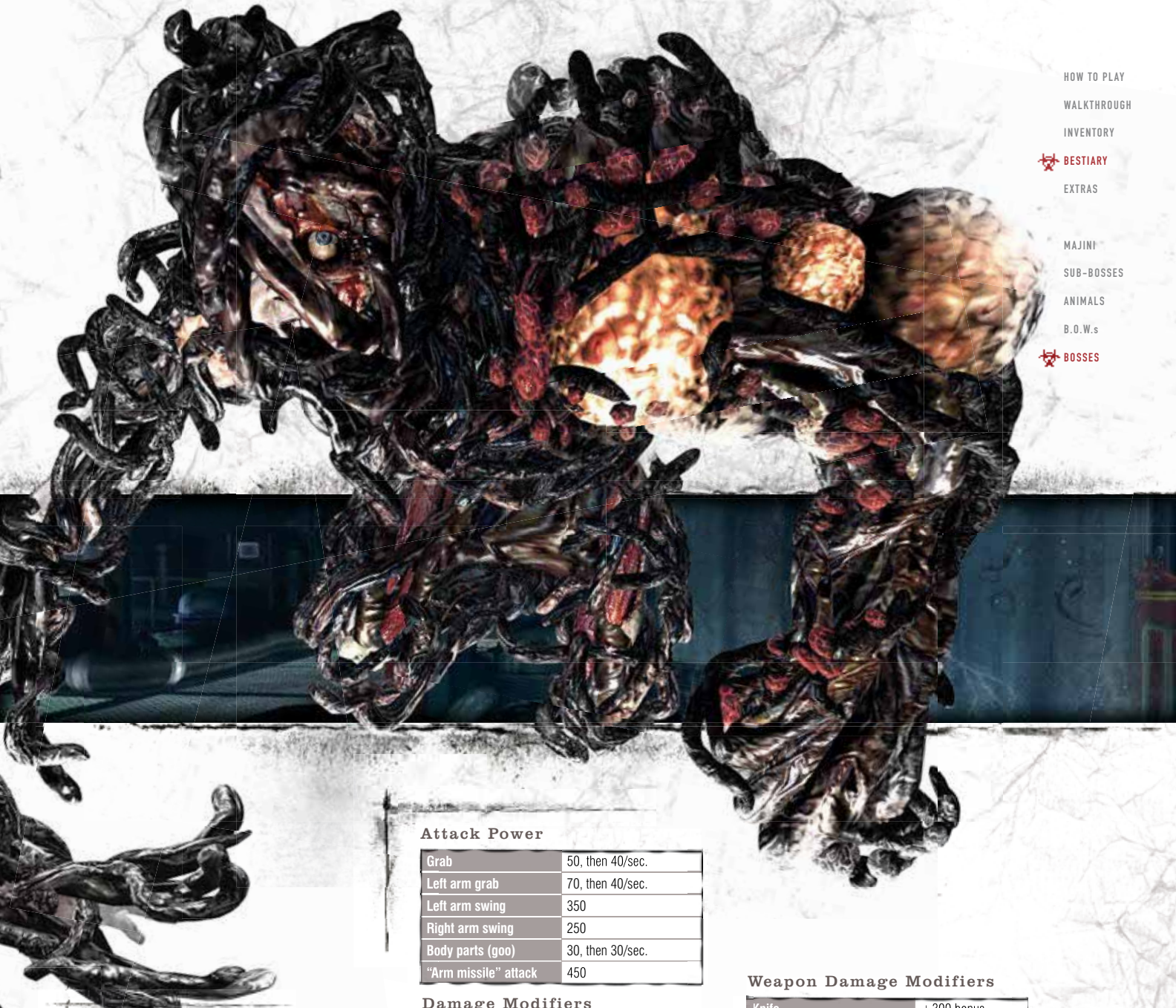
Tactics

Our walkthrough shows how to use the gas cylinders to stop Uroboros in the blast chamber before throwing the switch. Once the cylinder is embedded, it must be detonated before Uroboros teleports and drops it. The cylinder explosion reduces it temporarily to a bubbling mass, and it can continue to be harmed while down. Fire stalls it in its tracks, so Incendiary Grenades and Flame Rounds can be used to pin it down briefly. To weaken Uroboros, aim for the clusters and burst them to remove its limbs. They will regrow but the damage will be accumulating. Note that the Rocket Launcher is a one-shot kill for this grade of enemy.

Loot: Gold Ring (₩5,000)

To earn this loot you must deliver the final killing blow, with any weapon, rather than use the furnace. That means you can still use the furnace once to wear it down on Veteran and twice on Professional.





Uroboros Mkono

First encounter: Chapter 5-2

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Speed bonus	-	+1%	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+11%
Extra damage needed to destroy body parts	-	-	+3%	+6%	+9%	+12%	+15%	+18%	+21%	+24%	+27%
⚡ shakes to escape grabs (depends on distance to Uroboros when grabbed)	5-13		6-14	7-15	8-16	9-17		10-18	11-19	12-20	13-21
HP	3,000 for each of the 3 pods (9,000 in total)										

Behavior

Even with one arm, Uroboros Mkono can snake around any character who fails a context-action dodge and choke them for major damage. Additionally, Uroboros Mkono can now drive its arm all the way across the lab, smashing glass and prompting a context-action dodge.

Attack Power

Grab	50, then 40/sec.
Left arm grab	70, then 40/sec.
Left arm swing	350
Right arm swing	250
Body parts (goo)	30, then 30/sec.
"Arm missile" attack	450

Damage Modifiers

Body	-60%
Arms	-60%
Secondary weak spots	-60%
Main weak spot	Normal damage

Weapon Damage Modifiers

Knife	+300 bonus
Handgun	-20%
Shotgun	-60%
Rifle	-50%
Machine-gun, Magnum	-30%

Tactics

The laboratory thoughtfully comes with an inventory-independent Flamethrower. In a single-player game it can be intelligently assigned to your partner. You must shoot off the arms as before by targeting weak-spot clusters. You can then get to work with the Flamethrower. Look very carefully and you'll see the main weak spot appear – a tall appendage waving at the top of Uroboros Mkono's body with another growth in the end, like an eyeball on a stalk. Possibly the most demanding boss battle of all on first play, it's a relief to learn that Uroboros Mkono falls with a single Rocket Launcher shot.

Uroboros Aheri

First encounter: Chapter 6-2

Grade-affected Attributes

Attack Power

Tentacles	280-320
Death slam	Instant death
Infection	20, then 30/sec.

Damage Modifiers

Body	No damage
Weak spots	-10%
Body parts (goo)	Normal damage

Difficulty Grade		0	1	2	3	4	5	6	7	8	9	10
Central weak spot stagger time	0 tentacle destroyed			19 sec.			18 sec.		17 sec.		16 sec.	15 sec.
	1 tentacle destroyed			15 sec.			14 sec.		13 sec.		12 sec.	11 sec.
	2 tentacles destroyed			11 sec.			10 sec.		9 sec.		8 sec.	7 sec.
	3 tentacles destroyed			7 sec.			6 sec.		5 sec.		4 sec.	3 sec.
Maximum amount of separate goo forms (1F)			7				8			9		11
Maximum amount of separate goo forms (2F)			5				6			7		8
Note		Cannot be killed by AI partner in single-player										
HP		Each tentacle pod: 7,000; Main weak spot: 28,000										

Attacks

- Pseudopods: The overgrown appendages charge and swipe and must be dodged with context-action maneuvers.
- Infection: Uroboros Aheri's constituent parts land on the deck and act independently as aggressors.

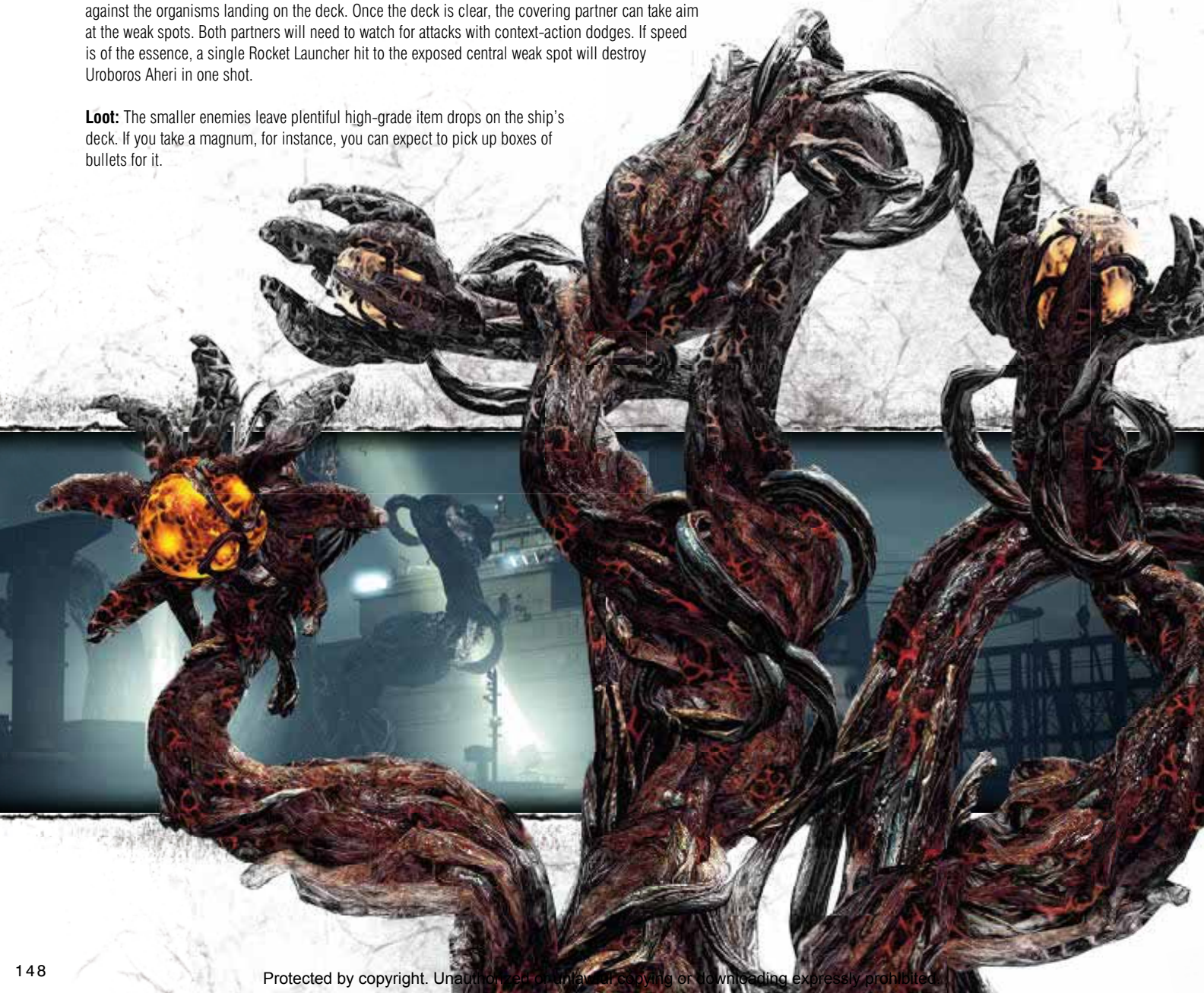
Tactics

A panel on the ship's deck holds a laser-targeting weapon system. In a single-player game it can be intelligently assigned to your partner. Have one character aim the designator and another cover them against the organisms landing on the deck. Once the deck is clear, the covering partner can take aim at the weak spots. Both partners will need to watch for attacks with context-action dodges. If speed is of the essence, a single Rocket Launcher hit to the exposed central weak spot will destroy Uroboros Aheri in one shot.

Loot: The smaller enemies leave plentiful high-grade item drops on the ship's deck. If you take a magnum, for instance, you can expect to pick up boxes of bullets for it.

Weapon Damage Modifiers

Knife	+900%
Handgun, Rifle, Machine-gun	-40%
Shotgun	-75%
Magnum	-60%
Rocket Launcher	Instant destruction of one weak spot



Jill

Reunion: Chapter 5-3

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Gunfire preparation time (sec.)	2.5	2.2	1.8	1.5	1.2	0.9	0.6			0.3	
Evade preparation time (sec.)	2.5	2.2	1.8	1.5	1.2	1.0	0.8	0.6		0.4	
Note	Cannot be killed by AI partner in single player										
HP	1 st battle: 5,000; 2 nd battle: 1,500; Control device: 10,000										

Attack Power

Gunfire	Grade 0-3: ≤ 360 Grade 4-6: ≤ 420 Grade 7-10: ≤ 480
Throw	400
Hand-to-hand attacks	200-300

Damage Modifiers (alone)

Head	+10%
Body	Normal damage
Legs	-20%
Arms	-40%

Control device

The device that keeps Jill under control has 10,000 HP. All weapons hitting it cause the same amount of damage (1,500). Each button press when trying to take the device from Jill's chest removes an extra 30.

Tactics

During the first stage of the Monarch Room fight, either ignore or avoid Jill. Should you pass by while Sheva is restraining her, you can optionally use the contextual Throw command to temporarily incapacitate her.

Once she is stunned by Chris's Entreat contextual action during the second part of the boss battle, either agent can use the Restrain command when standing behind her. The other player must then quickly take advantage of the opportunity to attempt to extract the control device from her chest. If you hold Jill yourself, Sheva will shoot the device. This is much safer than attempting the same yourself, and speeds the battle up considerably. Co-op partners attempting this feat will need a very steady hand.

Damage Modifiers (with Wesker)

All parts	Normal damage
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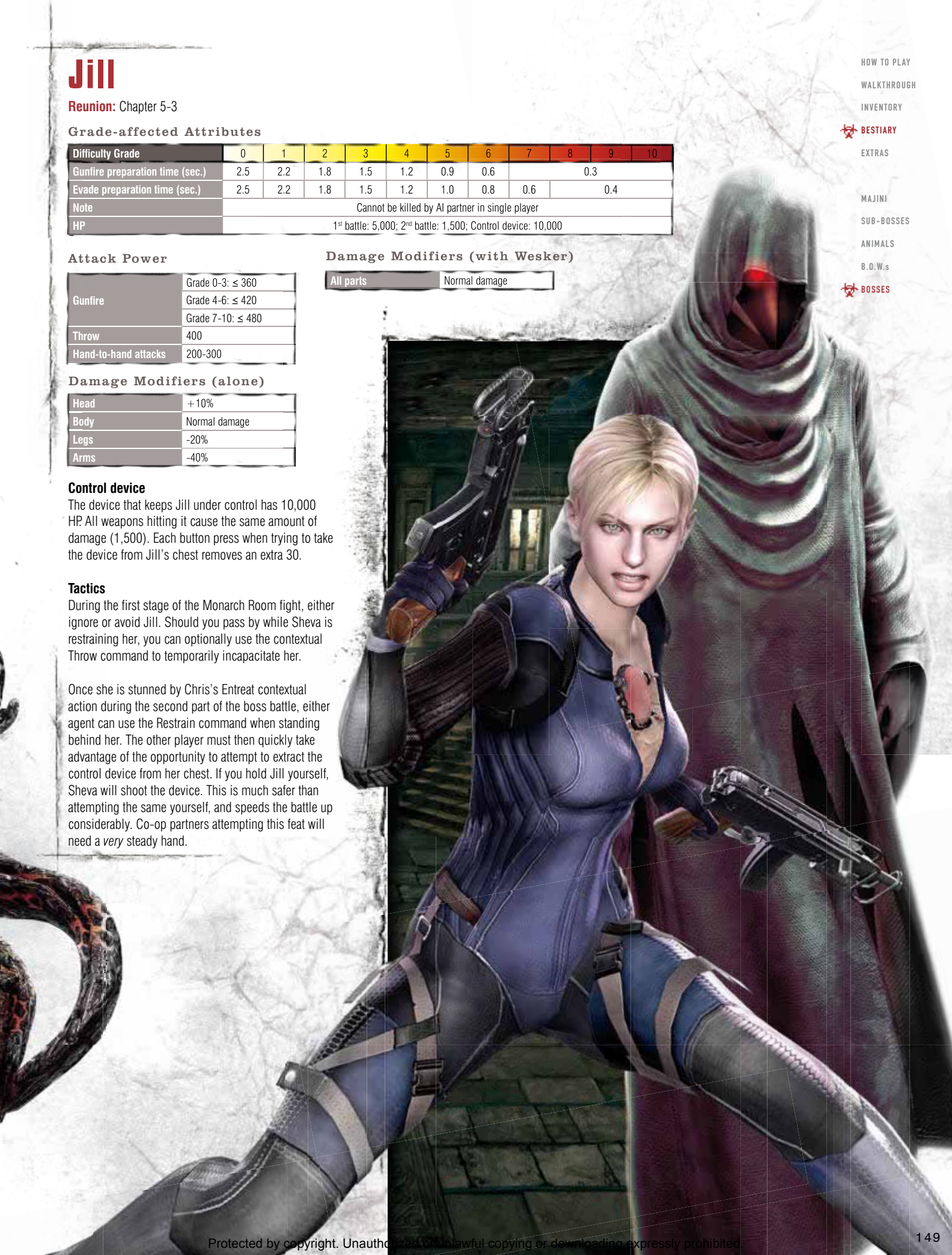
MAJINI

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Wesker (Human Form)

First encounter: Chapters 5-3 and 6-3

Attacks

Most of Wesker's attacks can be dodged manually or with quick context actions. Beware the slow-motion sequence where he attempts to plunge a clawed hand into an agent's chest. Use the context-action prompts to avoid instant death, then follow this up with a five-hit combo rebuttal.

Tactics

The first thing to do is turn off the lights. There are three levers to pull around the hangar. Next to the damaged fourth switch is an inventory-independent Rocket Launcher. If you miss, you can grab extra rockets from a glass case on the upper walkway.

Once in the dark, where he can't see you, there's a chance of hitting Wesker with the Rocket Launcher. He'll catch it, in a brief cut-scene, but that's the cue for the other partner to shoot it and detonate it. Once stunned by the explosion, Wesker will drop to one knee and can be Restrained from behind by one partner. The other must run in front and quickly stick the serum shot in Wesker's chest. Other factors that make Wesker lose sight of you are distance (the further you are from him, the more likely it is he will lose you), and obstacles (objects between you and Wesker).

You'll have to repeat serum shots depending on the difficulty level, and you don't actually need a Rocket to stun Wesker. If one player attacks while he's engaging the other, you can hit him when his fast dodge moves cannot be employed to save him. Should he stagger backwards, run in close to perform a multi-part context-action attack to inflict significant damage.

Attack Power

Pistol shots	500
Kicks	200-300
Combo attack	400
Grab	Grade 0-3: 25/sec.
	Grade 4-6: 50/sec.
	Grade 7-9: 75/sec.
	Grade 10: 100/sec.
Throw	300
Missile	Direct hit: instant death; Area of effect: inflicts Dying status
Chest stab	Instant death

Damage Modifiers

Head	-70%
Body	-80%
Legs	-90%
Arms	-90%

Weapon Damage Modifiers

Handgun	+100%
Hand-to-hand combo	200 → 200 → 200 → 200 → 500
Rocket Launcher	5,000

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Stagger duration (Wesker's HP: 100%-76%)	1 sec.										
Stagger duration (Wesker's HP: 75%-61%)	2 sec.					1 sec.					
Stagger duration (Wesker's HP: 60%-46%)	4 sec.		3 sec.			2 sec.			1 sec.		
Stagger duration (Wesker's HP: 45%-31%)	6 sec.			5 sec.			4 sec.		3 sec.		2 sec.
Stagger duration (Wesker's HP: 30%-16%)	12 sec.		10 sec.		8 sec.		6 sec.		4 sec.		3 sec.
Stagger duration (Wesker's HP: 15%-0%)	15 sec.				10 sec.				8 sec.		
Note	Cannot be killed by AI partner in single-player										
HP	30,000										



Wesker (Mutated Form)

First encounter: Chapter 6-3

Tactics

Once both agents are reunited on the central island, head up to the upper level. Repeated headshots will repel Wesker, rendering him harmless. His frontal weak spot is exposed after he first performs his distinctive Whirlwind attack. Shoot this once, then quickly move Chris – and only Chris – into position behind him to perform the contextual Restrain command while his nemesis staggers. If you then press the Action Button fast enough (the required pace depends on the Difficulty Grade), you will limit the damage sustained by Chris, and allow Sheva to start her knife finish. Keep pressing the button fast enough and you'll end the battle in record time. If you're too slow, Chris's health bar will decrease at an alarming rate, and Sheva will eventually be hit by an instant death attack.

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Attack Power

Standard attacks	250-1,000
Whirlwind	Instant death (if hit immediately or close to Wesker's shoulder); 500 (if hit later or in front of Wesker)
Arm swing (while moving) & arm drill (during grapple)	Instant death
Contact with goo	50/sec.


Damage Modifiers

Weak spot	Normal damage
Other parts	-90%

Weapon Damage Modifiers

Magnum	-50%
--------	------

Grade-affected Attributes

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
 shakes to escape grabs	25	26	27	28	29	30	31	32	33	34	35
Waiting time when Wesker raises his arm (sec.)	3	2.7	2.4	2.1	1.8	1.5	1.2	0.9	0.6	0.3	0
Note	Cannot be killed by AI partner in single-player										
HP	28,800										

EXTRAS

Keen players will discover plentiful bonuses for game completion. Diligence and outstanding performance are rewarded with unlockable features, game modes and additional material.

Warning: This section discloses secrets and spoilers relating to both the game's plot and its hidden content. Players should only read on if they have completed their first run through the game and are ready to return with the aim of exploring further.







UNLOCKABLES

Bonus Features

There are two methods of unlocking RE5's additional content. Some elements reveal themselves as you complete sections of the game, sometimes with a difficulty level condition. Others can be unlocked at your discretion when you have acquired sufficient Exchange Points earned through performance.

Completion Rewards



Reward	Unlocking Condition	Note
The Mercenaries challenge mode	Complete Chapters 1 to 6 on any difficulty*	More information in the Mercenaries section
Play as Sheva in a single-player game	Complete Chapters 1 to 6 on any difficulty	Must start a new game (or use Chapter Select to access a character selection screen)
Professional difficulty level	Complete Chapters 1 to 6 on Veteran difficulty	Once this difficulty level is unlocked, all sub-Chapters can be attempted at Professional difficulty on replay

*You can be invited to join an online or system link game of Mercenaries before unlocking it yourself, and will then be able to view the Leaderboard, but you will still have to unlock it to play offline. Conversely, being invited to a Professional level co-op game will permanently unlock this difficulty level for you.

Exchange Point (EP) Rewards

On completing any sub-Chapter of the game, your performance receives a Rank – from worst to best: C, B, A or S – and you are rewarded with a number of Exchange Points proportional to the difficulty level of the game. Thus, an A Rank on Amateur could bag 900 Points, but play on the harder Veteran setting and an A Rank might garner 1,500 Points.

The points earned go towards a running total. Just like your wealth and your inventory, this stays with your save file and is passed from game to game. These Exchange Points act as currency for purchasing the extras you wish to unlock through the Bonus Features menu. The following table lists all available entries, revealing for each one their unlocking conditions. The corresponding categories are discussed in greater detail over the following pages.



As you will see, some extras are free. Just to get you started, you can unlock the first two figures in the collection – Chris and Sheva in their standard BSAA outfits – before you even start a new game. Enter the Bonus Features menu and acquire these items for a zero point cost.

There are other ways of acquiring points. For example, achieving an S Rank in Mercenaries mode earns 3,000 Exchange Points (more on which from page 174 onwards).

Unlockables List

	Unlockable	Unlocking Condition	EP		Unlockable	Unlocking Condition	EP
Costume	Chris (BSAA)	• Default costume for first game	-	Figures	No.30 Gatling Gun Majini	• Complete Chapter 6-3 • Find 10 BSAA Emblems	500
	Sheva (BSAA)	• Default costume for first game	-		No.31 Motorcycle Majini	• Complete Chapter 2-3 • Find 5 BSAA Emblems	500
	Chris (Safari)	• Complete Chapters 1 to 6 on any difficulty	-		No.32 Uroboros	• Complete Chapter 5-3 • Find 10 BSAA Emblems	500
	Chris (S.T.A.R.S.)	• Complete Chapters 1 to 6 on any difficulty • Find 25 BSAA Emblems	-		No.33 Licker B	• Complete Chapter 5-3 • Find 5 BSAA Emblems	500
	Sheva (Clubbin')	• Complete Chapters 1 to 6 on any difficulty	-		No.34 Kipepeo	• Complete Chapter 4-2	500
	Sheva (Tribal)	• Complete Chapters 1 to 6 on any difficulty • Find all 30 BSAA Emblems	-		No.35 Bui Kichwa	• Complete Chapter 4-2	500
Filter	Default	• Normal setting at start of game	-	Figures	No.36 Adjule	• Complete Chapter 4-2 • Find 5 BSAA Emblems	500
	Classic Horror	• Complete Chapters 1 to 6 on Amateur or above	-		No.37 Crocodile	• Complete Chapter 3-3 • Find 5 BSAA Emblems	500
	Retro	• Complete Chapters 1 to 6 on Normal or above	-		No.38 Uroboros Aheri	• Complete Chapter 6-3 • Find 30 BSAA Emblems	500
	Noise	• Complete Chapters 1 to 6 on Veteran or above	-		No.39 U-8	• Complete Chapter 5-3 • Find 10 BSAA Emblems	500
Figures	No.01 Chris (BSAA)	-	-		No.40 Popokarimu	• Complete Chapter 2-3 • Find 10 BSAA Emblems	500
	No.02 Sheva (BSAA)	-	-		No.41 Ndesu	• Complete Chapter 2-3 • Find 10 BSAA Emblems	500
	No.03 Josh	• Complete Chapter 3-3 • Find 10 BSAA Emblems	500		No.42 Irving (Transformed)	• Complete Chapter 3-3 • Find 5 BSAA Emblems	500
	No.04 Jill (Brainwashed)	• Complete Chapter 5-3 • Find 10 BSAA Emblems	500		No.43 Chris (Rare)	• Complete Chapters 1 to 6 on any difficulty • Find 25 BSAA Emblems	500
	No.05 Wesker	• Complete Chapter 5-3 • Find 10 BSAA Emblems	500		No.44 Sheva (Rare)	• Complete Chapters 1 to 6 on any difficulty • Find 30 BSAA Emblems	500
	No.06 Excella	• Complete Chapter 5-3 • Find 10 BSAA Emblems	500		No.45 Jill (Rare)	• Score at least an A Rank on all Chapters	500
	No.07 Irving	• Complete Chapter 2-3 • Find 10 BSAA Emblems	500		No.46 Wesker (Rare)	• Score an S Rank on all Chapters	500
	No.08 Spencer	• Complete Chapter 6-3 • Find 10 BSAA Emblems	500	Infinite Ammo	M92F		6,000
	No.09 DeChant	• Complete Chapter 1-2 • Find 5 BSAA Emblems	500		H&K P8		10,000
	No.10 Dave	• Complete Chapter 2-3 • Find 5 BSAA Emblems	500		SIG P226		10,000
	No.11 Kirk	• Complete Chapter 1-2 • Find 5 BSAA Emblems	500		M93R		20,000
	No.12 Reynard	• Complete Chapter 1-2 • Find 5 BSAA Emblems	500		Ithaca M37		8,000
	No.13 Majini (Town A)	• Complete Chapter 1-2	500		M3		12,000
	No.14 Majini (Town B)	• Complete Chapter 2-3	500		Jail Breaker		12,000
	No.15 Majini (Town C)	• Complete Chapter 2-3	500		Hydra		20,000
	No.16 Majini (Town D)	• Complete Chapter 1-2	500		VZ61	• Complete Chapters 1 to 6 on any difficulty • Purchase all upgrades for the corresponding weapon	6,000
	No.17 Majini (Cephalo)	• Complete Chapter 2-3 • Find 5 BSAA Emblems	500		AK-74		15,000
	No.18 Majini (Agitator)	• Complete Chapter 1-2 • Find 5 BSAA Emblems	500		H&K MP5		10,000
	No.19 Majini (Wetlands A)	• Complete Chapter 3-3	500		SIG 556		15,000
	No.20 Majini (Wetlands B)	• Complete Chapter 4-2	500		S75		15,000
	No.21 Majini (Wetlands C)	• Complete Chapter 3-3	500		Dragunov SVD		15,000
	No.22 Giant Majini	• Complete Chapter 4-2 • Find 10 BSAA Emblems	500		H&K PSG-1		15,000
	No.23 Majini (Base A)	• Complete Chapter 5-3	500		S&W M29		15,000
	No.24 Majini (Base B)	• Complete Chapter 5-3	500		L. Hawk		15,000
	No.25 Majini (Duvalia)	• Complete Chapter 6-3 • Find 5 BSAA Emblems	500		S&W M500		20,000
	No.26 Reaper	• Complete Chapter 6-3 • Find 5 BSAA Emblems	500		Rocket Launcher	• Complete Chapters 1 to 6 on any difficulty in under 5 hours	-
	No.27 Big Man Majini	• Complete Chapter 1-2 • Find 5 BSAA Emblems	500	Versus Mode Characters*	Character A		8,000
	No.28 Executioner Majini	• Complete Chapter 1-2 • Find 10 BSAA Emblems	500		Character B		13,000
	No.29 Chainsaw Majini	• Complete Chapter 2-3 • Find 10 BSAA Emblems	500		Character C		6,000
					Character D	• Versus mode is accessible as downloadable content	15,000
					Character E		5,000
					Character F		7,000
					Character G		30,000
					Character H		50,000

* Turn to page 186 for more info on the Versus mode.

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Special Settings

Available from the Main Menu, this option gives you access to all the unlockables that you unlocked so far. You can find more details on these on the previous page.

Special Settings are universal settings that are stored with your save file and carried from game to game. They will affect all corresponding settings until altered by the player or overridden by game scripting. In other words, choosing a new screen filter for your single-player game will also change the filter for your Mercenaries game. Selecting infinite ammo will retain that option when you switch to playing a different Chapter. Return to the Special Settings menu to undo any changes.

Costume Select

There are two additional costumes to acquire for each of the main characters. One is awarded for game completion, while the other marks your success in the search for BSAA Emblems.

Choosing a new costume will determine a universal setting for your player's default appearance. Most interestingly, it will even affect cut scenes so that the protagonists appear in the new costumes you have chosen. However, dress choice will be overruled by scripted requirements. If you choose a character for Mercenaries with a specific look and configuration, or view a cut scene with a flashback, specific local rules will apply.

If you start a new game with a costume change, be aware that the costume won't appear until you pick up your guns from Reynard at the butcher's shop in Chapter 1-1.



Filter Select

This option alters the visual appearance of the game in a dramatic fashion, applying a particular color filter to the video output.



Infinite Ammo

This toggle option activates or deactivates Infinite Ammo Mode, with the featured weapons listed on screen.

The effect of this mode is to keep your weapon constantly loaded, so reload speeds are suddenly irrelevant. This benefits certain weapons more than others – the shotguns, for instance, are suddenly purged of a prime weakness. More obviously, power weapons such as the magnum types can be wielded constantly for instant kills without fear of running out of those precious bullets.

Some weapons are ineligible for Infinite Ammo. Your Grenade Launcher will be stuck with its limited number of rounds, counted off as fired, and ordinary grenades will be expended as usual.

Infinite Ammo needs to be acquired individually for each weapon that qualifies, and this menu lists the Exchange Points required to purchase the option once the initial conditions have been met. As usual, purchases are made through the Bonus Features menu.

The Rocket Launcher is an exception, as this must be unlocked with a speed run. You need to finish the entire game with a total clear time of under 5 hours.



Library

Accessed via the Main Menu, this repository has three subsections of unlocked bonus materials that will be revealed with progress.



Files

Background information on the lead characters and major factions is provided through dossiers in the Files menu and presented in a text format. The content of these dossiers ties up many significant plot revelations revealed in the game and explains the sequence of events leading up to the critical situation that players must resolve in RE5.



Name	Unlocking Condition	Description
No.01 History of RESIDENT EVIL	Accessible from the start	Chronology of events (44 pages)
No. 02 BSAA	Chapter 1-2 completion	History of the organization (31 pages)
No. 03 Majini	Chapter 2-3 completion	Description of host behavior (11 pages)
No. 04 Chris Redfield	Chapter 3-1 completion	Character bio (27 pages)
No. 05 Sheva Alomar	Chapter 3-2 completion	Character bio (36 pages)
No. 06 Ricardo Irving	Chapter 3-3 completion	Character bio (16 pages)
No. 07 Ndipaya Tribe	Chapter 4-2 completion	Cultural overview (11 pages)
No. 08 U-8	Chapter 5-1 completion	B.O.W. tactical profile (10 pages)
No. 09 Tricell	Chapter 5-2 completion	Corporate profile (12 pages)
No. 10 Jill Valentine	Chapter 5-3 completion	Character bio (26 pages)
No. 11 Excella Gionne	Chapter 6-2 completion	Character bio (8 pages)
No. 12 Albert Wesker	Chapter 6-3 completion	Character bio (24 pages)

Cut Scenes

This option offers instant review of the game's cinematic episodes, featuring 53 cut scenes, excluding the primary intro sequence. Scenes are unlocked on a progress basis, with an accompanying menu title to remind players of the context.



Cut Scene	Cut Scene	Cut Scene
01 Welcome to Africa	19 Shaking Off the Majini	37 U-8 Repelled
02 Magic Act	20 Grand Resurgence	38 Monitored Communications
03 The Butcher (Part 1)	21 Delta Team's Distress	39 Uroboros
04 The Butcher (Part 2)	22 The Wetlands	40 Two on Two
05 First Encounter	23 Shadows of the Past	41 Old Friends, New Enemies
06 Hospitality	24 Josh to the Rescue	42 Favor for a Friend
07 Guardian Angel	25 Splitting Up	43 The Tanker
08 A Cry for Help	26 Irving's Web	44 Medicine
09 Damsel in Distress	27 The Oil Field Aflame	45 Dreams of a Madman
10 A Piece of the Puzzle	28 Boat Majini Appear	46 A New Nightmare Begins
11 Unidentified Threat	29 The Patrol Boat	47 A Message from Jill
12 The Storage Facility	30 A New Clue	48 Rematch
13 The Chainsaw Majini	31 The Docks	49 Wesker's Vulnerability
14 To the Crash Site!	32 The Bridge Collapses	50 Sky-high Skirmish
15 Rendezvous	33 Wesker's Return	51 The Final Curtain
16 Irving's Great Escape	34 Underground Garden	52 The Fall of Wesker
17 Terror from Above	35 Experimental Facility	53 Homeward Bound!
18 Roll Out!	36 U-8 Attacks	

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Figures



The Figures menu is styled in the form of a popular Japanese coin-operated device that dispenses a capsule toy. The turning handle is also used here as a loading icon. A typical capsule toy is often just one part of a themed series, designed to engage the interest of collectors, with the rarest models being hardest to acquire. That's certainly true of RE5's roster of souvenir figures, featuring all of the major creature types in suitable action poses.

Follow the on-screen instructions to manipulate and view your capsule toy collection and you may just notice a few details you missed in the heat of battle, such as Ndesu's loin-cloth or the Majini's face-hugging fangs.

Note that figures are only awarded at the conclusion of whole Chapters, not with sub-Chapters. Full unlocking details are available on page 155.

Figures List



01 Chris (BSAA)



02 Sheva (BSAA)



03 Josh



04 Jill (Brainwashed)



05 Wesker



06 Excella



07 Irving



08 Spencer



09 DeChant



10 Dave



11 Kirk



12 Reynard



13 Majini (Town A)



14 Majini (Town B)



15 Majini (Town C)



16 Majini (Town D)



17 Majini (Cephalo)



18 Majini (Agitator)



19 Majini (Wetlands A)



20 Majini (Wetlands B)

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21 Majini (Wetlands C)



22 Giant Majini



23 Majini (Base A)



24 Majini (Base B)



25 Majini (Duvalia)



26 Reaper



27 Big Man Majini



28 Executioner Majini



29 Chainsaw Majini



30 Gatling Gun Majini



31 Motorcycle Majini



32 Uroboros



33 Licker β



34 Kipepeo



35 Bui Kichwa



36 Adjule



37 Crocodile



38 Uroboros Aheri



39 U-8



40 Popokarimu



41 Ndesu



42 Irving (Transformed)



43 Chris (Rare)



44 Sheva (Rare)



45 Jill (Rare)



46 Wesker (Rare)



BSAA EMBLEMS

If you are still missing a number of Emblems after your first playthrough, use this handy checklist to track them down. Follow the page number references provided here to refer to complete descriptions (and illustrative screenshots) in the Walkthrough chapter.

✓	#	Chapter	Map	Description	Page
<input type="checkbox"/>	1	1-2	Urban District	On the exterior wall of a house just outside the playable area, on the south side of the map.	31
<input type="checkbox"/>	2	1-2	Abandoned Building	Beneath a metal tank on the roof, which you can see after climbing the ladder to reach the upper floor.	33
<input type="checkbox"/>	3	1-2	Furnace Facility	Visible through a wire fence just before the map exit.	33
<input type="checkbox"/>	4	2-1	Storage Facility	The easiest of all Emblems: it's in plain view to the right of the exit.	35
<input type="checkbox"/>	5	2-1	The Bridge	This can be found after crossing the bridge – look underneath it from the far side of the river before entering the tunnel to fight the Adjule.	37
<input type="checkbox"/>	6	2-1	The Port	Hidden inside the small booth near the market stalls.	39
<input type="checkbox"/>	7	2-1	The Port	After making your way back onto land after crossing over the boat, use the first ladder on the right to climb onto a roof. Turn left at the top, and examine the building on the other side of the street.	39
<input type="checkbox"/>	8	2-1	Shanty Town	Just before you help Sheva with the Assist Jump to the opposite building, turn around and look up at the broken roof.	41
<input type="checkbox"/>	9	2-2	Train Station	On an electricity pylon behind the building where you start. A sniper rifle is useful, though not essential.	45
<input type="checkbox"/>	10	2-2	The Mines	When you cross the bridge, look right.	47
<input type="checkbox"/>	11	2-2	Mining Area	After climbing the first tall ladder, turn to face southeast – it's on the wall of the building in the distance. Take a rifle with you.	49
<input type="checkbox"/>	12	3-1	Marshlands	Found on a telegraph pole in the south area of the marsh. The boat passenger can hit it from close range in co-op. You can also shoot it from the south docking point with a rifle, though we advise that you take the PSG-1 with a fully upgraded Scope perk.	55
<input type="checkbox"/>	13	3-1	Marshlands – Poultry Farm	Hidden beneath the hut on the island populated by chickens.	55
<input type="checkbox"/>	14	3-1	Marshlands – Fish Farm	Examine the underside of the shelter when you reach the Nile Perch fishery in the northwest corner of the map.	55
<input type="checkbox"/>	15	3-1	Village	Concealed behind broken planks underneath your starting position.	61
<input type="checkbox"/>	16	3-2	Execution Ground	Hidden between the two Tricell tents – go through one and investigate the area behind to find it.	63
<input type="checkbox"/>	17	3-2	Oil Field – Dock	Once the countdown sequence begins, turn and run down the metal ramp behind the restart position. Look through the barred window of the small building to see this Emblem.	67
<input type="checkbox"/>	18	3-3	Oil Field – Drilling Facilities	Positioned beneath the bridge you pass under just before reaching the first docking point.	69
<input type="checkbox"/>	19	4-1	Caves	Examine the small waterfall when you cross the stone bridge.	73
<input type="checkbox"/>	20	4-1	Ancient Village	In plain view above the gate just before the exit at the north end of the map.	75
<input type="checkbox"/>	21	4-1	Labyrinth	Found high on a wall on the west side of the map. Can be shot from numerous locations with a rifle.	77
<input type="checkbox"/>	22	4-2	Pyramid	Above the doorway inside the north room on the bottom floor.	81
<input type="checkbox"/>	23	5-1	Underground Garden	Move over to the northeast corner of the map, then look underneath the small bridge.	83
<input type="checkbox"/>	24	5-2	Missile Area 1 st Floor	Inside a dumpster close to the conveyor belt you travel over to reach the exit.	89
<input type="checkbox"/>	25	5-3	Uroboros Research Facility	Found at the very start of the chapter after the Uroboros Mkono battle. After going through the first door, look at the extractor fan on the right.	93
<input type="checkbox"/>	26	5-3	Moving Platform	Stand on the east side of the platform before you set it in motion. Look up to see this Emblem through the floor grating of a control booth.	97
<input type="checkbox"/>	27	5-3	Monarch Room Entrance	Hidden inside the shaft beneath the elevator.	97
<input type="checkbox"/>	28	6-1	Ship Deck	Positioned on a distant radar tower at the south end of the ship. Take the H&K PSG-1 along – it's an extremely tricky shot with a standard rifle scope.	101
<input type="checkbox"/>	29	6-1	Ship Deck	Inside the open shipping container just left of the cargo elevator that you raise on your way to free Sheva from the cage. Throw a grenade inside to destroy it.	103
<input type="checkbox"/>	30	6-1	Ship Hold	This final Emblem is located in the room that you arrive in after the first cutscene. It's hidden inside a cupboard with a glass door on the north wall.	105

ACHIEVEMENTS AND TROPHIES

Resident Evil 5 features a wide and varied range of Trophies and Achievements. Many are designed to acknowledge your progress, while others provide incentives to try specific (and sometimes rather unusual) activities. Unlocking the full complement on PS3 or Xbox 360 is no simple feat, so use the following guide to both plan and track your progress. Note that Trophies and Achievements are available on all difficulty levels unless otherwise stated.

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
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













BEHIND THE SCENES

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Trophy Type	G	Achievement/Trophy	Details
	Bronze 15	Completed Chapter 1-1	These are all unlocked during the course of the main game, and are awarded irrespective of your chosen difficulty level. By virtue of the fact that you are now reading the spoiler-packed Extras chapter, we'll assume that you have them already.
	Bronze 15	Completed Chapter 1-2	
	Bronze 15	Completed Chapter 2-1	
	Bronze 15	Completed Chapter 2-2	(Note: If you take Achievements and Trophies very seriously, and have skipped here to sneak a quick look before completing Resident Evil 5 for the first time, the only thing you need to know on a first playthrough is to keep one of each weapon type, and to save a Rotten Egg should you find one. Everything else can be unlocked or dealt with later, when you have better equipment and more experience. We suggest that you depart swiftly before we break out heavy-duty spoilers that will melt your face with woe. Consider yourself warned!)
	Bronze 15	Completed Chapter 2-3	
	Bronze 15	Completed Chapter 3-1	
	Bronze 15	Completed Chapter 3-2	
	Bronze 15	Completed Chapter 3-3	
	Bronze 15	Completed Chapter 4-1	
	Bronze 15	Completed Chapter 4-2	
	Bronze 15	Completed Chapter 5-1	
	Bronze 15	Completed Chapter 5-2	
	Bronze 15	Completed Chapter 5-3	
	Bronze 15	Completed Chapter 6-1	
	Bronze 15	Completed Chapter 6-2	
	Bronze 15	Completed Chapter 6-3	

 = Gamerscore

Trophy Type	G	Achievement/Trophy	Details
Bronze	15	Recruit	Complete every chapter on the Amateur difficulty level.
Bronze	15	Soldier	Complete every chapter on the Normal difficulty level. Also unlocks Recruit.
Silver	30	Veteran	Complete every chapter on the Veteran difficulty level. Also unlocks Recruit and Soldier.
Gold	70	War Hero	Complete every chapter on the unlockable Professional difficulty level, obtained after you beat the entire game on Veteran. You can find advice for this play mode in our 100% Guide on page 167.
Bronze	15	Egg Hunt	Collect each type of egg (White, Brown, Gold, Rotten) and have all four in your possession at once during a visit to the Item Management screen. White, Brown and Gold eggs are easily obtained from an island in Chapter 3-1 (see page 54). The Rotten Egg is a random loot drop left behind by enemies. Your best chance of encountering it is from Chapter 4-1 onwards.
Silver	30	All Dressed Up	Purchase all costumes in the Bonus Features menu. You will need to collect all 30 BSAA Emblems and complete every chapter before they are made available. There is a handy Emblem checklist on page 160.
Silver	30	Stockpile	Obtain all weapons available in the main game (not including the two exclusive to Mercenaries, or Eggs), and have every single one in your possession at the Item Management screen at the same time.
Silver	30	Take It to the Max	Complete all weapon upgrades for the following weapons: M92F, H&K P8, SIG P226, M93R, Ithaca M37, M3, Jail Breaker, Hydra, VZ61, AK-74, H&K MP5, SIG 556, S75, Dragunov SVD, H&K PSG-1, S&W M29, L. Hawk and S&W M500.
Silver	30	They Belong in a Museum	Collect all 50 unique Treasures. You can find a checklist on page 118, with directions and useful collecting tips throughout the Walkthrough chapter. Note that Treasures collected by one agent in co-op games are awarded to both players.
Silver	30	Badge of Honor	Shoot all 30 BSAA Emblems. You can study your current progress by browsing the Chapter Select menu. Use the checklist on page 160 and directions in the Walkthrough chapter to find any that you are missing. Note that Emblems shot by one player during co-op sessions are awarded to both participants.
Silver	30	They're ACTION Figures!	Purchase all 46 Figurines at the Bonus Features menu. You must complete every chapter on one difficulty setting with a Rank of S and collect all 30 BSAA Emblems to unlock them all.
Bronze	15	A Friend in Need	Assist a partner in "Help" status 10 times. This can be achieved with a Partner Action, or by shooting the attacking enemy in time. Using grenades, Proximity Bombs and eggs will not count.
Bronze	15	Lifeguard	Perform a Partner Action to save an agent in the "Dying" status 10 times. It doesn't matter if it's a simple shot, herb infusion or First Aid Spray: every rescue counts.
Bronze	15	Exploding Heads	Kill 20 Majini with headshots.
Bronze	15	A Cut Above	Defeat five enemies with your knife. Majini are easy to kill this way if you trap one against a solid surface. A quicker way to unlock this is to visit the fishery in the northwest corner of the Marshlands in Chapter 3-1 as the Nile Perch technically count as an "enemy".
Bronze	15	Cattle Prod	Kill 30 enemies with the Stun Rod weapon. All non-hostile animals count, so the tip for A Cut Above could easily be repeated six times. If you have a willing co-op partner, they could assist by softening up Majini in advance.
Bronze	15	Crowd Control	Defeat 30 enemies with the Gatling Gun, a weapon exclusive to Chris that is unlocked by completing all chapters and fully upgrading the VZ61 machine-gun. Oh, and there's also the trivial matter of a \$50,000 retail price...
Bronze	15	Bull's-eye	Same as Crowd Control, but using Sheva's Longbow weapon (complete all chapters, fully upgrade the S75 rifle).
Bronze	15	Get Physical	Kill 20 enemies with contextual melee attacks (including finishing moves on prone Majini).
Bronze	15	The Works	Complete a maximum three-hit melee combo with your partner's assistance. One agent performs an opening punch after stunning an assailant, a partner steps in to land a second contextual blow, before the first agent performs the final attack. Majini are too weak to survive for long enough on lower difficulty settings, and most sub-bosses (such as the Gatling Gun Majini and Giant Majini) can only be hit twice in a single combo. The Big Man Majini, however, is an exception tailor-made for this treatment. There are three of these on the Ship Deck map (Chapter 6-1), so it's a sensible place to make an attempt. Take Flash Grenades with you: these set up melee opportunities without the need for gun use. Fairly uncomplicated on co-op with a little communication, The Works is far, far harder if you are playing with AI Sheva. The best advice we can offer is that you remove all weapons from her inventory beforehand, and that you ensure that she is nearby before you start.
Silver	30	Lead Aspirin	Kill a Majini with a headshot while it is airborne in any play mode. This includes the leaping attacks performed by Wetlands Majini armed with spears, and all Majini types when they jump from one platform to another or drop from a higher level. The top of the bus on the Public Assembly map in Chapter 1-1 is a good place to hunt for this, but there are other suitable locations. Take an Ithaca M37 and M92F if working alone (those Critical perks really make a difference), and maybe a rifle if you have a co-op partner willing to act as bait.
Bronze	15	Fireworks	Shoot a Molotov cocktail, dynamite stick or grenade before a Majini can throw it, or blast it out of the air before it lands.
Silver	60	Be the Knife	Deflect an arrow fired by a Majini with a knife. The best place to try this is probably The Bridge (Chapter 2-1) on a lower difficulty level. Kill all hostiles barring one Bow Gun Majini, then approach it and stand four or five paces away. Prepare your knife, then work on mastering the art of timing your swing. We found that it can help to stand just behind Sheva's shoulder; this way, the knife slash may connect even if the bolt is aimed at your partner.

Trophy Type	G	Achievement/Trophy	Details
	Bronze 15	Meat Shower	Defeat three Majini with a single Hand Grenade or Proximity Bomb. The Majini horde that chases you on the Back Alley map (Chapter 1-1) obligingly approaches in compact formation, though you may find that it comes naturally if you play Mercenaries mode for any amount of time.
	Bronze 15	Go into the Light	Kill two enemies simultaneously with a single Flash Grenade. This can be achieved with Cephalo, Kipepeo, Adjule (split-head only), Bui Kichwa or Duvalia. The Bui Kichwa in the Caves opener for Chapter 4-1 are excellent targets.
	Bronze 15	Ride the Lightning	Defeat a Majini by timing a shot to cause an electricity transformer to land beside them. The event must lead to death, so it's smart to try this on an easier difficulty level. The Public Assembly map at the end of Chapter 1-1 has three transformers and no shortage of Majini.
	Bronze 15	Stop, Drop, & Roll	Kill three Majini at once by setting oil barrels on fire. Once again, Public Assembly is a prime location. If you have difficulties luring a murderous trio into position, try standing right beside the barrels and accepting the resultant damage as an occupational hazard.
	Bronze 15	Baptism by Fire	Kill three Majini at once by blowing up an explosive drum or gas tank. Refer to Stop, Drop, & Roll for tips.
	Bronze 15	Masters of Removing	Awarded for saving Jill in Chapter 5-3 by using the context action prompts to restrain her and remove the control device from her chest; both agents must participate in the final removal (one holding, the other pulling) to receive this accolade in co-op games.
	Bronze 15	Bad Blood	Inflict sufficient damage to force Wesker to leave the battle in the Monarch Room (Chapter 5-3) before his specified seven minute deadline. You can find out how to do this on page 98.
	Silver 30	Drive By	Kill a truck driver during the Savanna chase in Chapter 2-3 after shooting (and, as a consequence, removing) the metal plate covering the front windshield. This is best attempted on easier difficulty levels.
	Bronze 15	Egg on Your Face	Kill a Majini with a Rotten Egg. These are powerful enough to kill with a single hit on lower difficulty levels, so it's simply a matter of accurate aim.
	Bronze 15	Heart Stopper	Kill a Licker β with a context-sensitive stab attack. This is only possible when they are knocked onto their backs.
	Silver 30	Who Do You Trust?	The quickest way to obtain "Who Do You Trust?" is to thank Sheva whenever she heals you in a single-player game, saves you from the Dying status, or (willingly) gives you items. You can do this by tapping  shortly after the action is completed. Note that there actually is a hidden "Trust" system that governs how your partner feels towards you during single-player games. Various actions lead your partner to trust you (like thanking them – see above) or distrust you (like requesting an item from them). By repeating these actions, you can reach a point where their animation sequences while standing idle are affected.
	Platinum N/A	Platinum Trophy (PS3 only)	Obtain all other Trophies to unlock this master accolade.
	Bronze 15	Army of One*	Win 30 matches in Slayers.
	Bronze 15	Eye of the Tiger*	Win 30 matches in Survivors.
	Silver 30	The Team That Slays Together...*	Win 30 matches in Team Slayers.
	Silver 30	We Will Survive*	Win 30 matches in Team Survivors.
	Bronze 15	Keep the Good Times Rolling*	Chain a 20-defeated combo in Slayers.
	Bronze 15	It Takes Two to Tango*	Chain a 40-defeated combo in Team Slayers.
	Bronze 15	It's All About the Points*	Score at least 40,000 points in Survivors.
	Bronze 15	There's no "I" in Team*	Score at least 80,000 points in Team Survivors.
	Bronze 20	Let's Get This Party Started!*	Unlock all selectable characters in Versus.
	Silver 30	Bringing the Pain*	Defeat 100 players using hand-to-hand attacks in Versus.

* The last ten Achievements/Trophies are only available in Versus mode (downloadable content).

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100% GUIDE

For those who will settle for nothing less than full game completion, this dedicated section will help to inform and prepare readers for the challenges that lie ahead.

Rank



Before you set out to obtain perfect S Ranks on your chosen difficulty level, you should take the time to understand how the system works. Happily enough, it's actually surprisingly simple. As you should by now have noticed (and if not, seek urgent medical assistance), Resident Evil 5 grades your performance in four categories at the end of each chapter, then awards an overall Rank. Here's an introduction of the four categories:

- **Accuracy:** Calculated by taking the number of shots fired and dividing it by how many times you actually hit enemies. Note that hits only count with living creatures. No impact is recorded if a creature is performing its death animation cycle, and the shot will count as a miss. The Rank requirements for this category are as follows for all chapters:

Category	S	A	B	C
Accuracy	70%+	60-69.9%	50-59.9%	0-49.9%

- **Enemies Routed:** The number of creatures that you kill (including incidental fauna, such as rats or birds). The Rank requirements differ for each chapter.

Difficulty Grade

Resident Evil 5 uses an adaptive difficulty system that increases or reduces the challenge you face in accordance with your performance and chosen difficulty setting. Your starting Difficulty Grade depends on the difficulty setting you initially choose, then fluctuates within a set range, as shown in the following diagram.

Difficulty Grade										
0	1	2	3	4	5	6	7	8	9	10
Amateur	Amateur*	Amateur	Amateur							
		Normal	Normal*	Normal	Normal	Normal	Normal			
							Veteran*	Veteran	Veteran	Professional

* Starting Difficulty Grade for the difficulty level.

- **Deaths:** How many times you have chosen to continue after a Game Over condition during a single chapter. If you instead quit without saving, the event is not recorded. The Rank requirements for this category are as follows for all chapters:

Category	S	A	B	C
Deaths	0	1	2	3+

- **Clear Time:** How quickly you complete a chapter, with each one having its own Clear Time criteria. The timer stops whenever the game is paused.

Your overall Rank for a completed chapter is based on your results in the above four categories. To calculate this final score, hidden penalties are awarded for each category requirement. An "S" is worth 0 penalty points, an "A" 1, a "B" 2, and a "C" 3. Your hidden penalty points total determines your overall Rank.

Penalties Total	Overall Rank
0-2	S
3-6	A
7-10	B
11-12	C

As you can see, obtaining an overall Rank of S requires that you either obtain an S-S-S-S, S-S-S-A, S-S-A-A or S-S-S-B – that is, no more than two hidden points. This affords you a certain margin for error on every chapter, and makes Resident Evil 5 much more fun for those seized by the urge to gain perfect scores. A speed-running sharp-shooter with a tendency to take risks could afford two deaths as long as their other Ranks are above the required totals. Similarly, a precise yet pedestrian player will be forgiven for a relatively slow completion time.

Last, but not least, your overall Rank also determines how many Exchange Points you receive after completing a chapter.

Exchange Points Per Rank

Overall Rank	Exchange Points			
	Amateur	Normal	Veteran	Professional
S	1,000	1,500	2,000	2,500
A	900	1,000	1,500	2,000
B	700	800	1,000	1,500
C	500	600	800	1,000

Note that you will find tips for high Rank attempts in the Walkthrough Addendum on page 167.



On all but Professional, where it is permanently fixed to the highest level, this hidden Difficulty Grade can make a big difference to enemy behavior and the damage you inflict upon them, as well as the injuries you sustain. Indeed, Grade-affected damage multipliers are applied to all attacks, as revealed in this table:

Difficulty Grade	0	1	2	3	4	5	6	7	8	9	10
Damage to Enemy	x2.5	x2.0	x1.8	x1.4	x1.2	x1.0	x0.97	x0.94	x0.91	x0.88	x0.85
Damage to Player	x0.5	x0.6	x0.7	x0.8	x0.9	x1.0	x1.3	x1.5	x2.0	x3.0	x10.0

This will naturally be of great interest to players who specialize in speed runs on Veteran and below, because it can be exploited to shave valuable seconds from total times. Being a dynamic system, there are various actions or events that can increase or decrease the Difficulty Grade. Grade adjustments occur – within your difficulty setting range – every time you earn or lose 1,000 hidden Difficulty Grade points.

Adjustment	Grade Points	Condition
Decrease Grade	-1,200	Player dies
	-650	Player enters Dying status
	-500	Incur high damage (450+)
	-400	Incur damage (100 to 449)
Increase Grade	+2	Hit enemy with weapon
	+30	Hit specific body parts (especially weak points on powerful enemies; legs or heads on Majini)
	+45	Evoke attack
	+80	Defeat enemy
	+100	Critical hit

When you select Continue Game, your Difficulty Grade will be the same as that saved at the last stored checkpoint; however, selecting Chapter Select or New Game+ will set your Difficulty Grade to a default starting Grade. Knowing this, the table to the left provides valuable pointers. One way to make your life easier in most instances is to kill Majini by aiming for their bodies and avoid Critical headshots altogether. To learn more about how Difficulty Grade can influence enemy behavior, consult the tables in the Bestiary chapter.

Hand-to-Hand Combat

Rules

Using hand-to-hand combat is a surefire way to attack or even dispatch enemies. Not only does it inflict high damage without consuming precious ammo, but it also leads to guaranteed hits, with no risk of lowering your Accuracy rating.

Hand-to-hand combat only takes place when the enemy has been rendered prone by a previous attack – you will see them stumble, stagger or clutch themselves in pain – provided that you are close enough to them, whereupon you will receive an on-screen prompt to make the context action for the attack. You don't need to be lined up precisely, just within range, so it's possible to be prompted for an attack on an enemy who is behind you or even off-screen. The unarmed move that you perform relates to the hit location on the enemy's body where the stun or stagger was caused.

Attack Type	Initiating Damage
High	Shots and slashes to the head, but also Flash Grenades
Middle	Shots and slashes to the arms
Low	Shots and slashes to the legs and below the waist
Floored	Any knockdown in which the enemy has taken damage (firearm, melee or explosion, but not from the player jumping down into a crowd or similar)
Combo	These moves can only be initiated during a hand-to-hand combo (though note that they are always the first strike against Gatling Gun Majini)
Counter Attack	These moves can only be performed as counters against Licker β

With accurate placement, you can deliberately inflict damage to enable the move you wish to perform. As a rule, the Middle attacks do less damage than others but set up combo chains



by propelling the still-standing enemy towards your partner. Depending on the enemy, the Difficulty Grade and your partner's co-op skills, they may be returned to you for a third hit.

Every successful hand-to-hand attack has a chance of exploding a Majini's head. The minimum probability is equivalent to a one-star Critical %, or 12.5%.

Hand-to-hand attacks can hurt any creature caught in the sweep of a punch or roundhouse kick, with critical hit probabilities on all who take damage. Even a move on floored opponents like Wesker's Windfall axe kick may catch others in its path. This means you can also harm boss enemies (and players, in Versus mode) by setting up melee in an adjacent creature with a bullet or grenade.

Once you get to Professional difficulty, attacks on floored opponents are no longer necessarily finishing moves and the opportunity is fleeting as enemies recover more quickly. Where applicable, use the critical effect by targeting your victim's head rather than rely on the damage rating.

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Instant Kills

If you want to pull off your character's instant kill against ordinary Majini, you need to set up for a Low attack. A couple of bullets in their shins, so that they drop down or hunch over without being floored, will do the job on unarmored enemies. If their legs are armored, aim for the feet.

Now you need to get behind the enemy, but just far enough past their side will count as such. If you're facing them, draw an imaginary line through the Majini from shoulder to shoulder and run just beyond it. There's no need to turn around, or to face them: as long as you're right beside the Majini, you should see the description of your normal Low context move suddenly change into your instant death move as you pass. As Chris, for instance, you would see "Uppercut" turn to "Neck Breaker". Immediately hit your context action button to activate the move animation, which will automatically reposition you.

The instant kill move has several advantages, besides certainty, especially on Professional difficulty, when creatures will absorb plentiful damage. It prevents Plagas appearing from your victim in the mutated forms of Cephalo, Duvalia and Kipepeo. As their placement is often scripted in the main game, you can anticipate exactly when to use this move. There is no head explosion from a normal critical, so the creature does not continue to stagger around or even attack in the case of Majini (Base). Invulnerability is guaranteed during these uninterrupted moves, as with all hand-to-hand combat.

	Move	Attack Type	Damage	Notes
Chris Redfield	Straight	High	400	Blows away
	Hook	Middle	300	Sets up chain
	Uppercut	Low	400	Rising punch knocks backward
	Kick	Middle (from behind)	300	Propels enemy
	Neck Breaker	Low (from behind)	Instant Kill	No Plaga appearance
	Stomp	Floored	600	Head crush (100% Critical) if targeted on head
	Backhand	Combo	3,000	No Plaga appearance
	Haymaker	Combo	3,000	No Plaga appearance
	Grapple Breaker	Partner Action	500	Breaks Majini grapple
	Uppercut	Counter Attack	600	Successful counter floors Licker β
	Stab	Floored Licker β	1,200	Instant Kill to Licker β
Sheva Alomar	Roundhouse	High	350	Blows away
	Twist Kick	Middle	250	Sets up chain
	Somersault	Low	350	Rising kick knocks backward
	Knee	Middle (from behind)	250	Sets up chain
	Throat Slit	Low (from behind)	Instant Kill	No Plaga appearance
	Impale	Floored	800	100% Critical
	Spinning Back Kick	Combo	3,000	No Plaga appearance
	Skull Crusher	Combo	3,000	No Plaga appearance
	Grapple Breaker	Partner Action	450	Breaks Majini grapple
	Somersault	Counter Attack	600	Successful counter floors Licker β
	Stab	Floored Licker β	900	Instant Kill to Licker β
Jill Valentine	High Kick	High	350	Blows away
	Roundhouse	Middle	250	Sets up chain
	Sweep Kick	Low	350	Rising kick knocks backward
	Reverse Roundhouse	Middle (from behind)	250	Sets up chain
	Head Grab	Low (from behind)	Instant Kill	No Plaga appearance
	Double Knee Drop	Floored	1,200	100% Critical
	Cartwheel Kick	Combo	2,000	No Plaga appearance
	Flip Kick	Combo	2,000	No Plaga appearance
	Grapple Breaker	Partner Action	350	Breaks Majini grapple
	Sweep Kick	Counter Attack	600	Successful counter floors Licker β
	Stab	Floored Licker β	900	Instant Kill to Licker β
Albert Wesker	Cobra Strike	High	1,200	Blows away (50% Critical)
	Panther Fang	Middle	300	Sets up chain
	Tiger Uppercut	Low	400	Rising punch knocks backward
	Jaguar Kick	Middle (from behind)	300	Sets up chain
	Mustang Kick	Low (from behind)	500	Carries superior unchained damage (but note that Wesker has no instant kill move)
	Windfall	Floored	600	Head crush (100% Critical) if targeted on head
	Ghost Butterfly	Combo	4,000	No Plaga appearance
	Rhino Charge	Combo	4,000	No Plaga appearance
	Grapple Breaker	Partner Action	500	Breaks Majini grapple
	Tiger Uppercut	Counter Attack	600	Successful counter floors Licker β
	Stab	Floored Licker β	1,200	Instant Kill to Licker β
Common Moves	Knife Slash	-	50	Range specific to character
	Stun Rod	-	666	Electric damage (50% Critical)
	Knife Sever	-	500	Grapple breaker for Bui Kichwa & Kipepeo

Walkthrough Addendum: Introduction

This section is designed to help players embarking on speed runs, high Rank attempts, and sessions on the Professional setting. While the Walkthrough chapter is packed with information on how to beat or skip difficult battles and exploit hidden features, there are certain tips and tricks that (for varied reasons, spoilers included) might not have been entirely suitable for a debut playthrough.

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Preparation

Broadly speaking, the harder the challenge becomes, the more resources Resident Evil 5 gradually places at your disposal. You might assume that activating the Infinite Ammo option would incur some sort of penalty, but that's not the case. Activating this generous perk is the best (though not, you should note, mandatory) way to beat higher difficulty levels, obtain high Ranks and Clear Times, and obtain all unlockable features.

However, while Resident Evil 5 is scrupulously fair in providing the tools you need for its biggest trials (particularly Professional mode), it does not give them away cheaply. To unlock unlimited ammunition for a particular weapon, you must first spend \yen to fully upgrade it, then spend the required number of Exchange Points in the Bonus Features menu. As an initial playthrough will net most players sufficient \yen to fully upgrade no more than four weapons, and Exchange Points for approximately two Infinite Ammo bonuses, the next step after viewing Wesker's demise is to work on expanding your armory.

Grinding for resources isn't to everyone's tastes, but it will expedite your progress to 100% completion, and can be achieved with little danger on the Amateur difficulty level. The following tips suggest good locations to mine. For ammunition collection, note that it is important to have a weapon of the required class in your inventory.

- **Treasures & \yen :** Chapter 4-1 is awash with Treasures. Alternatively, collecting eggs at the central island in Chapter 3-1 is a solid source of income that requires less concentration. See page 131 for more details.
- **Exchange Points:** If you gather a supply of Rocket Launchers from Chapter 3-1, you can beat Chapter 6-2 in less than five minutes on Veteran or Professional with relatively little risk. For fun *and* profit, a solid evening of playing Mercenaries or Versus modes with friends could boost your Exchange Points total by a huge amount.
- **Pistol/Machine-gun/Rifle Ammo:** Chapter 1-1 is a great destination for those seeking staple ammo types, and can be cleared in no more than 12 minutes. Killing the Executioner Majini will also net you a Gold Ring, which provides funds for weapon upgrades.
- **Magnum Ammo:** Extremely rare, and not encountered at all prior to Chapter 3-1, magnum ammo is a fairly common item drop during the battles against U-8 (Chapter 5-1) and Uroboros Aheri (Chapter 6-2).
- **Rocket Launcher:** Repeat visits to Chapter 3-1 (see page 55) will

furnish you with all the Rocket Launchers you could possibly need prior to unlocking the infinite Rocket Launcher. Don't buy them: the \yen 10,000 can be more wisely invested in weapon upgrades.

- **Healing Items:** You should acquire these as an incidental bonus while mining for other items, though Chapter 1-1 is a good specific destination.

Essential Weapons

The best weapon types for speed runs, high Rank attempts and Professional playthroughs are the magnum, rifle, shotgun and Rocket Launcher, with a Grenade Launcher loaded with Nitrogen or Flash rounds an occasionally useful though expensive indulgence. We suggest that you make it a priority to unlock the Infinite Ammo capabilities for the following firearms first:

- **L. Hawk:** We regard this fast and reliable hand cannon as indispensable on Professional.
- **Dragunov SVD:** Less complicated than the two rivals in its class; a consistent instrument of death from afar.
- **M3:** This brute will save your hide when overconfidence or poor decisions place you within biting, swiping or stabbing distance of multiple foes.
- **Rocket Launcher:** Transforms every boss and sub-boss into a momentary inconvenience. Work on reducing the total time on your opening Normal playthrough below five hours, and life thereafter will be easier – and, for that matter, less frequently interrupted.



Professional Features

The Professional difficulty level can be insanely challenging, which is why it's probably not wise to attempt a playthrough until you have the necessary tools. Here's why:

- All fixed ammunition is removed from every map (though healing items still appear in the customary positions).
- Your opponents' attack damage is inflated to a level (x10) that facilitates one-hit kills, while you inflict 15% less damage.
- Enemy reactions and speed are improved to a terrifying degree.
- Herb drops are replaced with Gold (at twice normal value).
- Most enemies focus on the player in single-player games.
- There is no knockback effect on certain armed Majini while they attack.
- Pressing any wrong button during an interactive sequence causes failure.

General Tips

- An accomplished co-op partner will make a big difference during speed runs or Professional sessions.
- Fill Sheva's inventory with junk ammo and healing items to reduce her tendency to forage for collectibles. Her Longbow is a sound investment once you have the funds, though you may prefer to arm her with a Stun Rod on maps where the need to maintain high Accuracy or attain a big Enemies Routed total outweighs the need for combat assistance.
- The Gatling Gun is enjoyable to use, and of utility before you unlock the Infinite Ammo option for more precise weapons, but its drawbacks (low accuracy, reduced visibility and slow running speed) make it impractical when aiming for a high overall Rank.
- At close to medium range, be careful when using rifles for Critical headshots against Majini on higher difficulty levels: the body can (and often will) continue a throwing, firing or stabbing action after death, though attempted grabs will miss entirely. This is especially dangerous when you face Majini armed with machine-guns in Chapters 5 and 6.
- Always use **(SELECT)** to skip cutscenes and intervening cinematics during interactive sequences. This will help you to maintain a good playing rhythm as well as saving time.
- Re-read right-hand pages in the Walkthrough chapter before replaying maps. We guarantee that there will be countless cool tips and tricks that you either missed first time, or that have slipped your mind. Any one of these could save you from the frustration of failure, or speed up your progress.



Walkthrough Addendum

Chapter 1-1

Rank Requirements	S	A	B	C
Enemies Routed	20+	15	10	≤9
Clear Time	≤12'00	17'00	22'00	22'01+

Rank Tips

- The fixed timer during the Public Assembly battle means that saving seconds is only possible on the earlier maps.

Public Assembly (page 28)

- **Professional:** As long as you keep an eye on the door to your right, it's safe to fire from the window with a sniper rifle, dispatching Majini before they climb the gate.



- **Professional:** Two groups of four Majini spawn at the back of the house; the first arrives during (and on occasion just prior to) the radio conversation with Kirk, with the second following once Majini drop through the hole in the ceiling. This is by far the most dangerous moment in the entire chapter.
- **Professional:** Once the gate is smashed open, run straight past the Executioner Majini and climb the ladder to reach the upper portion of the main house. Position yourself by the back wall, and you can snipe the Majini with ease. Their numbers are soon reduced to a manageable level.



Chapter 1-2

Rank Requirements	S	A	B	C
Enemies Routed	15+	10	7	≤6
Clear Time	≤13'00	18'00	23'00	23'01+

Rank Tips

- You should get at least 18 kills if you diligently deal with each Majini along the shortest route through Urban District, with Uroboros adding one more to your total.

Urban District (page 30)

- **Professional:** This is where you truly begin to respect individual Majini as a potent threat, especially when they leap around corners and barely break stride before attacking.
- **Speed:** The blonde Majini that mutates into a Cephalo can be dispatched with no mutation occurring if you dodge her initial grab attempt then set up the Neck Breaker or Throat Slit moves. A Flash Grenade or a couple of magnum shots work just as well, though.

Furnace Facility (page 32)

- **Professional:** Prep a Rocket Launcher in advance, and you can drop Uroboros as soon as the cutscene ends.

Chapter 2-1

Rank Requirements	S	A	B	C
Enemies Routed	60+	45	30	≤29
Clear Time	≤23'00	28'00	33'00	33'01+

Rank Tips

- Kill all enemies on the Bridge and Port maps, and you should only need to kill necessary targets when you reach Shanty Town: that is, only those that directly threaten you or otherwise block your path.
- 23'00 isn't a stretch if you make your interaction with the Chainsaw Majini as succinct as possible.

The Bridge (page 34-37)

- **Speed:** After making your way through the container maze and climbing the ladder, drop down and run into the open. Shoot the oil drums behind the car, and this should deal with the Big Man Majini. The resultant chaos should leave you free to dispatch the remaining Majini and Adjule in record time.

- **Speed:** With a Dragunov SVD at the ready, go straight on the offensive once the truck crashes. Pick off the Bow Gun Majini immediately.

- **Professional:** Use a shotgun (ideally the M3) when you enter the tunnel: it's the safest way to deal with packs of Adjule.

The Port (page 38)

- **Speed:** Sprint straight through the corpses and blast the lock off the door. By the time you kick it open and run through, the Kipepeo will have fully emerged; turn to claim your kills, or just ignore them.

- **Speed:** In the main port area, run straight for the door of the main building. Shoot the two Majini by the nearby stall before they escape, and that's two less assailants to worry about later. Enter the building via the back window.

- **Speed:** After collecting the key, shoot the first few Majini, then hop out of the back window and follow the path to your right. This will take you into the path of the Big Man Majini and his remaining cohorts, who can be rapidly dispatched with a magnum.

- **Professional:** After crossing via the boat, climb up behind the cover of the wall and wait for Kirk to offer air support. The Bow Gun Majini have a ferocious fire rate, so attempting to snipe them is a risk you need not take. It's wise to ensure that Sheva also stays behind cover.

- **Speed:** You can bypass the final Majini attack group by running straight for the exit.

Shanty Town (page 40-43)

- **Speed:** Don't bother with the first Assist Jump opportunity: it will slow you down significantly. Take the Molotov Majini out first (and the Kipepeo that follows), and the ensuing Majini can be dealt with at close range with a shotgun or magnum.
- **Professional:** Before you propel Sheva over to the building with an Assist Jump, it might be a good idea to equip her with a magnum or the M3. Immediately leap for the Restart option if she enters Dying status.
- **Speed:** When Sheva runs down from the building opposite to open the door, be quick to abandon your sniping post to meet her. Ignore the Majini, and sprint straight for the stairs. A Rocket Launcher or magnum will make short work of the Chainsaw Majini. Grab the key and sprint for the exit.



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Chapter 2-2

Rank Requirements	S	A	B	C
Enemies Routed	50+	35	20	≤19
Clear Time	≤22'00	27'00	32'00	32'01+

Rank Tips

- You can still bag at least an A in the Enemies Routed category if you skip both the main battle in The Mines and the second Majini wave at Mining Area.
- Even if you take a relatively cautious approach to the events beforehand, it is the Popokarimu battle that tends to extend your play time. Acquire the ability to end it quickly, and your S Rank will follow.

Train Station (page 44)

- **Speed:** You can bypass the Adjule entirely if you wish – just sprint for the wood piles that enable access to train tops. Once there, angle your run to approach the Bow Gun Majini and dispatch them rapidly with shotgun blasts. This is safer than aiming from afar.
- **Speed:** Rather than destroying the explosive traps in advance, jump straight into the mine cart. They are easy to destroy with a shotgun.

The Mines (page 46)

- **Speed:** It is possible to simply sprint for the exit after passing the gate, avoiding the main Mines battle entirely, though the level of risk is extreme on Professional.
- **Professional:** Approach the final three Majini stationed outside the exit elevator very carefully: the two with bow guns will be poised to fire the moment you move into view.

Mining Area (page 48-51)

- **Professional:** Run straight for the window and snipe the two Bow Gun Majini, followed by the Majini walking towards the machine-gun turret. This will enable you to pick off those that remain with ease.
- **Speed:** After climbing the first tall ladder, you can try to run through the subsequent Majini attack wave and head straight for the container blocking your path to the Popokarimu encounter. You need a healthy dose of luck on higher difficulty levels, though.
- **Speed, Professional:** When the Popokarimu battle begins, aim for the weak underbelly while it is still airborne; use a magnum if confident in your marksmanship, or a rifle if not. Score enough hits, and the creature will fall to the ground with a colossal crash. Run over to ravage its weak spot with magnum rounds to end the encounter in seconds.

Chapter 2-3

Rank Requirements	S	A	B	C
Enemies Routed	40+	30	20	≤19
Clear Time	≤9'00	12'00	15'00	15'01+

Rank Tips

- Don't fire too indiscriminately during the Savanna chase and your Accuracy rating should increase past 70% during the Ndesu fight.
- The Clear Time is very tight: the key to beating it on higher difficulty levels is to deal with the road block quickly on Savanna (aim for the truck first and foremost), and to destroy Ndesu with maximum efficiency. One death is enough to push you over the target time, but may not prevent an overall S Rank if it happens on Savanna, or during the first minute of the Ndesu confrontation.

Chapter 3-1


Rank Requirements	S	A	B	C
Enemies Routed	30+	20	10	≤9
Clear Time	≤18'00	22'00	26'00	26'01+



Rank Tips

- As long as you don't dwell in any particular area, and dispatch the Giant Majini in the Village map immediately, the Clear Time is easily beaten. However, a general policy of avoiding Majini on the Marshlands map (as suggested below) may cause you to receive an A or even B for Enemies Routed. For this reason, work on maintaining a high Accuracy grade (and no deaths) to gain an overall S Rank.

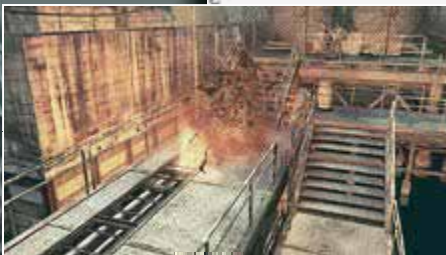
Marshlands (page 54-59)

- **Speed:** Use the turbo whenever possible, and don't slow down as you approach the docks; press  in time for a safe landing no matter your velocity.
- **Speed:** Start with the crocodile pool to the east, followed by the northeast dock, then deal with the southwest dock last. In each instance, run straight for the Slate piece: only shoot Majini that directly block your path, or present an obvious danger. Our best times were achieved with a combination of Flash Grenades and measured magnum slaughter.

Village (page 60)

- **Speed, Professional:** Killing the two Giant Majini prevents the addition of any further Majini. Run into the village to trigger their arrival, then retreat back to the entrance. A magnum barrage or Rocket Launcher explosion are the best way to dispense with them safely.





Chapter 3-2

Rank Requirements	S	A	B	C
Enemies Routed	50+	35	20	≤19
Clear Time	≤19'00	23'00	27'00	27'01+

Rank Tips

- Your only really opportunities to

work on reducing your Clear Time occur during the Execution Grounds and Refinery maps. 19'00 is a little tight on a careful Professional run, but the B time should be plenty if you fulfill the S Rank criteria for other categories.

Oil Field – Refinery (page 64)

- Speed:** If you order Sheva to rotate the first wheel at

the center of the map, you can be in position to snipe the Majini that appear straight away. The other two wheels can be rotated before either Chainsaw Majini poses a direct threat.

Oil Field – Dock (page 66)

- Speed, Professional:** Take a few seconds to lay Proximity Bombs in key positions before you trigger the timer, and you can simplify your escape. When you reach Josh, run straight past the Majini that burst through the final door and stand at the end of the jetty.

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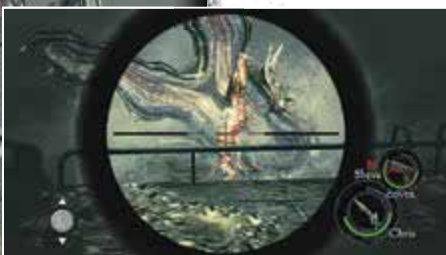
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Rank Requirements	S	A	B	C
Enemies Routed	30+	20	10	≤9
Clear Time	≤19'00	23'00	27'00	27'01+

Rank Tips

- If you are concerned about your Accuracy

rating, use the machine-gun turrets when you reach Patrol Boat to drive your average up before you switch to more powerful weapons.

Oil Field – Drilling Facilities (page 68)

- Speed:** After activating both levers at the second dock, run straight back to the boat. Have a shotgun at

the ready to kill the Kipepeo when they close in while you wait for Sheva to catch up.

Patrol Boat (page 70)

- Speed, Professional:** One rocket to what remains of Irving's human form will end the battle instantly. If you have the infinite Rocket Launcher, you can use it to pummel the sea monster and speed up his appearance.



Chapter 4-1

Rank Requirements	S	A	B	C
Enemies Routed	50+	35	20	≤19
Clear Time	≤23'00	28'00	33'00	33'01+

Rank Tips

- If you opt for speed, only fighting

necessary targets, work on maintaining a high Accuracy stat. If you skip the Bui Kichwa in the Caves and the two Labyrinth battles, a Rank B in Enemies Routed is very likely.

Caves (page 72)

- Speed:** You can charge past every single Bui Kichwa on your way to the exit. Hurling Flash Grenades ahead is optional, but will help to inflate your Enemies Routed total.

Ancient Village (page 74)

- Professional:** Take things very, very slowly when Chris and Sheva are separated. Retreat to a safe distance after you trigger each group of Majini.

- Speed:** In co-op games, you can save time when you reach the "+"-shaped corridors by taking up position behind the locked stone gate. When it opens, one agent can snipe the Majini outside while the other deals with the Bui Kichwa and Majini inside.

- Speed:** If you don't get to the closing door in time, it's quicker to select Restart than to run back and try again.

Labyrinth (page 76)

- Professional:** It's probably unwise to bypass the first Majini group as suggested in the Walkthrough chapter, but it's still possible with the second wave – though much easier in co-op with a skilled partner.

- Speed:** When you reach Popokarimu, run straight past and head for the top of the stairs. Don't wait for Sheva.



Chapter 4-2

Rank Requirements	S	A	B	C
Enemies Routed	35+	20	10	≤9
Clear Time	≤16'00	20'00	24'00	24'01+

Rank Tips

- If you focus on Clear Time, it is unlikely that you will hit the target for Enemies Routed. For that reason, only a Rank S in all other categories will suffice. You can bump up your Enemies Routed total by springing the Bui Kichwa ambush in Pyramid, then instantly fry them all with a Flash Grenade.
- Al Sheva's prudence where laser beams are concerned means that you will definitely need a co-op partner to achieve the best times for Chapter 4-2.

Worship Area (page 78)

- **Speed:** As you approach the Earth Emblem, don't pause. Sprint up the steps, killing the few Majini that initially block your path, then move on. Any Majini that give chase should be destroyed by the beam.
- **Speed:** Kill the Majini operating the beam before you perform the Assist Jump, then run straight for the exit when Sheva collects the final Emblem.
- **Professional:** For the Assist Jump section, ensure that Sheva has a one-hit kill weapon – such as a magnum or her Longbow.

Chapter 5-1

Rank Requirements	S	A	B	C
Enemies Routed	7+	5	4	≤3
Clear Time	≤12'00	16'00	20'00	20'01+

Rank Tips

- You can increase your Enemies Routed total by euthanizing caged animals just before you encounter the first two Licker β.
- Two rockets to U-8's open mouth will both secure an S Rank and wrap up Chapter 5-1 with a bare minimum of exertion.



Chapter 5-2

Rank Requirements	S	A	B	C
Enemies Routed	40+	25	15	≤14
Clear Time	≤22'00	26'00	30'00	30'01+

Rank Tips

- An Enemies Routed Rank of A is the best you can hope for if focusing on speed and simplicity, skipping all unnecessary combat. If you crave a perfect playthrough, you should take the time to kill all Licker β in the Experimental Facility Passage.

Power Station (page 86)

- **Speed, Professional:** Ensure that you and your partner wear a Bulletproof Vest from this point forward – it will make a difference.
- **Speed, Professional:** Don't attempt to rush this map on higher difficulty levels – you simply won't make it.

Experimental Facility Passage (page 86)

- **Speed, Professional:** It's safe to sprint directly for the exit. On the longer of the two corridor sections, keep left.

Missile Area 1st Floor (page 88-91)

- **Speed, Professional:** You should definitely kill the two sentries just below the entrance (see main walkthrough) to avoid the opening battle.
- **Speed:** There is no need to kill the Reaper, so just run straight past it.

Uroboros Research Facility (page 92)

- **Speed, Professional:** One rocket ends the battle instantly. In single-player sessions, we wouldn't recommend any other way on Professional.

Chapter 5-3

Rank Requirements	S	A	B	C
Enemies Routed	30+	20	10	≤9
Clear Time	≤38'00	42'00	48'00	48'01+

Rank Tips

- The Clear Time and Enemies Routed requirements for Chapter 5-3 are actually very generous. However, certain moments (particularly those featuring Licker β, Reapers and Wesker) can be extremely difficult on Professional if you do not have unlimited ammunition and, ideally, the infinite Rocket Launcher. Keep your Accuracy high if trying for an overall S Rank, and you should be able to get away with two unplanned deaths.

Monarch Room (page 98)

- **Speed, Professional:** Run straight for the door to your right and examine it. After the brief cutscene, run up the first flight of stairs, then aim a Rocket Launcher in anticipation of Wesker's appearance. Shoot the moment he rounds the corner, and he will be forced to catch the explosive. One pistol shot will end his participation.



- **Professional:** The trick to surviving Jill is to stay close enough to avoid triggering her gun attacks, but not so close that she can land melee blows. We have found that circling her makes things a little easier.
- **Speed:** You can knock at least two minutes off your Clear Time by shooting the device on Jill's chest. Each hit causes 1,500 damage, subtracted from a master HP of 10,000, but the degree of precision marksmanship required will make this prohibitively difficult for most.

Chapter 6-1

Rank Requirements	S	A	B	C
Enemies Routed	40+	25	15	≤14
Clear Time	≤26'00	31'00	36'00	36'01+

Rank Tips

- Skipping the container drop ambush on the Ship Deck map and avoiding a full alarm event on Ship Hold (see walkthrough) saves a lot of time, but also leaves you several enemies short of an S Rank in the Enemies Routed

category. In the final Ship Hold room after the Gatling Gun Majini, kill the two Rocket Launcher Majini on the upper level, then drop down before you kill the third to trigger the optional Bui Kichwa attack. Boil them with a prompt Flash Grenade, and you should pass the 40 kills required.

Ship Deck (page 100-103)

- **Speed:** With a couple of Flash Grenades and a little luck, you can sprint past the second Majini attack wave and outpace the Adjule that give chase.

Ship Hold (page 104)

- **Professional:** There is a high probability that the last Majini in the tunnel will mutate into a Duvalia. Remember that they can't climb – just barge past and use the ladder before the transformation ends.

Chapter 6-2

Rank Requirements	S	A	B	C
Enemies Routed	35+	20	10	≤9
Clear Time	≤23'00	28'00	33'00	33'01+

Rank Tips

- To meet the Enemies Routed requirement for an S Rank, destroy each autonomous goo pile that Uroboros Aheri fires onto the deck until you reach the required total.

Bridge (page 106)

- **Speed:** The fixed tentacles on the Bridge map will retract if hit by a maximum four magnum bullets. This will enable you to take short cuts, and avoid all Majini barring the one that mutates into a Duvalia.

Bridge Deck (page 106)

- **Speed:** A single Rocket Launcher hit to the central weak spot will defeat Aheri on all difficulty levels.



Chapter 6-3

Rank Requirements	S	A	B	C
Enemies Routed	25+	15	10	≤9
Clear Time	≤22'00	26'00	30'00	30'01+

Rank Tips

- For a Professional playthrough, we suggest that you unlock the infinite Rocket Launcher before you try for an overall S Rank. The Engine Room is brutal without it; it also simplifies the fight with Wesker in the Hangar.

Volcano (page 112)

- **Speed:** A Rocket Launcher hit to Wesker's frontal weak spot is the fastest way to beat him. Note that he is invulnerable until the second stage of the fight – there is no way to cut the battle short.

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Basics

In The Mercenaries bonus challenge, your goal is to take those combat skills acquired from the main game and use them to amass as many points as possible within the time limit by slaying a relentless stream of enemies. If you have online access, your results can be relayed to the Leaderboard for appraisal and comparison.

The game is over when you either destroy 150 enemies or run out of time. If you're killed, the mission has failed and a Continue screen offers another attempt with the same character and stage.

You can work alone or with a partner in Duo and Split-Screen modes. Two players will be expected to earn more points, but there are notable advantages to working as a team. Note that hi-scores earned in Solo mode will only be viewable in Solo mode and likewise for those in Duo. The Special Setting of Infinite Ammo is also disabled for Mercenaries so that every player has the same chance of scoring from scratch.

The Scoring System

Scores are awarded for each creature slain according to their difficulty. Defeat all 150 enemies and you win a special bonus. Your remaining time on clearing the level will be turned into points at a conversion rate of 1,000 points per second left on the clock, including fractions. This will be added to your existing score. Your score will also end in a digit from 1 to 9 to demonstrate that you completed the level by destroying all enemies.

Normal Enemies	Score
Majini (Town)	300
Majini (Wetlands)	400
Majini (Base)	400
Bui Kichwa	400
Kipepeo	700
Cephalo	800
Licker β	800
Duvalia	900
Big Man Majini	1,000
Chicken	2,000

Bosses	Score
Executioner Majini	5,000
Giant Majini	5,000
Reaper	6,000
Chainsaw Majini	7,000
Gatling Gun Majini	10,000
Executioner Majini (Red)	15,000



Tastes Like Chicken

There's a Chicken on every map – two in The Mines – and you'll be hunting each one as part of your planned route. It leaves an Egg (Gold) as loot when killed, worth a full health refill when eaten, and may randomly lay other Eggs while alive too. It instantly adds 2,000 points to your score and will go towards a combo count. And because it counts towards the maximum permitted creatures for the area, removing the Chicken means an extra creature can start appearing from the spawn points thereafter – so you can dispatch them all faster.



The Combo System

Extra points are awarded by clocking up a series of kills in a combo. After killing an enemy, you have the next ten seconds in which to score another kill to keep the combo chain going. This grants another ten-second window, and so on, with your on-screen counter keeping tally of the number defeated in this combo. You score extra points for creatures killed as part of a combo. The combo counter flashes when it is about to reset to zero and turns blue to indicate multiples of 10 (when your score potential increases, as follows).

Combo	Enemies	Bosses
2	+20	+500
3	+50	+1,000
4	+100	+1,500
5	+200	+2,000
6	+250	+2,500
7	+300	+3,000
8	+350	+3,500
9	+400	+4,000
10-19	+500	+4,500
20-29	+600	+5,000
30-39	+700	+5,500
40-49	+850	+6,000
50+	+1,000	+7,000

The best way to rack up points is to keep a combo going for as long as possible. You also get many more points by finishing a boss during a combo: as this tends to take more than ten seconds, it means juggling ordinary Majini kills with tackling the boss.

Picking up a Combo Bonus item grants 30 hi-scoring seconds during which each kill earns an extra 1,000 points. You'll find these blue egg-timer collectibles in distinctive brown chests. Click the button again rapidly after opening the chest to cancel the animation and grab the Combo Bonus.

Time Bonus

There are three types of time extension, awarding +30, +60 or +90 seconds to your running total. You must punch the glowing marker projected from the Time Bonus item to collect it. Obtaining all Time Bonuses is the key to reaching the highest scores.





Rank

Rank works slightly differently in Mercenaries mode. The rating system uses your score to assess your performance, based on time and kills amassed. Nevertheless, this is still a great way to earn Exchange Points and open up the game's bonus material. The level of difficulty is fixed to provide the same challenge to all players, but is pitched at Difficulty Grade 6 for Solo (which broadly equates to Normal) and Difficulty Grade 8 for Duo (which corresponds to Veteran).

Rank	Score (Solo)	Score (Duo)	Exchange Points
D	0-9,999	0-19,999	200
C	10,000+	20,000+	600
B	20,000+	40,000+	1,000
A	40,000+	80,000+	1,500
S	60,000+	120,000+	3,000
SS	90,000+	150,000+	5,000

Dying

Without a partner to step in, Dying status works slightly differently in a Solo or online Versus game. You'll need to hammer the Partner Action button to restore your own health, sliver by sliver, while you guide yourself towards safety. It is possible to be killed outright in this state by sustaining additional damage. If you survive long enough to refill the red Danger quadrant of the health bar, you'll be restored to normal action with a small amount of health. Should a further attack return you to Dying status, however, your recovery will be weaker on each occasion and a third instance means death. Unless you use a healing item, which will restore and reset your health status, survival only means delay.

General Arena Tips

Each map starts with an opening set of enemies, which may include boss types, already positioned in play. As they are defeated, they will be replaced at regular spawn points by creatures from the area's enemy set until it is exhausted. So it is actually possible to clear a defined area and see no more respawning until you move to another area. Bosses and special enemies have their own trigger conditions and appear in addition to the area maximum.

A smart order of mission priorities would be:

Time Bonus ➡ Chicken ➡ Collectibles ➡ Combo Bonus ➡ Destructibles

- At the start of each mission, aim to collect all of the Time Bonuses before concentrating on combat. Our maps will reveal those you've missed and help memorize a path to collect them all (there is no set best way, as it depends on the character and your particular skills).
- You'll want to take out the Chicken(s) en route but can ignore other enemies from the opening set unless they block your path.
- If the level has useful weapons and items to acquire then you can grab these too. Enemy loot drops thereafter will be health and ammo only.
- Your next route takes in the Combo Bonuses. With a crowd in pursuit, grab one and start fighting towards a point where you can exploit the Area spawn points.
- Use the map's destructible items and set traps to aid with crowds and special enemies. Bosses in Mercenaries will also explode on death, so use this to floor the Majini around them.

Speed Techniques

Time Extension

Hand-to-hand attacks and finishing moves such as Sheva's Impale will earn a special "+05 Secs" Time Bonus if they are used to kill an opponent. Although these attacks can take a couple of seconds to play out, they cover their time costs and more if several opponents are finished this way. Take every contextual opportunity to set up and use melee attacks. We've listed specific examples in the character descriptions.

Action Inventory

You can access your inventory during actions such as climbing a ladder, performing a melee attack animation, or even while taking damage. Exploit these moments for speed. Organize items at your Quick Equip compass points to save time later on. A good Solo technique is to keep a healing item on one point and three weapons, or two weapons plus a grenade type, on the others.



Quick Reload

A trick in previous RE games was to use the inventory screen to Combine ammo with weapons for an instant reload, thereby avoiding the reload animation. Although you can no longer pause the action with your inventory, RE5 does have a crafty shortcut: in conjunction with the Action Inventory tip, use the Move action (Ⓢ/ⓧ) to place ammo onto a weapon and thus perform a swift Combine for instant reload. This also works for combining Herbs.

Reload Cancel

Speed up your manual reload by interrupting the associated animation. If you see a chance for a punch, for instance, hit your Reload button just before pressing the hand-to-hand move. The reload animation will be cancelled to make way for the attack but your weapon will be replenished in the process. You can also perform a reload cancel just before shielding yourself from the blast of a grenade explosion.

Shotgun Hold

This is a technique for defeating Executioner and Chainsaw Majini with a shotgun, though you'll need to learn for yourself how close you should get. When the boss looms near, start shooting. Instead of pumping the trigger for each shot, hold the Fire button to keep firing shells as fast as they'll come. When the boss drops to his knees you'll see the option for a hand-to-hand move, but keep holding the Fire button until they start to stand up again. At this final moment, press for the melee attack to cancel your shooting. As the boss staggers backwards from the blow, move close again and repeat.

Characters

Eight additional characters are unlocked through Rank A performance in each of the missions. There is no restriction on players using exactly the same character in Duo mode.

Chris (BSAA)



- This starting character has a familiar set-up to ease you into Mercenaries mode, with the space to grab extra weapons. To excel with him, though, you'll need to make the most of your shotgun and grenades. If you switch back to the highly upgraded M92F, let range decide whether you go for critical headshots (from distance) or stick a couple of bullets in your target's ankles (up close) to prompt an Uppercut.
- To make the most of Chris's Stomp move, stand by your floored victim's head, facing towards their feet, for a guaranteed skull-crushing instant kill that exposes their parasite, rather than administer a torso stamp from which they could recover.

Items	Firepower	Capacity (+ reserve)	Reload	Special
M92F (HG)	250	50 (+50)	1.70 sec.	Critical: 37.5%
Ithaca M37 (SG)	400	20 (+30)	2.40 sec.	Critical: 25%
Hand Grenade	-	x5	-	-
First Aid Spray	-	x1	-	-

Sheva (BSAA)



- A weak character when used Solo, but effective in Duo as a supporting partner, Sheva comes equipped with an excellent quantity of ammo for exploring and collecting Time Bonuses on a straight first run.
- Aim head-high with both side-arms and use their Critical % perks for crowd control backup. The Dragunov SVD can be pulled out for hitting bosses or picking off more distant enemies to keep a combo rolling, but you don't want to get caught while sniping. If you need the firepower to stop an advancing heavy foe, use the penetrative force of the rifle to take down multiple Majini when they move directly between you and the boss.

Items	Firepower	Capacity (+ reserve)	Reload	Special
M92F (HG)	250	40 (+50)	1.36 sec.	Critical: 50%
VZ61 (MG)	100	260 (+150)	2.83 sec.	Critical: 37.5%
Dragunov SVD (RIF)	1,300	13	2.41 sec.	Semi-auto
First Aid Spray	-	x1	-	-

Chris (Safari)



- Unlock him by achieving Rank A on Village.
- The Rocket Launchers are obvious boss-bashers but a good crowd of enemies gathered around them would aid your scoring. For the most part, your M3 will be virtually eating up crowds of Majini up close in an attempt to score multiple kills with each shot. The SIG P226's only benefit is high Firepower, so use it to set up Straight melee attacks following a non-fatal headshot.
- Low Capacity in both weapons means frequent reloads, so use the tricks we've outlined to reduce the time spent prone.

Items	Firepower	Capacity (+ reserve)	Reload
SIG P226 (HG)	350	16 (+30)	1.70 sec.
M3 (SG)	500	10 (+10)	3.00 sec.
Rocket Launcher	-	x2	-

Sheva (Clubbin')



- Unlock her by achieving Rank A on Ancient Ruins.
- The Jail Breaker should be your workhorse here, relegating the AK-74 to boss destruction duty. Use the shotgun's boosted Attack Range to clear a path or to stagger enemies before closing for a melee finish. Up close, try to score at least two kills for every shell.
- Although this Sheva can happily work Solo, the sheer power of her upgraded S75 would make this character a valuable Duo partner in the right environments. The bolt-action break from scope view could be regarded as a small relief for unguarded players.

Items	Firepower	Capacity (+ reserve)	Reload	Special
AK-74 (MG)	200	50 (+100)	2.83 sec.	-
Jail Breaker (SG)	180	8 (+20)	2.24 sec.	Attack Range: 15
S75 (RIF)	2,000	20 (+10)	-	-

Chris (S.T.A.R.S.)



- Unlock him by achieving Rank A on Experimental Facility.
- With the S&W M29 reserved for tougher foes, you'll be switching weapons frequently. Against a single enemy, the Machine-gun can put in serious cumulative damage if given enough time.
- Be sure to make use of the Grenade Launcher. Two of those default Electric Rounds will take out mutated forms and you can finish off stunned enemies with the SIG 556 or melee attacks. You'll have the chance to pick up additional rounds from random drops, and Nitrogen Rounds should be the priority for reloading. See Sheva's Tribal entry for tips on making time.

Items	Firepower	Capacity (+ reserve)	Reload	Special
SIG 556 (MG)	160	65 (+150)	2.55 sec.	-
S&W M29 (MAG)	2,100	12 (+6)	3.53 sec.	Piercing: 3
Grenade Launcher	400	Electric Rounds x12	-	-

Sheva (Tribal)



- Unlock her by achieving Rank A on Missile Area.
- If you become skilled enough to aim the Longbow by eye, its rapid one-shot kills will take care of ordinary Majini in numbers. Furthermore, the infinite supply of arrows means you can spend more time shooting and less worrying about ammo, adding up to frequent large combos.
- Well-placed Nitrogen Rounds provide the other major score assistance here. Slaying a group of frozen enemies with hand-to-hand moves – preferably several with one Roundhouse kick – will clock up both combo numbers and additional time, adding 15 to 20 seconds for 3 to 4 enemies. Sheva's starting clip can thus equate to a couple of extra Time Bonuses if used correctly.

Items	Firepower	Capacity	Reload
Longbow	1,500	∞	1.0 sec.
Grenade Launcher	100	Nitrogen Rounds x 6	-
Flash Grenades	-	x3	-
Incendiary Grenades	-	x3	-
First Aid Spray	-	x1	-

Jill (BSAA)



- Unlock her by achieving Rank A on Public Assembly.
- Jill's unique Px4 handgun has an astounding Critical bonus of 87.5%, so headshots are usually instant kills and should define your tactic for using her.
- Against heavier enemies or sudden numbers, the MP5 has been fully upgraded for crowd-piercing damage. Her default supply of Flash Grenades will kill the mutated forms of Plagas outright and set up melee chances on others.

Items	Firepower	Capacity (+ reserve)	Reload	Special
Px4 (HG)	300	25 (+50)	1.70 sec.	Critical: 87.5%
H&K MP5 (MG)	120	150 (+150)	2.10 sec.	Piercing: 4
Flash Grenade	-	x5	-	-
First Aid Spray	-	x1	-	-



Wesker (S.T.A.R.S.)



- Unlock him by achieving Rank A on Prison.
- This (S.T.A.R.S.) flashback has all of the secret abilities of the (Midnight) form and arguably better gear. Samurai Edge is the most powerful handgun. Use it to set up Cobra Strike opportunities with just one or two bullets. The L. Hawk will deal with bosses quickly and from a safe distance.
- For crowds, though, the Hydra's boosted Attack Range provides mid-range effectiveness that should buy space for its frequent reloading. Use Reload Cancels via melee attacks on any target it doesn't tear to pieces.

Items	Firepower	Capacity (+ reserve)	Reload	Special
Samurai Edge (HG)	400	15 (+30)	1.70 sec.	-
L. Hawk (MAG)	2,300	8	1.53 sec.	Piercing: 5
Hydra (SG)	500	6 (+10)	3.67 sec.	Attack Range: 15

Jill (Battle Suit)









- Unlock her by achieving Rank A on Ship Deck.
- Think of this as Jill's support role incarnation for Duo games and she starts to make more sense. Using a semi-auto rifle scope would be suicide in many instances but from a guarded platform she can rattle off quick sniper shots or provide cover with grenades. The VZ61 is also geared for Critical % headshots and will set up melee opportunities among the survivors for her or a partner on point.

Items	Firepower	Capacity (+ reserve)	Reload	Special
VZ61 (MG)	100	300 (+150)	2.83 sec.	Critical: 37.5%
H&K PSG-1 (RIF)	1,200	9 (+30)	1.70 sec.	Scope: 8
Hand Grenade	-	x3	-	-
Herb (G&G)	-	x1	-	-

Wesker (Midnight)



- Unlock him by achieving Rank A on The Mines.
- Wesker is easily the strongest character in RE5's bonus games and the first choice for high Solo scores – an expert player should be more than capable of taking down all 150 enemies with his speed and firepower. Wesker even possesses secret moves that enable fast map navigation when used wisely and sparingly.

Secret Move	PS3	Xbox 360
Dash		
Change direction of Dash		
Knee Cannon (during Dash)		

- Note that the Dash move drains a small amount of Wesker's health.
- The H&K P8 is a penetrating weapon that works well against grouped and aligned Majini but you'll be switching to the awesome S&W M500 for bosses and B.O.W.s. Random drops should keep your magnum supplied.
- Wesker's most effective speed melee attack is the Cobra Strike exploding palm thrust, prompted by a headshot-induced stagger or a Flash grenade. As with Chris's Stomp, Wesker's Windfall finish works best from the head side.

Items	Firepower	Capacity (+ reserve)	Reload	Special
H&K P8 (HG)	300	21 (+50)	1.53 sec.	Piercing: 3
S&W M500 (MAG)	4,300	6 (+6)	3.53 sec.	Piercing: 2
Hand Grenade	-	x5	-	-
Proximity Bomb	-	x5	-	-

Arenas

Legend

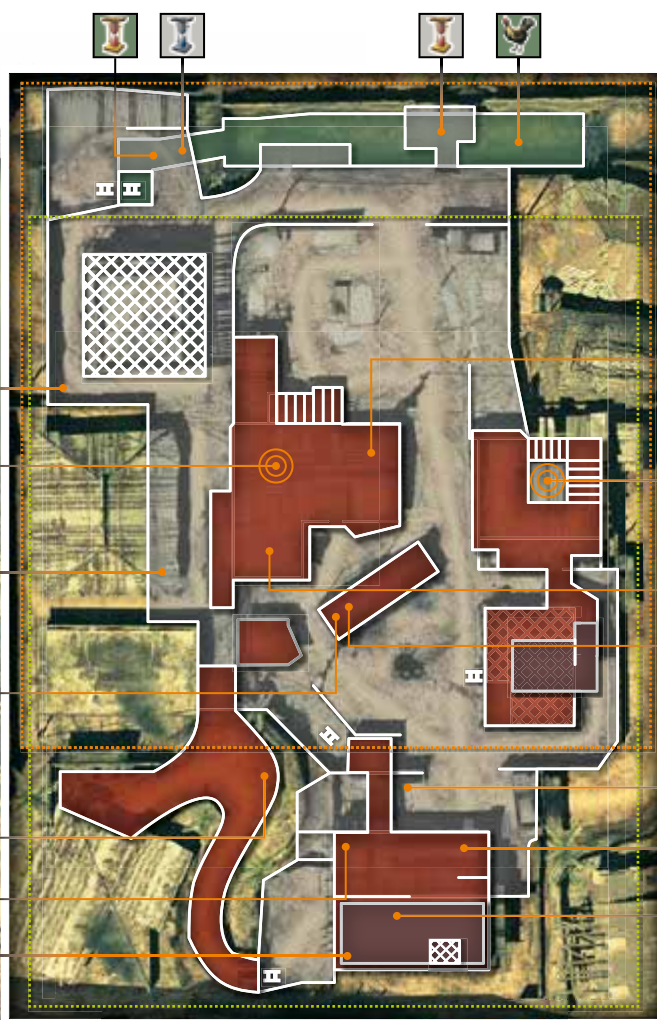
The following icons are specific to the Mercenaries Maps. The Legend for all other icons common to the main game can be found on page 25.

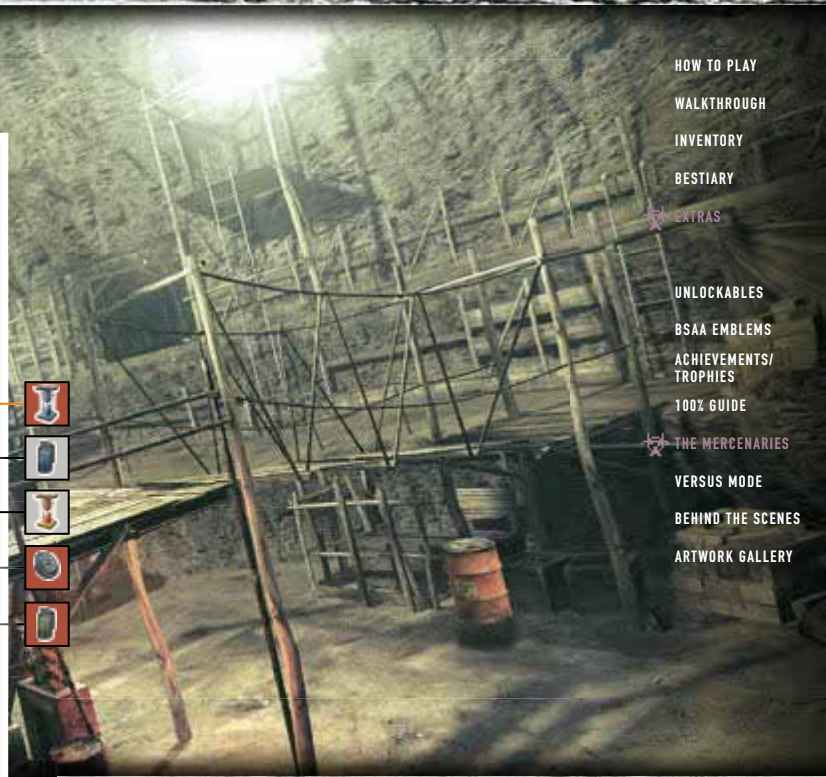
	Time Bonus
	Combo Bonus
	Chicken
	Trap
	Area 1
	Area 2
	Area 3
	Area 4
	Area 5
	Area 6

Public Assembly

Enemy Sets	Condition for Appearance	Note
Majini (Town) x60	Spawn when player is in Area 1	Maximum of 12 at the same time
Majini (Town) x75	Spawn when player is in Area 2	Maximum of 12 at the same time
Executioner Majini A	20 or more enemies killed	Drops First Aid Spray
Executioner Majini B	50 or more enemies and Executioner Majini A killed	Drops First Aid Spray
Executioner Majini C	70 or more enemies and Executioner Majini B killed	Drops First Aid Spray

- This is an introductory level where you can learn the entire layout and optimum route without too much opposition. That said, it offers the opportunity for massive high scores by presenting all of its creatures within a small locale.
- Accuracy isn't an issue in Mercenaries, so blowing out a wooden door with a shotgun is a legitimate speed tactic. If you pump a few rounds into the door, you can then follow up with a good hard kick to reduce it to splinters and effectively clear your way through.
- There's a small comfort zone and holding point nearby the barrel on the upper floor where you can stop and cover the stairs while healing, without the risk of somebody climbing up behind you.





The Mines

Enemy Sets	Condition for Appearance	Note
Majini (Town) x73	Spawn when player is in Area 1	Maximum of 12 at the same time
Big Man Majini x2	Spawn when player is in Area 1	Drops Proximity Bomb
Majini (Town) x57	Spawn when player is in Area 2	Maximum of 12 at the same time
Big Man Majini x3	Spawn when player is in Area 2	Drops Proximity Bomb
Reaper A	30 or more enemies killed	Drops First Aid Spray
Reaper B	70 or more enemies and Reaper A killed	Drops First Aid Spray
Reaper C	90 or more enemies and Reaper B killed	Drops First Aid Spray

- Unlock this map by achieving Rank B on Public Assembly.
- This small, fast level allows you to reach the Time Bonus items quickly and then set up Proximity Bomb traps at ladder bases or in corridors where you intend to lure Reapers. Unfortunately, the apparent dead ends of the tunnels have wooden fence access and dropping points for spawning Majini.
- This level has two free-roaming Chickens that are easy to lose, but there will be plenty of explosions in tight places to catch them eventually.
- High platforms are good for healing (use your inventory when on the ladder and heal at the top) but generally hopeless for combos, as shooting at the Majini that are climbing up will only knock them back down rather than kill them. The exception is when you have a weapon with high Critical % for instant headshots, and can drop grenades over the side to deal with the hordes at the bottom. When you jump back down you'll likely floor some of the Majini below, giving you sufficient breathing space to either make a swift exit or indulge in some melee action. You should also bear in mind that Reapers can't reach you when you're on a high platform.

Village

Enemy Sets	Condition for Appearance	Note
Majini (Wetlands) x64, Bui Kichwa x16	Spawn when player is in Area 1	Maximum of 9 at the same time
Majini (Wetlands) x50, Bui Kichwa x10	Spawn when player is in Area 2	Maximum of 10 at the same time
Giant Majini A	20 or more enemies killed	Drops a Herb (Green)
Giant Majini B	40 or more enemies and Giant Majini A killed	Drops a Herb (Red)
Giant Majini C	60 or more enemies and Giant Majini B killed	Drops a Herb (Green)
Giant Majini D	70 or more enemies and Giant Majini C killed	Drops a Herb (Red)
Kipepeo x6	0-6 spawn from defeated Majini	Random spawns may take enemy total over 150 for this level only



- Unlock this map by achieving Rank B on The Mines.
- The first thing to note is that the village Chicken will soon flap clear of her starting point and escape to some hiding place. If you're not quick enough to catch her with whatever you're aiming, use any kind of grenade to be sure.
- This is a very small level so you should have no trouble memorizing the bonus locations, including the jump to the +90 Second Time Bonus. However, it also means sharp spears and shields appear from nowhere. In Solo, the normally minor threat of the Bui Kichwa becomes a time-sap and a trap for Giant Majini attacks. That's why this level is packed with grenades, and if you pick a character with a Grenade Launcher then you'll find plenty of opportunities for group damage. Remember that a single Flash explosion can wipe out a swarm of Bui Kichwa, Kipepeo and Cephalo.
- The spike traps on this level are really built with Duo mode in mind, with one player on kick-switch duty; you'll be lucky to catch any Majini this way in Solo mode, however.



Ancient Ruins

Enemy Sets	Condition for Appearance	Note
Majini (Wetlands) x30	Spawn when player is in Area 1	Maximum of 11 at the same time
Majini (Wetlands) x30	Spawn when player is in Area 2	Maximum of 10 at the same time
Majini (Wetlands) x20	Spawn when player is in Area 3	Maximum of 11 at the same time
Majini (Wetlands) x20	Spawn when player is in Area 4	Maximum of 11 at the same time
Majini (Wetlands) x28	Spawn when player is in Area 5	Maximum of 11 at the same time
Giant Majini A	10 or more enemies killed	Drops Herbs (Green)
Giant Majini B	40 or more enemies and Giant Majini A killed	Drops Herbs (Green)
Giant Majini C	60 or more enemies and Giant Majini B killed	Drops Herbs (Green)
Giant Majini D	70 or more enemies and Giant Majini C killed	Drops Herbs (Green)
Majini (Torch) A	10 or more enemies killed and opening set Majini (Torch) killed	-
Majini (Torch) B	40 or more enemies and Majini (Torch) A killed	-
Majini (Torch) C	60 or more enemies and Majini (Torch) B killed	-
Majini (Torch) D	70 or more enemies and Majini (Torch) C killed	-
Majini (Torch) E	80 or more enemies and Majini (Torch) D killed	-
Majini (Torch) F	90 or more enemies and Majini (Torch) E killed	-



- Unlock this map by achieving Rank B on Village.
- When you're first getting to grips with this map, recall the locations of the tokens from the main campaign and try to navigate from there. This map has many small Time Bonus collectibles.
- The sheer tenacity of the Majini works towards your goal of finishing off all 150 within the time limit. However, you'll notice the distinct area sets more than ever – some places will run dry of enemies if you hold your ground.
- There's an excellent holding and sniping point on the jump to the northwest corner once the first wave of enemies is cleared. If you turn around after leaping over and hold this position, you can kill them on the other side as they queue up along the long corridor, and as they jump across.

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Experimental Facility

Enemy Sets	Condition for Appearance	Note
Majini (Base) x30	Spawn when player is in Area 1	Maximum of 10 at the same time
Licker β x30	Spawn when player is in Area 1	Maximum of 12 at the same time
Majini (Base) x30	Spawn when player is in Area 2	Maximum of 10 at the same time
Licker β x42	Spawn when player is in Area 2	Maximum of 12 at the same time
Majini (Rocket Launcher) A	10 or more enemies killed	Drops a Herb (Green)
Majini (Rocket Launcher) B	30 or more enemies and Majini (Rocket Launcher) A killed	Drops a Herb (Green)
Majini (Rocket Launcher) C	40 or more enemies and Majini (Rocket Launcher) B killed	Drops a Herb (Green)
Majini (Rocket Launcher) D, E	60 or more enemies and Majini (Rocket Launcher) C killed	Drops a Herb (Green)
Majini (Rocket Launcher) F, G	70 or more enemies and Majini (Rocket Launcher) D, E killed	Drops a Herb (Green)
Majini (Rocket Launcher) H, I	80 or more enemies and Majini (Rocket Launcher) F, G killed	Drops a Herb (Green)

2F&3F



B1&1F



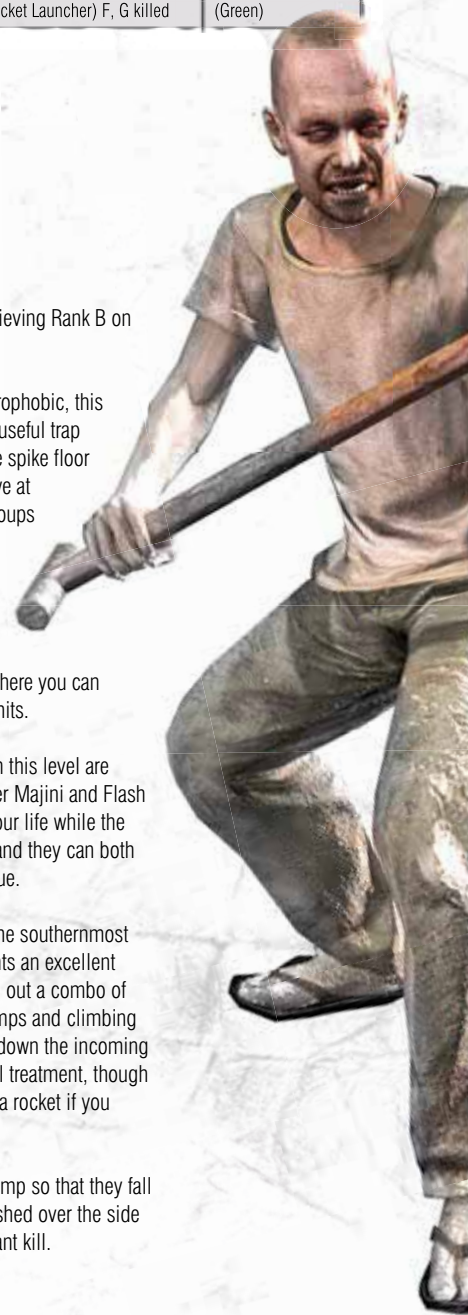
- Unlock this map by achieving Rank B on Ancient Ruins.

- Though tight and claustrophobic, this level presents the most useful trap spaces in the game. The spike floor trap is genuinely effective at stopping Duvalia and groups of Lickers β if they've followed from the right direction. The fixed Transformer trap stuns and stalls Majini while you escape to a place where you can corridor them for mass hits.

- Your biggest dangers on this level are actually Rocket Launcher Majini and Flash Grenades. One steals your life while the other steals your time, and they can both strike from out of the blue.

- The raised platform of the southernmost Time Bonus also presents an excellent holding point for seeing out a combo of creatures in pursuit. Jumps and climbing barriers suddenly slow down the incoming opponents for individual treatment, though you're a plain target for a rocket if you linger too long.

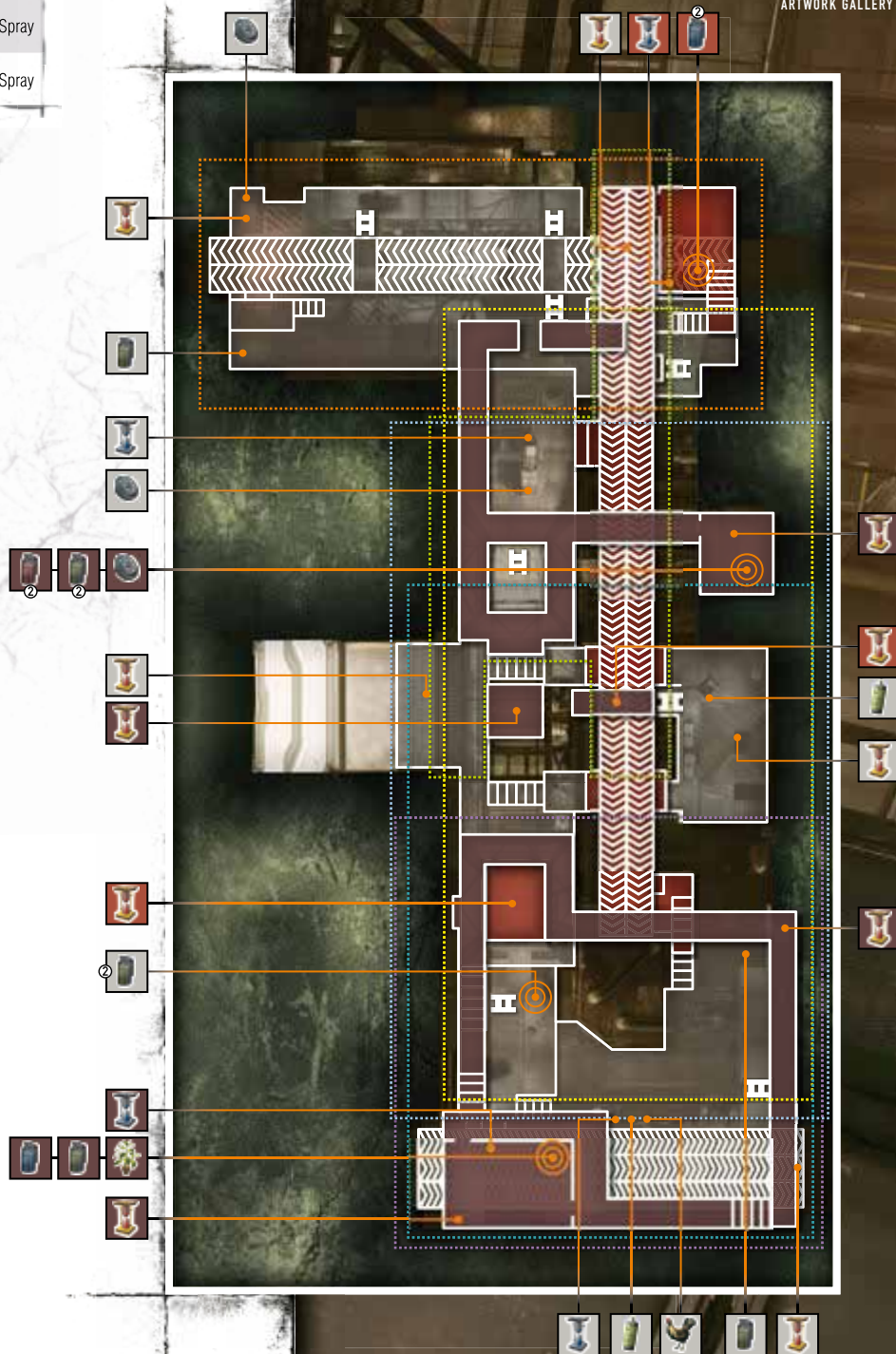
- Shooting foes in mid-jump so that they fall down the gap or get pushed over the side can be an effective instant kill.



Missile Area

Enemy Sets	Condition for Appearance	Note
Majini (Town) x20	Spawn when player is in Area 1	Maximum of 12 at the same time
Majini (Town) x25	Spawn when player is in Area 2	Maximum of 12 at the same time
Majini (Town) x20	Spawn when player is in Area 3	Maximum of 12 at the same time
Majini (Town) x20	Spawn when player is in Area 4	Maximum of 12 at the same time
Majini (Town) x20	Spawn when player is in Area 5	Maximum of 12 at the same time
Majini (Town) x30	Spawn when player is in Area 6	Maximum of 12 at the same time
Gatling Gun Majini A	20 or more enemies killed	Drops a First Aid Spray
Gatling Gun Majini B	60 or more enemies and Gatling Gun Majini A killed	Drops a First Aid Spray
Gatling Gun Majini C	90 or more enemies and Gatling Gun Majini B killed	Drops a First Aid Spray

- Unlock this map by achieving Rank B on Experimental Facility.
- Simply collecting all of the Time Bonuses in this section demands a practiced route, not to mention prior knowledge of how you reach each one. The northernmost Time Bonus can only be reached by taking the ladder over the conveyor belt. One floating platform Time Bonus requires you to approach the side and Climb Up it as an action, while another is only accessible by a ladder.
- Because of the many drops and climbs, you can be suddenly overwhelmed by large numbers of converging Majini in this level. That's good for your score but you really need to stay on top of the dynamite and molotovs with something like a machine-gun or shotgun – weapons which can detonate them as soon as they are raised against you. The wide southern conveyor belt offers a brief herding point for escaping and channeling a big crowd but you'll be trapped by the boss if you don't have a loaded magnum or rifle.
- Gatling Gun Majini will walk straight through the flames undamaged. In the absence of hard cover, use the girders and beams of this area to tackle the boss with magnum bullets, grenades, Proximity Bombs or rifle shots from out of his range. Keep moving around the different floors to prevent him getting the chance to stop and shoot at you. There are frequent open jump points, as well as ladders from where you can adjust your inventory health items.



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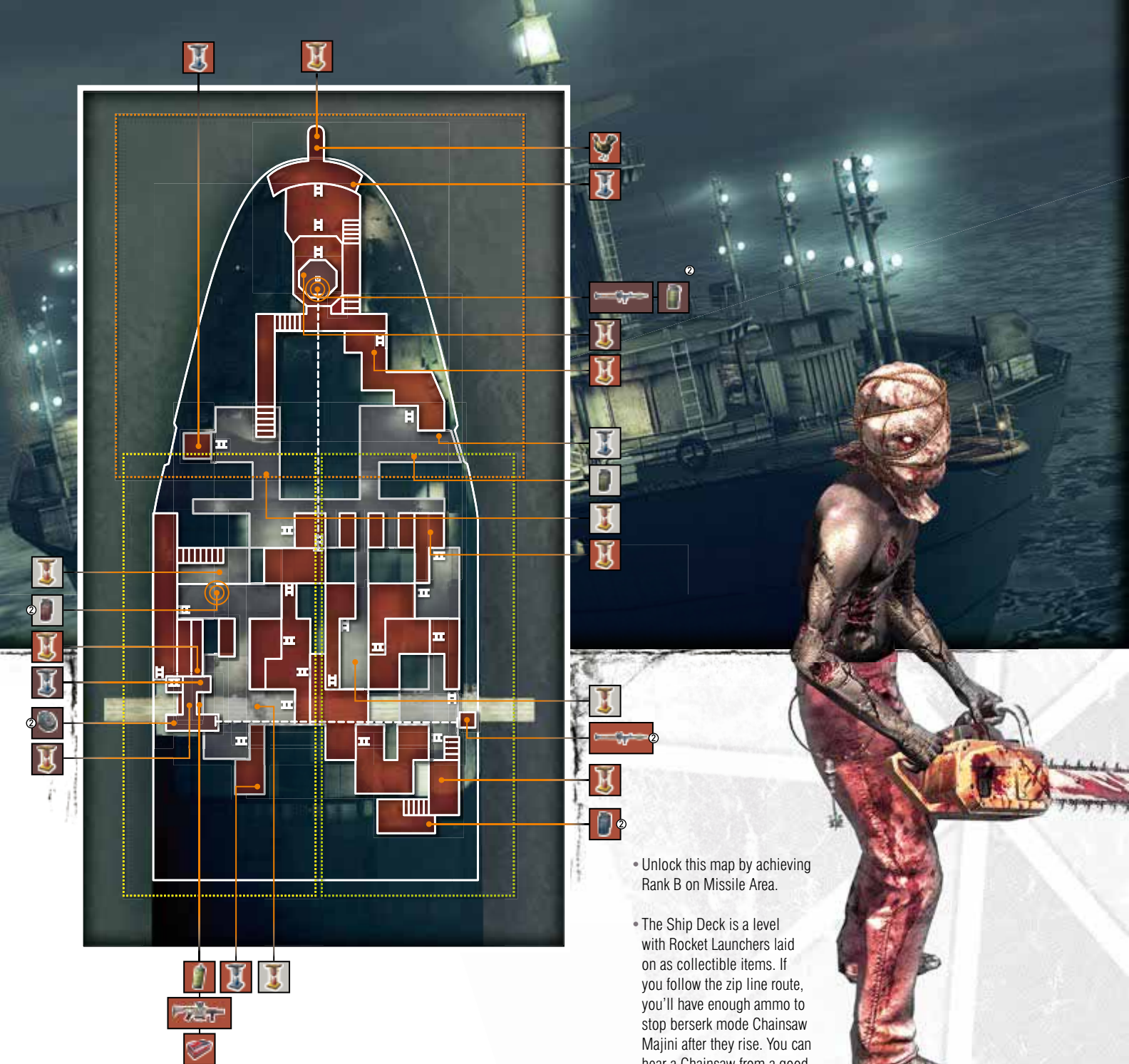
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• Unlock this map by achieving Rank B on Missile Area.

• The Ship Deck is a level with Rocket Launchers laid on as collectible items. If you follow the zip line route, you'll have enough ammo to stop berserk mode Chainsaw Majini after they rise. You can hear a Chainsaw from a good distance across the deck so don't assume it's on your tail until you see it.

• Tall mast ladders present lengthy opportunities for inventory management as you climb up them, and you can also hold a mast platform in Duo with a sniper partner. Chainsaw Majini are quite capable of jumping all the way up, but the zip lines are there to provide a quick escape route should that happen. If the Chainsaw Majini don't explode when killed, you know that they will soon revive, possibly leaving a Proximity Bomb as a parting gift.

• If you collect the Grenade Launcher on this level, you can pick up better ammo than Flame Rounds from random loot drops. Flash Rounds are excellent for the plentiful Cephalo mutations here and, like Nitrogen Rounds, set up group melee opportunities for moves such as Wesker's Cobra Strike.

Ship Deck

Enemy Sets	Condition for Appearance	Note
Majini (Town) x40	Spawn when player is in Area 1	Maximum of 12 at the same time
Majini (Town) x40	Spawn when player is in Area 2	Maximum of 12 at the same time
Majini (Town) x52	Spawn when player is in Area 3	Maximum of 12 at the same time
Chainsaw Majini A, B	20 or more enemies and opening set Chainsaw Majini killed	A drops a First Aid Spray, B drops a Herb (Green)
Chainsaw Majini C	30 or more enemies and Chainsaw Majini A, B killed	Drops a Herb (Green)
Chainsaw Majini D	40 or more enemies and Chainsaw Majini C killed	Drops a Herb (Green)
Chainsaw Majini E, F	50 or more enemies and Chainsaw Majini D killed	E drops a First Aid Spray, F drops a Herb (Green)

Note: Three Chainsaw Majini wearing blue pants (opening set Chainsaw Majini, and Chainsaw Majini A and E) will revive in berserk mode.

Prison

Enemy Sets	Condition for Appearance	Note
Majini (Town) x122, Big Man Majini x14	Spawn when player is in Area 1	Maximum of 10 at the same time
Executioner Majini A	Opening set Executioner Majini (Red) killed	Drops a First Aid Spray
Executioner Majini (Red) A	50 or more enemies and Executioner Majini A killed	Drops First Aid Spray
Executioner Majini B	90 or more enemies and Executioner Majini (Red) A killed	Drops a First Aid Spray
Executioner Majini (Red) B	120 or more enemies and Executioner Majini B killed	Drops First Aid Spray

- Unlock this map by achieving Rank B on Ship Deck.

- Once outside the central hot-room, the Prison is essentially a spiral of concentric passages that move inside and outside the complex from top to bottom. Look for the east side passage with the jail cells to find both a Time Bonus and a ladder that leads to one of the more obscure levels of the Prison.

- You don't need to wait for the Executioner Majini to knock down destructible walls. Spare Hand Grenades and Proximity Bombs used to stop Majini will also blast a hole for ready access and speed of movement.

- You will only encounter the Red Executioner Majini on the Prison level. This elder form of the game's very first boss is a much tougher prospect so you'll be fighting plenty of other Majini in the time it takes to put him down. He broadly corresponds to a Grade 10 Executioner Majini, with 180% movement speed and increased resistance. His weak point is a pink, fleshy, spiky growth on his back. Although you can hit this gross protuberance from many different angles, bear in mind that attacking the Executioner Majini's head can be just as effective, and actually far easier when he's bearing down on you.

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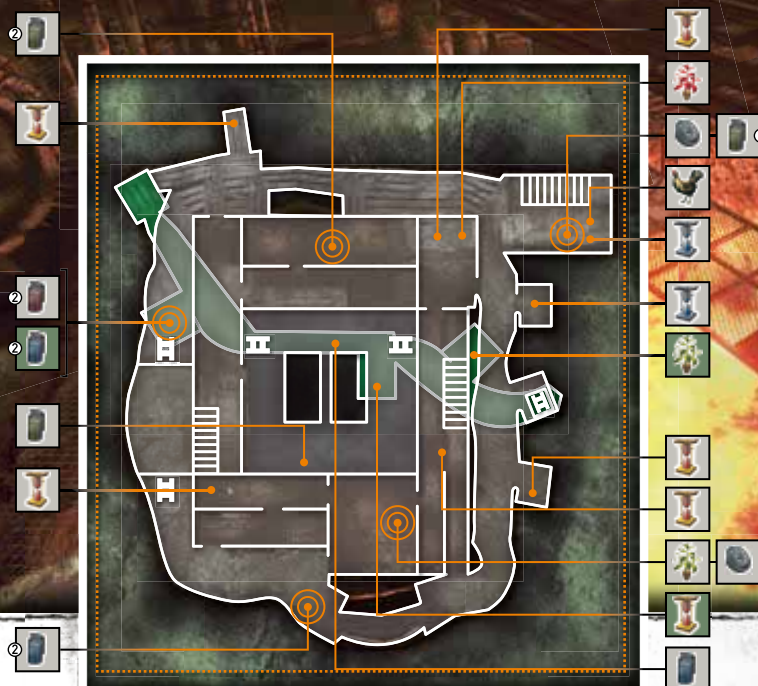
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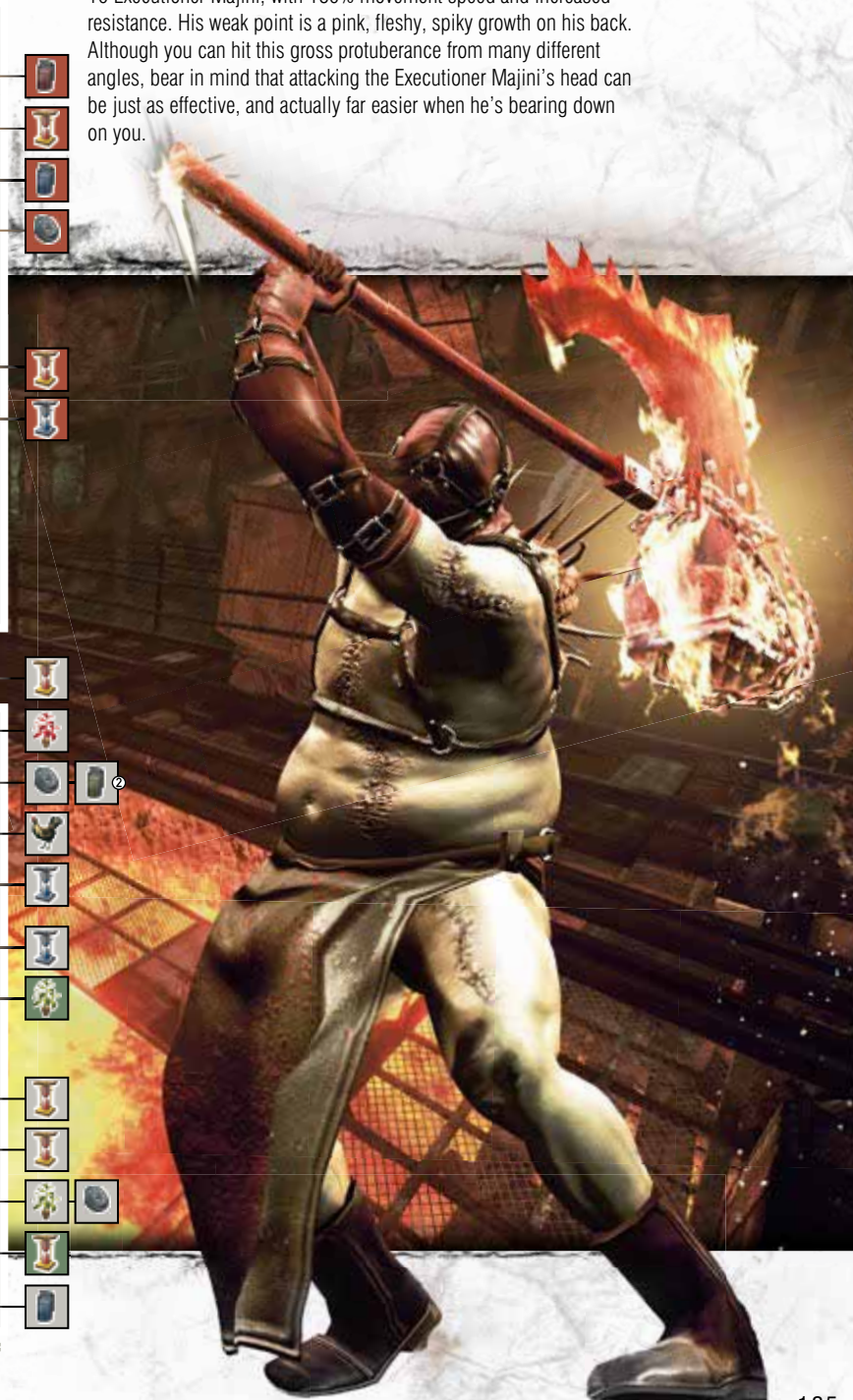
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2F&3F



B1&1F



VERSUS MODE

Game Modes

Versus mode introduces multiplayer games specifically catering for online or system-link play. Follow the instructions for your specific hardware platform to access this mode.



Slayers

This game plays very similarly to Mercenaries, but with players competing against each other to get the highest score from the onslaught of infected souls and B.O.W.s. A “handicap” system helps the player with the lowest score by doubling the points they are awarded (though this doesn’t apply to Combo bonuses in Slayers). Time Bonus and Combo Bonus rules apply as before, with item locations and enemy types remaining the same. Indeed, you can use all of the maps and details from the Mercenaries section to aid you in your Slayers game.

During a Slayers match, players will only take 70% of usual damage from enemies. This should be balanced against the scarcity of healing items and the additional threat of damage from other players. That threat exists because players can also be included in the chain of kills as part of a running combo count. If you defeat another player during a combo, their worth will be calculated as if they were a boss enemy with regard to bonus scoring potential (+4,000 points as a 9th kill, for example, or +5,000 as a 22nd kill – refer to page 174 for more details).



The game ends when the timer expires. If any player dies before the counter reaches zero, they lose points and will reappear elsewhere on the map to carry on playing (randomly, you may spawn in the heat of battle or next to a boss). There is no limit to the number of times you can die, though you shouldn’t expect much of a score if it happens too often.

The Difficulty Grade reacts to the performance of the participants. Most players will be battling at Grade 6 (equivalent to Normal difficulty) but the leading player must endure Grade 10, the highest rank of Professional difficulty. This makes little difference in terms of combat resolution, as Grade has no effect on damage multipliers in Versus mode, although you will find that it does affect factors such as context-action input windows.



Survivors

Basics: This game variant is all about player-versus-player action. There are still aggressive creatures present, making the arenas more challenging, but their frequency has been reduced, although they still provide a moderate threat and distraction from the real task at hand. Combos no longer play a role, as the points you score are directly accrued from dealing damage to other players. There are no points for killing monsters. Importantly, you must also strive to avoid taking any damage yourself, as you now have a price on your own head.

Each player starts with just a basic firearm, and will therefore want to act quickly to pick up more powerful weapons from the playing field. Every map has different possible configurations of weapon and item allocation, and you can also acquire weapons from boss enemies, so use our hints to help you to quickly assess the right strategy for each instance.



During a Survivors match, the player takes only 50% damage from Majini and other creatures, and in turn inflicts 150% damage. Those enemies also have a 100% drop rate for random loot, thus serving as additional ammo and health supplies when the existing map stock has been plundered or cut off. This can include Eggs, both Rotten (which count as ammo) and health-giving.

The weapons you find in Survivors are upgraded to the same level as those found in Mercenaries mode. Together, they represent the various ranges of encounter. The shotgun is a close-quarters ambush weapon while the rifle demands distance. The magnum is for sharpshooting at medium range.

Weapon	Firepower	Capacity	Reload	Special
M3 (SG)	500	10	3.00 sec.	-
H&K PSG-1 (RIF)	1,200	9	1.70 sec.	Scope: 2*
S&W M5000 (MAG)	4,300	6	3.53 sec.	-
Rocket Launcher	30,000	1	-	-
Grenade Launcher	By grenade type	12	-	-

Combat Differences

The Scoring System: In a Survivors match, you score points for successful strikes against other players. Being attacked by another player reduces your own score, to a minimum of zero. Scores are awarded as detailed below, with a 50% Damage and Score bonus for headshots.

Attack Type	Damage	Score
Knife	150	100
Handgun	100	100
Machine-gun	35	50
Shotgun, range 0 - 1.5m	700	1,000
Shotgun, range 1.5 - 6m	300	500
Shotgun, range 6 - 9m	100	200
Shotgun, range 9m+	70	100
Rifle	300	500
Magnum	450	1,500
Longbow	350	-
Hand Grenade ¹	500	1,000
Incendiary Grenade	200	300
Flash Grenade	0	300
Proximity Bomb ¹	700	1,500
Rocket Launcher ¹	30,000	3,000
Explosive Rounds ¹	250	500
Flame Rounds ¹	200	500
Flash Rounds (direct hit)	100	500
Acid Rounds	200	500
Electric Rounds ¹	150	500
Nitrogen Rounds ¹	100	500
Egg (Rotten)	931	2,980
Egg (White/Brown/Gold)	0	300
Hand-to-hand Attack	300	1,000
Wesker's Dash	50	100
Finishing Move (hand-to-hand)	1,000	1,500
Transformer ²	200	500
Oil Canister ²	500	1,000
Explosive Barrel ^{1,2}	500	2,000
Spike Trap ²	30,000	3,000

¹ You only get 50% of the score if your target adopts their guard stance when hit by the blast wave.

² Any damage caused to the player by traps is reduced in accordance with the game rules (down to 70% for Slayers, and 50% for Survivors).

After a successful attack, the score for the move will be displayed in the top right of the attacker's screen and added to that player's running total. Correspondingly, the victim of the strike loses 50 points for any and all attacks suffered. Whoever inflicts fatal damage on another player will earn a bonus 3,000 points. Deaths by Proximity Bomb or exploding oil drum will also be attributed for score purposes. If a player dies (for any reason, either in a monster attack or by another player's hand) then they lose 1,000 points. It is possible to be reduced to zero points.

When the timer expires, the scores for each player will determine their position in the results table. Winners will earn Exchange Points for their efforts, awarded as follows.

Battle Result	Exchange Points			
	2 Players	3 Players	4 Players	Team Vs
1 st place	1,500	2,000	2,500	2,500
2 nd place	500	1,000	1,500	1,000
3 rd place	-	500	1,000	-
4 th place	-	-	500	-

Team Versus

It is possible to compete as a team in both Slayers and Survivors games. When two players work together as partners, they can draw on all of the additional tactics and support techniques mastered in Co-op, Duo and Split-Screen play.

So far you've only had to dispatch computer-controlled parasites and their hosts. Now that you're able to fight online and against other players, there are aspects of the combat system that you can exploit to great effect.

Easy Targets

Players caught in a grapple will normally try to free themselves while requesting assistance. If you encounter an enemy player in "Help" status, you can instead use a context action to strike them while they are held. This attack will damage both the enemy player and the creature restraining them, so it may still have the effect of releasing them from their captor.



Frozen Over

Players can be frozen by Nitrogen Rounds. The base freezing time is five seconds, but you can tap **X/A** to recover more quickly. Other players will be able to attack you while you are frozen, including using hand-to-hand moves at close range, although you won't shatter into pieces like ordinary enemies would when first hit. Nitrogen Rounds also have no effect on players of the same team, so you can comfortably use one to freeze an enemy in close proximity to your partner. You do not otherwise take damage purely from being frozen, but a direct hit from any Grenade Launcher round inflicts some kinetic damage from the impact of the projectile.



Assigning Equipment

In Slayers and Survivors games you cannot give weapons to other players – who remain your enemies, even if you may occasionally find yourself ganging together.

However in a Team Survivors match you will be able to hand over the M3, H&K PSG-1, S&W M500, Grenade Launcher and Rocket Launcher to a partner. This means that you can assign duties and swap long-range support or heavy weapons according to your co-op roles and preferences. There are fewer restrictions on distribution of ammunition and explosives. You can present any ammo type to a team member as long as they have a free slot or an existing stack of the same ammo that can accommodate the gift up to the slot maximum. When your inventories are full, you can still swap items with your partner by highlighting items that you do not have equipped. Select an item from your team member's inventory and they will be alerted by a Request message that will offer them the chance to Give the selected item. If they are close enough for the exchange and can confirm the transaction in their inventory, the items will be swapped between you.

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Weapon Loss

When a player dies in a Survivors match, they drop a weapon on the spot where they fell. That weapon is chosen randomly from their inventory, though it cannot be their default firearm. The dropped weapon is always fully reloaded. A respawning player will always have a fully loaded default weapon.

Note that a dropped weapon will only appear for collection once a body has been removed from play.

Proximity Bombs

Proximity Bombs take a few moments to arm after placement, indicated by a flashing red beam. This is how you distinguish dangerous ones from placed items and random drops. They can also be detonated by bullets and chain reactions – a grenade or oil drum will do the job. Unfortunately, Majini are just as likely to trigger them.

Since enemy players can see Proximity Bombs, and can detonate them with gunfire, you need to be canny in their application. Tactical placement includes at the top of ladders and climbable ledges; at the base of jumps and drops; just around sharp corners; behind doors and below windows; and at the end of a zip line. Some maps are so loaded with Proximity Bombs that you can exploit the confusion by placing a live one among the collectibles. Bear in mind that Proximity Bombs may also hamper your own activities if you have to stop and pick them up before you can access a ladder or door, so avoid using them on your only retreat route.



Aimed Explosives

Injury from an explosion will generally cause a knockdown. If your character raises their arms to shield themselves from the blast, it means they've taken no damage despite being close. As you'll be using more grenades and rockets than ever, and often in a tight space, it's worth learning to gauge the safe distance. There is a very small blast radius from RE5's explosives; even the Rocket Launcher has a neatly contained explosion, so it really is worth aiming for that direct hit rather than hoping for splash damage from a nearby ground strike.



Creature Behavior

Enemies will tend to pursue a player unless and until a nearer player diverts their attention and becomes the new target. If you see Majini gathering around a door, a player is most likely on the other side. Instead of fighting a boss, you may wish to lead it straight to another player with the aim of passing them and quick-turning so they are caught between you and the boss.

The Folly of Face-off

Unless you've laid a trap or you're staring down a corridor with a Rocket Launcher, staying on the run is vital. Because you can't move while firing, it's tempting to be drawn into a showdown with another player, facing off in a straight shoot-out in the hope that you'll be first to inflict fatal damage. A poor tactic, most of the time, as they'll still score points, to your loss, and leave you in no shape to face the next battle.

Rearguard Action

Because of the slow turning speed of characters aiming a firearm, one way to evade when caught in the sights of another player is to run straight past them. You can either escape into cover or move behind them and use your fast turn to make a 180° and blast them before they catch up.

Giving Yourself Away

Keep an eye out for that telltale red beam, as laser painters will warn you of unwanted attention and give away the position of enemy shooters. Likewise, if you're going to snipe at a target from an exposed platform then you will probably only get one or two attempts before the other player traces the shot back to you.



Versus Characters

The characters available in Versus mode are the same as those from the Mercenaries mode, with only a few minor inventory differences. Please refer to page 176 for more details.

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Chris (BSAA)



Weapon	M92F (HG)
Firepower	250
Capacity (+ reserve)	30 (+50)
Reload	1.70 sec.
Special	Critical: 37.5%

- Items: 3 Hand Grenades, 1 First Aid Spray.
- Default character for Versus Mode.

Sheva (Tribal)



Weapon	H&K MP5 (MG)
Firepower	120
Capacity (+ reserve)	65 (+100)
Reload	2.70 sec.
Special	Piercing: 3

- Items: 5 Flash Grenades, 1 First Aid Spray.
- Versus Mode Character D. Unlock her through the Bonus Features menu at a cost of 15,000 Exchange Points.
- In Slayers, Sheva's Longbow doesn't give itself away with a laser pointer.

Chris (Safari)



Weapon	SIG P226 (HG)
Firepower	350
Capacity (+ reserve)	16 (+50)
Reload	1.70 sec.

- Items: 5 Flash Grenades, 1 First Aid Spray.
- Versus Mode Character A. Unlock him through the Bonus Features menu at a cost of 8,000 Exchange Points.

Jill (BSAA)



Weapon	Px4 (HG)
Firepower	300
Capacity (+ reserve)	25 (+50)
Reload	1.70 sec.
Special	Critical: 87.5%

- Items: 5 Flash Grenades, 1 First Aid Spray.
- Versus Mode Character E. Unlock her through the Bonus Features menu at a cost of 5,000 Exchange Points.
- Jill has a very fast forward knife stab, short in range but quickly able to generate a stun condition in Majini.

Chris (S.T.A.R.S.)



Weapon	SIG 556 (MG)
Firepower	160
Capacity (+ reserve)	45 (+100)
Reload	2.55 sec.

- Items: 3 Incendiary Grenades, 1 First Aid Spray.
- Versus Mode Character B. Unlock him through the Bonus Features menu at a cost of 13,000 Exchange Points.

Jill (Battle Suit)



Weapon	VZ61 (MG)
Firepower	100
Capacity (+ reserve)	80 (+100)
Reload	2.83 sec.
Special	Critical: 25%

- Items: 3 Incendiary Grenades, 1 First Aid Spray.
- Versus Mode Character F. Unlock her through the Bonus Features menu at a cost of 7,000 Exchange Points.

Sheva (BSAA)



Weapon	M92F (HG)
Firepower	250
Capacity (+ reserve)	25 (+50)
Reload	1.36 sec.
Special	Critical: 50%

- Items: 5 Incendiary Grenades, 1 First Aid Spray.
- Default character for Versus Mode.

Wesker (Midnight)



Weapon	H&K P8 (HG)
Firepower	300
Capacity (+ reserve)	25 (+50)
Reload	1.53 sec.
Special	Piercing: 3

- Items: 3 Hand Grenades, 3 Proximity Bombs.
- Versus Mode Character G. Unlock him through the Bonus Features menu at a cost of 30,000 Exchange Points.
- Remember that Wesker's special move drains health (see page 177 for more details).

Sheva (Clubbin')



Weapon	AK-74 (MG)
Firepower	200
Capacity (+ reserve)	50 (+100)
Reload	2.83 sec.

- Items: 3 Hand Grenades, 1 First Aid Spray.
- Versus Mode Character C. Unlock her through the Bonus Features menu at a cost of 6,000 Exchange Points.

Wesker (S.T.A.R.S.)



Weapon	Samurai Edge (HG)
Firepower	400
Capacity (+ reserve)	15 (+50)
Reload	1.70 sec.

- Items: 3 Hand Grenades, 1 First Aid Spray.
- Versus Mode Character H. Unlock him through the Bonus Features menu at a cost of 50,000 Exchange Points.
- Wesker starts with the most powerful handgun in the game, so a rush for an early kill is a distinct possibility.

Survivors Arenas

- **Important:** The maps for Slayers are identical to those for Mercenaries, so please refer to page 178 onwards when playing this game mode. The new details that follow refer to the Survivors game.
- On the whole, you should only waste time and ammo killing enemies if they present a direct threat or are blocking your path. Although it's hard to overcome the habit, you score no points for killing Majini.
- Other players can be located via the GPS map and on screen by a colored indicator bearing their identification.

Public Assembly



- This map should be very familiar by now, and when you're bumping into enemy players in tight spaces the M3 has a real edge. H&K PSG-1 users aren't going to get much of an opportunity unless defended by a Team member, so rockets and the magnum dominate the open spaces.
- Every sniping point on 2F can be counter-attacked with rockets and grenades. The proportions are such that you can stand directly below the enemy's position without hugging the wall too closely and still remain out of sight, unless they move into an exposed space.

Enemy Sets	Note
Majini (Town)	Maximum of 5 at the same time
Executioner Majini A-F	Drop weapons

The Mines



- Moving from the passages into the main cavern is always an invitation to snipers and rocketeers. Look ahead for high player indicator tags and stay clear of the fuel drums when crossing the floor.
- Reapers are a regular threat after the first minute. If you're cornered then a practiced cycle through their weak spot exposures will kill them, but you may prefer to run past while they're still recovering from the first hit.

Enemy Sets	Note
Majini (Town)	Maximum of 6 at the same time
Big Man Majini	Drop Proximity Bomb
Reapers A-F	Drop weapons

Village



- It's hard to avoid other players on this level so take a route that makes full use of the backs of huts, window access and the passages up to the zip line.
- Players who camp on the upper floor of the main hut with the ladders down can easily cover the main door, but in doing so they might miss assassins with grenades climbing in the side window.
- Proximity Bombs will almost certainly be wasted on Majini on the linear paths. Stick with grenades – even Flash Grenades are very useful for evading and destroying groups of creatures who can block your path all too easily.

Enemy Sets	Note
Majini (Wetlands), Bui Kichwa	Maximum of 4 at the same time
Giant Majini A-H	Drop weapons
Kipepeo	-

Ancient Ruins



- Long corridors make for Rocket Launcher and rifle-shot set-ups. As in Mercenaries, it's possible to secure the northwest corner.
- Frequent 90° corners and drops disguise Proximity Bomb placement and M3 ambushes.

Enemy Sets	Note
Majini (Wetlands)	Maximum of 6 at the same time
Giant Majini A-J	Drop weapons
Majini (Torch) A-F	May drop Herbs



Experimental Facility



- Breakout at the lab! Your only enemies here are Licker β , which makes for a tougher distraction than usual. Look out for context actions – the chance to whack a player who has been tongue-speared, and the chance to dodge a Licker β leap attack or perform a special uppercut.
- As with Mercenaries, you can shoot through the steel grille walls and floors with many weapons.
- In Versus mode, you can call the elevator if it's not in front of you.

Enemy Sets	Note
Licker β	Maximum of 5 at the same time
Licker β A-H	Drop weapons

Missile Area



- This map needs to be memorized if you're not to be completely disoriented when moving between levels. Outside of Mercenaries, the large lower conveyor becomes a fateful cul-de-sac.
- The bosses here are slow but persistently dangerous. If cornered in a team game, both players can double-chain their big melee attacks against a stunned Gatling Gun Majini for a viable quick kill.

Enemy Sets	Note
Majini (Town)	Maximum of 6 at the same time
Gatling Gun Majini A-H	Drop weapons

Ship Deck



- Chainsaw Majini A, C, E, G will revive in berserk mode. If you end up defending yourself, evacuate and leave the boss as a trap for another player.
- If you see a player about to take the zip line, don't waste time with potshots. You know where they're going to end up, so line up a shot for the terminal platform.
- Sniping ledges boast an excellent overview of the deck, but you should expect Rocket Launcher retaliation once spotted. The sharp turns of the maze of containers invite close M3 ambushes.

Enemy Sets	Note
Majini (Town)	Maximum of 6 at the same time
Chainsaw Majini A-H	Drop weapons

Prison



- Proximity Bombs play a strong role in the weapon allowances. Place them where other players won't see them – below windows, at the base of jumps, or in the cells where Majini won't trigger them but weapon-hunting players will.
- You can shoot between floors in the central chamber and the height will often hide your location tag from prying enemy eyes.
- Although it doesn't harm them greatly, both Executioner Majini types and the Big Man Majini can be stopped with Electric Rounds while you pass by or escape.

Enemy Sets	Note
Majini (Town), Big Man Majini	Maximum of 6 at the same time
Executioner Majini A-D	Drop weapons
Executioner Majini (Red) A-D	Drop weapons

BEHIND THE SCENES

In this section we take a tour through a wide variety of images that illustrate different stages in Resident Evil 5's evolution from original concept to final game, with accompanying comments and insights from members of the development team.



Prototype Map

These screenshots are taken from a map built by the Resident Evil 5 dev team for testing purposes. Though this locale is not used in the final game, it is clearly evocative of the Public Assembly area. Dedicated Resident Evil fans may also recognize it from an early promotional trailer.



Chris fighting on top of a dilapidated bus. The figure approaching him is an early version of the "agitator" Majini encountered in Chapter 1-1.



Chris standing beside the bus, now overturned. In an earlier design concept, the RE5 team considered the introduction of a set-piece event where Majini would push the vehicle onto its side. The Majini to the left is in a "waiting" stance that was only used during the early stages of development.



These sequences of screenshots illustrate Chris evading enemy assaults. There are no visible button prompts here, but players were required to press the Action Button to evade blade attacks back then. The development team also went through several iterations of the grapple attack, each time improving the attack method and camera work.



This screen reveals an assault rifle not used in the retail version. Note the size of Chris's arm; his build was slimmed down considerably for the final game.



A still that illustrates one of the central design concepts in Resident Evil 5: the sharp contrasts between light and shadow, with Chris firing at Majini approaching from the shade beneath the footbridge.



A female Majini (Town) variant without bandana, not encountered in the final game.



A Majini either attacking with a chair, or hastily adjusting nearby furniture in order to enhance the feng shui of the ongoing slaughter. Either way, this weapon didn't make the final cut.

What was the most difficult decision you had to make on this project?

YASUHIRO ANPO, Production Director: The introduction of co-op play. It was initially developed as a single-player game, so we had to change the design a lot. But we were sure that this would make the game better. I think that was the right decision.

Players may think of previous RE games as being dark or shadowy affairs, often taking place at night. But RE5 opens in the heat and dust of glaring sunshine. Did you want to escape that monochromatic gloom?

JUN TAKEUCHI & MASACHIKA KAWATA, Producers: With hardware improvements, we have had the challenge of creating a new representation of horror-style visuals with an increased level of detail. This is reflected in the sharp contrasts found in lighting, and the use of improved color saturation to give the game a film-like quality.

YASUHIRO ANPO, Production Director: As Africa was our chosen locale, we had to work on how to depict scenes in strong African sunshine – which is totally new for the Resident Evil series. I don't think we would have had so much sunlight if it were based anywhere else.

KENTARO YANO, Designer: Having Resident Evil 5 take place in Africa gave us a great opportunity to develop the series not only in the sense of how we use darkness, but also brightness.

On the same theme, contrast seems to be a crucial part of the visual design. The player can feel dazzled when stepping out of the shade of a building or bathed in the red tones of sunset. How important is the use of lighting to set the scene, and was it difficult to implement?

TORU ARIKAWA, Designer: A realistic representation of lighting makes an environment much more authentic, and helps to immerse the player. We achieved this with a variety of visual effects, such as tone mapping.

YOSHIKI HIRABAYASHI, Cinematics Supervisor: This was a very difficult theme for us. Being asked to represent horror in well-lit areas was pretty hard to imagine at first. The focus on high-contrast lighting, with extremes of "brightness" and "darkness", was devised as we tried to figure out how to achieve that goal.

Are there any elements specific to the new consoles that you simply couldn't have achieved on earlier machines?

MIKIO UEDA, Programmer: Lighting effects, physics, sound effects, AI, animation of objects and characters with many joints, big textures, polygon count... not one of these Resident Evil 5 features would be possible on older consoles. If you take a close look, you can see the motion of all joints in each Majini's fingers. We depict flying debris with complex physical calculations, and a Majini's screams rebound from the walls inside buildings. Pay attention to details: you will find evidence of a designer's craft everywhere.

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Experimental Phase

At an even earlier stage in development, the Resident Evil 5 team weighed up the relative merits of different game engines. These screenshots give an intriguing glimpse of how RE5 looked around that time.



Character Concepts



Jill Valentine, Chris Redfield and Albert Wesker are stars of previous adventures. How do you go about remodeling a character already known to players and fans?

YASUHIRO ANPO, Production Director:

I also worked on RE1, so I have known them for a long time. I tried my best to preserve their image and imagined how they would have changed over the passage of time. Chris trained and got stronger, while Wesker got more wrinkles.

YOSUKE YAMAGATA, Modeler: All the characters are very important for this series, and popular with fans. So we took care not to change their image from past games. It's a simple method, but we made a new design that

retained their signature color – green for Chris, blue for Jill – to carry over the same look from the past. The facial structures are mainly based on the visuals of the GameCube version, and we added various details to these in order to develop a realistic texture.

Although she's a new character, Sheva Alomar has also undergone much in the way of redesign and re-imagining. Her face has changed several times in the search for the right look. What decided the final form she would take?

YASUHIRO ANPO, Production Director:

The designing of a female character is a killer assignment. We had to change and modify Sheva considerably to combine two qualities,

feminine attraction and the strength of a fighting woman.

YOSUKE YAMAGATA, Modeler: Sheva is a character who symbolizes one of the themes of RE5 – the “bond of partnership”. Her existence is very important in characterizing RE5. She is a new major protagonist, so we tested ideas repeatedly for a long period to decide what kind of portrait was right for her.

Sheva already existed at the early development phase, but we discussed many ideas for her background. Sometimes she was a civilian or a guerrilla, sometimes she was a commander of a military corps. In fact, we made in-game models of Sheva for some of these ideas. But there were certain desired constants in all iterations: beauty as a heroine, ferocity and determination as a fighter. Finally, we chose the current design which is contemporary, as with Chris, mixed with a wild look appropriate for the assignment in Africa.

We took great care in creating her face, sometimes starting from scratch just after we had finished. We then had to adjust the modeling several times after she appeared in-game until we got positive feedback on her appeal. Our visuals staff even suggested an adjustment to her in-game lighting so that she looks more charming.

Uniforms and equipment are represented with rigorous attention to detail. What kind of real-world sources did you draw on to bring conviction to the depictions?

YOSUKE YAMAGATA, Modeler: Chris belongs to a state-of-the-art, practical organization. Therefore we created his equipment with reference to military hardware in the real world to avoid being outdated or unrealistic. We also drew upon photos of soldiers and PMC (Private Military Company, or mercenaries) in the field to recreate the “wardrobe” typical of troops involved in military action. I am interested in all gadgets that soldiers equip themselves with and the gear they carry in the field, but there is a huge amount of detail and the kit changes very quickly. So the reconstruction wasn't an easy matter.

We got help from a Japanese military store during the game's development. The owner of this shop imports and sells equipment. We borrowed real body armor, holsters, night vision goggles, gas masks and other gear as research material. These were very helpful references. He taught me how to use these items and pointed out unsatisfactory aspects of equipment design. I guess this all helped us to achieve the level of precision in our presentation.



Sheva

Enemy Concepts



Majini (Town)



The Majini are far removed from the zombies of the first Resident Evil. Like the Ganados of RE4, their humanity is still often apparent and they act with intelligence. Does this make them less pitiable and more frightening?

YASUHIRO ANPO, Production Director:

Majini are more violent, aggressive and possess more murderous intent than Ganados. This is an explicit sign that they will kill you if you don't kill them. As evidence that they are already victims of their leeches and no longer human, you can see the Plaga when you perform a headshot on them. They lost their humanity because of this parasite. And now, you must defeat them to survive. It's a horrific reality.



Adjule

YOSHINORI MATSUSHITA, Modeler: We do not express intuitive fear, such as you would feel for flesh-eating zombies with repulsive visuals. It is their insanity and unpredictable behavior linked with their human intelligence which now create fear for the player.

How much did you pick up on the notion of Plagas from RE4 and how much have you added to their abilities and potential, as a result of the artists coming up with "mutations"?

YOSHINORI MATSUSHITA, Modeler: We adopted almost all basic concepts from RE4. There are few Plagas of "dominant type" and many of "dominated type". The dominated type (Majini belong to this class) acts with the will of the dominant type. This was barely apparent in previous games, but we used this setting as a basis to create Plaga in RE5.

Plagas were weak against light in RE4, and did not appear during the day. Wesker obtained a Plaga sample in a side-story of RE4 and he or his followers conducted research on adapting the weaknesses against sunlight (although Plagas still remain weak against strong light, such as a Flash Grenade). Plagas do not have any individual form by nature and it is not clear what dictates their manifestation. Kipepeo in RE5 can also survive after leaving the host. This is evidence that Wesker's research enhanced the parasite's fighting strength.

Adjule can be seen in two forms: a normal dog form and a mutated form. How was the Adjule invented?

JIRO TAOKA, Lead Designer: The Plaga's tentacles came out from the back in RE4 but, during the development of RE5, I wanted to create something more disgusting and visually impressive. As we were discussing ideas, the design artist made a rough sketch with a splitting head. This is the design I chose.

Concept drawings of Kipepeo reveal a creature that is equipped with abdominal claws. In the game, the creature uses these talons to perform an effective grapple attack. Which prevails, the artist's concept or the game design?

YASUHIRO ANPO, Production Director: Creatures can be conjured by artistic designs but, in the case of Kipepeo and Bui Kichwa, they were prompted by a request from the design team. We wanted to create a situation in which one character is caught and the other character must help.

YOSHINORI MATSUSHITA, Modeler: The design team took precedence on creature design in RE5. They defined enemy characteristics, like their role, action pattern and so on for the art team. The two teams had various discussions and the artists prepared many rough designs from the results. This enabled us to choose the visual look of the creature. In rare cases we began with the creature's appearance and expanded the game idea from that image, like in the case of Uroboros. Sometimes we created a new character from art to remedy any lack of visual excitement following the gameplay development.

The design team made a presentation of Kipepeo's required attributes ("Kipepeo comes rushing over to the player and pulls him up") and the art team then worked on a creature design to match this. But most designs are not chosen in a smooth way. Quite a lot of ideas must be changed, or will be abandoned when they do not fit the view of the game world, or if they are not compatible with the game system. In fact, the Kipepeo's design was first decided and appeared on the basis of animation, but then we thought, "Kipepeo's image doesn't fit the game", and we had to overhaul his design radically.



Kipepeo

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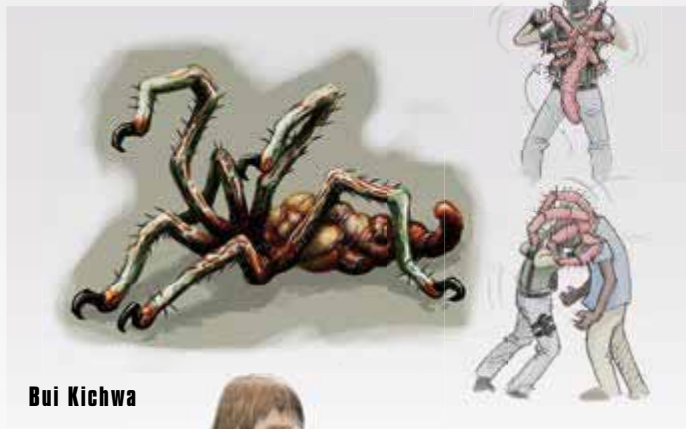
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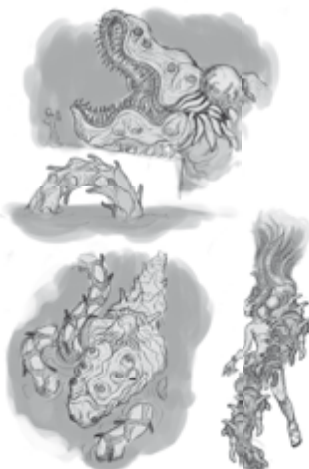
Bui Kichwa



Executioner Majini



Irving



Popokarimu

Licker β



Uroboros



A concept sketch of the Bui Kichwa shows it attached to the character's back, as we see in the game, but also attached to a human or Majini host attacking the character. Were they originally some kind of mutated form?

YASUHIRO ANPO, Production Director: At first, yes, this enemy was a derivation of Plaga. But it was clear it would have more appearance opportunities if it could act freely. That's why it is now an independent creature.

JIRO TAOKA, Lead Designer: Bui Kichwa is also an improved type of Plaga. So Bui Kichwa spawned from Majini, just like Kipepeo, in the early development phase. But it wasn't good to let so many stem from Majini, so we redefined this so that Bui Kichwa would appear from the ground. At that point, the idea of spawning from Majini was abandoned.

The Licker β uses its long tongue to perform an effective attack. Where did you get this idea? Did you try to mimic the way chameleons hunt?

YASUHIRO ANPO, Production Director: Licker β appeared early in RE2 with a "neck-chopper" attack which caused instant death. We changed this enemy according to the co-op design, adding the grappling time. The jumping attack is not an instant death attack like RE2's, as the co-op player has time to help their partner. The Licker β now has a much longer tongue than in RE2.

Early images of Popokarimu suggest a hybrid creature that looks more like a bat and a scorpion combined. What were the reasons for this particular design?

YASUHIRO ANPO, Production Director: We started with the idea that we would like to have a creature like "Red Arremer" from Ghouls 'n' Ghosts [an older Capcom title] which can attack from mid-air and on the ground. Popokarimu has a weak point on its back for game design reasons – it makes it difficult to fight against Popokarimu alone and this highlights the merit of working together.

JIRO TAOKA, Lead Designer: Popokarimu is a combination of bat and silkworm, invented when we planned to create a flying boss enemy. We heightened the red color on the weak point (abdomen) after play testing as it was decided it would be good to have this reflect the glowing of the sunset.

YOSHINORI MATSUSHITA, Modeler: We kept the idea that Popokarimu is a huge bat infected by Plaga but we changed his appearance from adult insect with hard shell to young, worm-like larva. The reason for this alteration was the look of the early image. That creature had too strong a fantasy element, and lacked a sense of revulsion. So we changed him to increase the visual impact.

Are there any elements specific to the new consoles that you simply couldn't have achieved on earlier machines?

MAKOTO FUKUI, Lead Modeler: I would say, the presentation of the creature Uroboros. The core element of this creature is the large amount of tentacles covering the body. Maybe we could have hit on this idea in earlier days, but it would have been abandoned at review phase because it was impossible to recreate. This depiction is not easy with any hardware, and it was quite challenging. Initially, we had to reduce the number of tentacles by about 50% for the final Uroboros but our highly-motivated staff wanted to develop a creature like never before and persevered to create the birth of Uroboros in RE5.

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Motion Capture & Animation

Green bluescreen



Imminent confrontation



Final interactive sequence in the game



Is motion capture something you have always done, or is this a relatively new way for you to animate RE characters?

YUKIO SEIKE, Chief Animator: We have employed motion capture in the past, but this time we used it much more than before. Practically 100% of our human character motions are based on motion capture.

YOSHIKI HIRABAYASHI, Cinematics Supervisor: We adopted facial capture and camera capture (virtual camera) for the first time in this series. I think the acting performances are better than ever before due to the facial expressions and a sense of realism evoked by the camera movement. Incidentally, the facial capture was synchronized with the voice recording.

There are some very impressive animations at work in the actions of all characters and creatures. How did you achieve this?

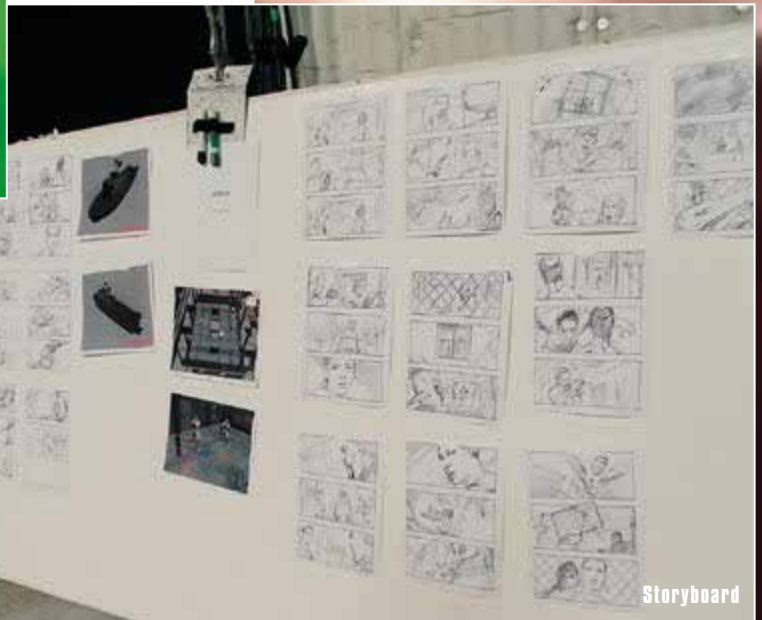
JUN TAKEUCHI & MASACHIKA KAWATA, Producers: We made creatures with specific attributes in mind, such as something scary, something vicious, or something where we could show off our technology...

YASUHIRO ANPO, Production Director: First we thought about co-op play. What should these monsters do, and how should players move or attack as a consequence? We sometimes used an animal as the base reference, and then performed a Resident Evil makeover.

YUKIO SEIKE, Chief Animator: Animations of non-human type creatures are made by hand. As there are many creatures with tentacles, we devised technology to create such animations easily.

How do you develop the action set-pieces that are the key element of each chapter?

YASUHIRO ANPO, Production Director: We often use a storyboard as the base and then flesh it out later. Sometimes, though, we make a very rough version of the whole chapter for testing purposes, then add new areas or enemies later.



Storyboard

The Production of Resident Evil 5

When you started conceptualizing RE5, did you have any key ideas or scenes that acted as the guiding principles of the game?

JUN TAKEUCHI & MASACHIKA KAWATA, Producers: The story of RE4 was like a side-story, so our aim was to continue the main RE story as a sequel.

YASUHIRO ANPO, Production Director: The launch concepts were to use Wesker, the character of this series; to change the stage of this game to Africa due to the progenitor virus; and to develop this game with RE4 as a fundamental base. Co-op play was added to these concepts, which gave us a firm bedrock.

Co-op play is a major change to introduce. It dispenses with the tradition of isolation and self-dependence of the main character in earlier games. What was the intention? And did it work out in the way you imagined?

YASUHIRO ANPO, Production Director: We were afraid of losing the fear and atmosphere you enjoy as a solitary player by introducing co-op as a primary feature. But then we thought: co-op is just like entering a haunted house with two people, and this was a big leap forward. We thought a great deal about the survival element, in which you must co-operate to survive. I think this combination of RE and co-op has more advantages than disadvantages.

JIRO TAOKA, Lead Designer: Partnership — the bond between the two — is the theme of this game, and is reflected in the search for Jill. The co-op system is a very good way to realize this. With the characters working as a team, apprehension is greatly enhanced when a player is alone in certain situations.

Other video games have attempted to introduce computer-controlled sidekicks with only limited success...

JIRO TAOKA, Lead Designer: I regarded it as an opportunity that we should take very seriously, as other videogames have struggled to create good CPU-controlled sidekicks. I talked with the development team and obtained their feedback in adjusting the system throughout the project. It is the result of a lot of hard work. I think we've achieved a good sense of fighting alongside a CPU character who is neither too good nor too lazy.

TAKAAKI YAMANOUCI, Programmer: To realize this feeling, we programmed the CPU to attack enemies on the back, come to help when the player is in danger and collect ammunition if the player has low ammo. To maintain tension, the NPC won't kill all enemies so the player himself must administer the coup de grace to bosses.

YASUHIRO ANPO, Production Director: We engineered scenarios to make use of it. Scenes where you fight together and your partner is dependable; helping scenes where you must aid your partner; and tactical scenes where you rely on the assistance of your partner. We continued to adjust the co-op AI until the final stages of development phase, to make it perform well as your sidekick — but without it becoming too intrusive.

Do you start with a detailed overarching plan or narrative arc for the whole game into which everything must fit, or do you develop a few key scenes and then fill in the gaps to see where it leads? Is there constant rewriting?

JUN TAKEUCHI & MASACHIKA KAWATA, Producers: First we developed a rough storyline, and then we introduced the details. Sure, we have rewritten settings when necessary, but I believe that the main storyline remained unchanged.

TSUKASA TAKENAKA, Story Background & Files: Capcom favors the fun for the gamer over story during development, so it will be rewritten to improve the game. But too much rewriting leads to a lack of clarity and contradiction. I had to check the story, character relations and their aims. The "documents" in RE5 now have stronger meaning than previously because they fill the gaps. I would be happy if you could enjoy the RE5 story again by reading those documents once you have finished the game.



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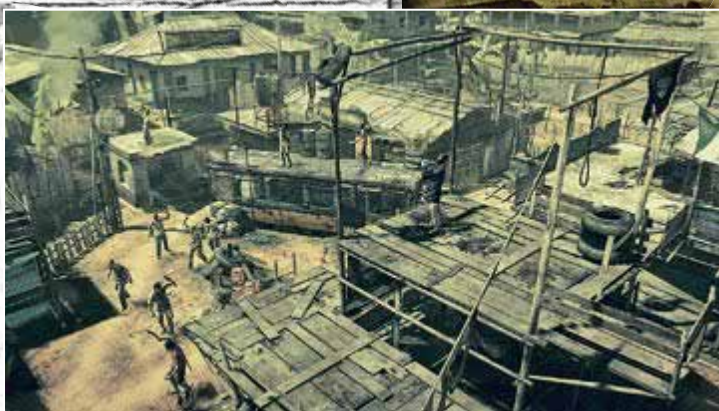
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VERSUS MODE

BEHIND THE SCENES

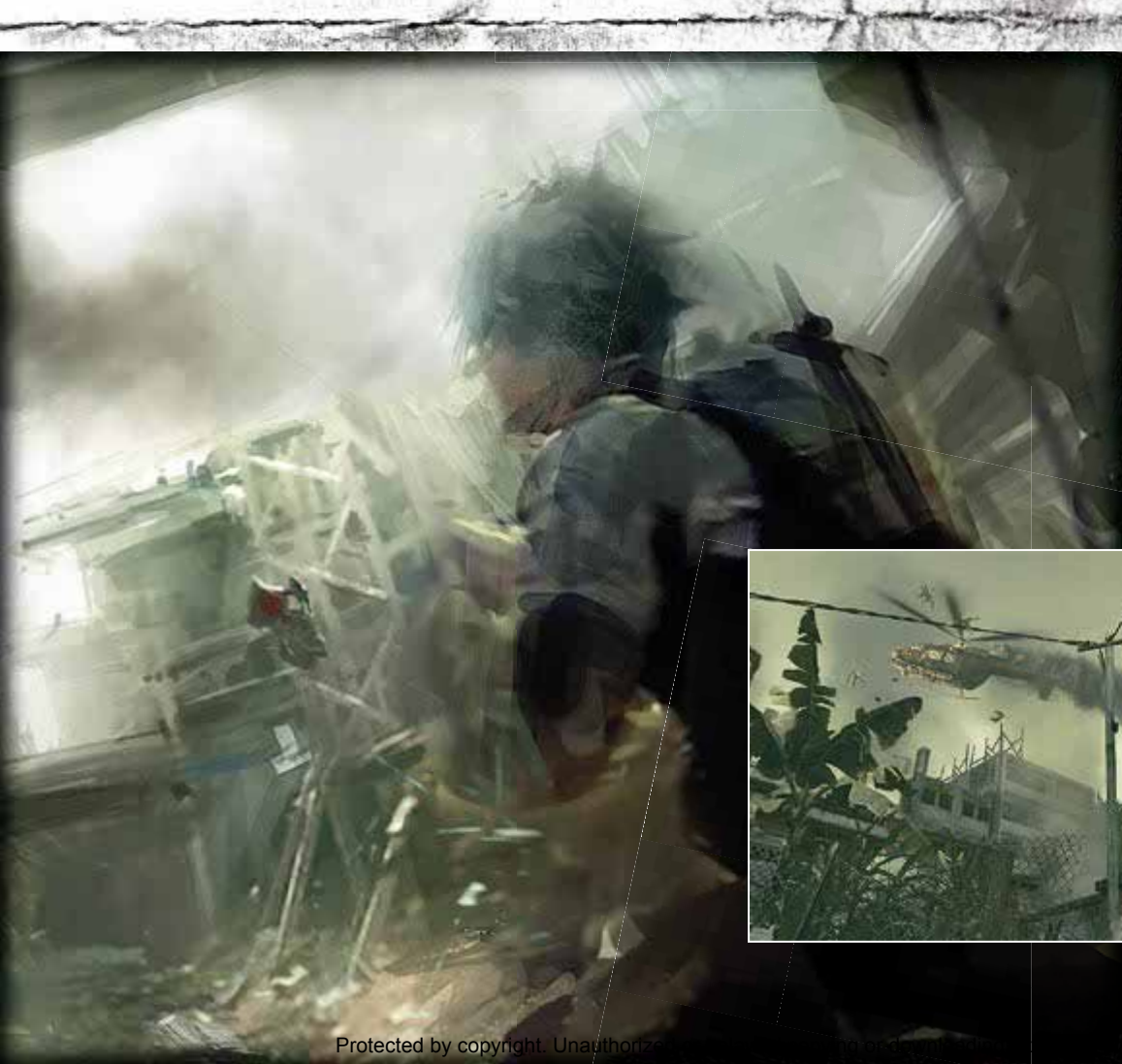
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ARTWORK GALLERY



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Underground Garden





Volcano

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If you are looking for specific information, this alphabetical listing is just what you need. Simply search for the keyword you're wondering about, and turn to the relevant page number, which refers directly to the corresponding explanation in the guide.

Depending on how far you have already progressed in the game, be aware that the index may lead you to potential spoilers. To avoid any such premature revelations, all index entries that link to the Bestiary or Extras chapters are written in **red**. You should avoid opening these chapters at all costs until you have played through the entire game at least once.

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CREDITS

The Complete Official Guide to Resident Evil 5 is a Piggyback Interactive Limited production.

Piggyback

Managing Directors:	Louie Beatty, Vincent Pargney
Project Manager:	Matthias Loges
Creative Manager:	Carsten Ostermann
Operations Manager:	Simone Dorn
Editorial Director:	Mathieu Daujam
Authors:	James Price, Zy Nicholson
Map Editor:	Klaus-Dieter Hartwig
Editorial Support:	Alexandra Gorbounova, Hirofumi Yamada
Logistics:	Kristin Rüther

Art Directors:	Jeanette Killmann, Martin C. Schneider (Glorienschein)
Designers:	Mai Ikuzawa (Bow Wow), Katrin Fraschka, Christian Runkel

English version

Sub-Editing:	Maura Sutton
--------------	--------------

French version

Editors:	Mathieu Daujam, Claude-Olivier Eliçabe
----------	--

German version

Editor:	Klaus-Dieter Hartwig
Review:	Barbara Bode, Janina Jentz

Italian version

Editor:	Synthesis International srl
Localisation Managers:	Emanuele Scichilone, Marco Auletta

Spanish version

Editor:	Synthesis Iberia SL
Localisation Managers:	Gus Díaz

Production

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-----------	-------------------------------

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Capcom Co., Ltd.

Producer:	Jun Takeuchi
Co-Producer:	Masachika Kawata
Production Director:	Yasuhiro Anpo
Concept Director:	Kenichi Ueda
Production Manager:	Makoto Kadono
Game Designers:	Jiro Taoka, Jean-Christophe Hideaki Sinclair Moine, Yusuke Sagara
Programmers:	Soji Seta, Takaaki Yamanouchi, Mikio Ueda
Art Production Designers:	Yoshizumi Hori, Kentaro Yano, Atsushi Nishibori, Toru Arikawa
Character Modeling Modelers:	Makoto Fukui, Yoshinori Matsushita, Yosuke Yamagata
Motion Animator:	Yukio Seike
Visual Effects Designer:	Kazumasa Kuroda
Interface Design Designer:	Kohji Yamamoto
Cinematics Supervisor:	Yoshiaki Hirabayashi
Composer:	Kota Suzuki
Sound Designer:	Yoshihiko Wada
Story Background, Files & Production Coordinator:	Tsukasa Takenaka

Licensing Team:	Taki Enomoto, Emi Nakai
-----------------	-------------------------

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Prima Games

President:	Debra Kempker
Publishing Director:	Julie Asbury
Sales Director:	Mark Hughes

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