

«BONUS INSIDE»

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The Umbrella Chronicles



resident evil®

Wii edition

OFFICIAL GAME GUIDE



BASED ON A GAME RATED BY THE ESRB MATURE 17+



Basic Movement

Before we delve into the fun stuff, let's start with the basic aspects of movement. Knowing how to steer Leon with grace and surety is the first step to survival.

Walking and Running



Use **○** to make Leon walk about. Walking is slower than running, but Leon's footfalls make less noise when he walks,

reducing the chances of alerting enemies to his presence. Walking also reduces the chances of stumbling into a hazardous trap you may not have noticed when moving at a brisk pace. Push **○** and **⬇** to move Leon forward and backward, and **⬅** and **➡** to make Leon turn in place.

Hold **Ⓩ** as you press **○** to make Leon run forward at top speed. Running is much faster than walking, but it creates more noise. Make Leon run to escape enemies and other hazards, or to quickly move from one area to the next.



Quick Turn

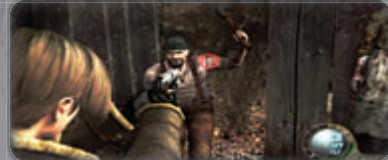


The quick turn is a vital maneuver. Press **○**+**Ⓩ** to execute a quick turn, causing Leon to spin 180 degrees and face whatever's behind him. The quick turn allows Leon to check if enemies are sneaking up behind him, or to swiftly twirl and run from the face of danger.

Surviving the Horror:

Outmaneuver Hostiles

Many times, the first step to surviving a fight against impossible odds involves using Leon's superior mobility.



Never allow enemies to surround Leon; always position him where he has the best chance to defend himself from foes. When you face large groups of hostiles, confined spaces, such as tiny rooms and narrow passages, are ideal. Hole up in such locations so Leon's attackers cannot surround and overwhelm him.

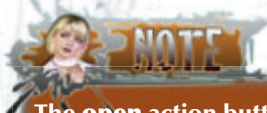
Leon's enemies are cunning and relentless, and you'll find it hard to keep them from flanking him at first. When confined spaces can't be found, press Leon's back to a wall or corner, or simply back him up; these basic maneuvers ensure that Leon won't be assaulted from behind.



Above all, never feel that you have to make a stand at a certain location. If the spot you've chosen to defend suddenly becomes

a liability, fall back and get out of there. Leon runs a bit faster than most of his adversaries; a quick turn followed by some fast footwork is usually the best way to escape.

Sometimes, you may find that you've no better place to fall back to. In these situations, consider moving forward, slipping past foes to take up position somewhere beyond. Though most hostiles are quite agile, Leon can usually run past them as long as he doesn't move too close. To safely run past a group of enemies, first try to knock several of them to the ground with a kick or short-range shotgun blast. Then make a dash for it before they regain their footing.



The **open** action button hint sometimes appears in bold, green type. This indicates that opening the nearby door will cause Leon to exit the current area and proceed to the next area beyond. This same principle applies to climbing ladders, using elevators, and so on.

Surviving the Horror:

Doors Are Your Friends



You can never tell what lies beyond a closed door, but one thing's for sure: Leon can exploit doors to help simplify many combat situations. For starters, enemies who pursue Leon through narrow doorways are forced to line up into tight formations; this makes it easy to pin them down with heavy fire and prevents them from using their numbers against Leon.

You can never tell what lies beyond a closed door, but one thing's for sure: Leon can exploit doors to help simplify



Leon can also use doors as weapons against his foes. Pressing **A** twice in rapid succession causes Leon to violently kick a door rather than slowly opening it, knocking all enemies standing on the other side of the door to the ground and damaging them. This is a somewhat risky maneuver however, as Leon's enemies can kick doors in a similar fashion.

Leon can also use doors as weapons against his foes. Pressing **A** twice in rapid succession causes Leon to violently

Finally, Leon can block certain doors by pushing nearby objects in front of them, such as bookshelves and cabinets. Blocking doors in this manner makes it difficult for Leon's pursuers to open them, slowing them down and allowing Leon to combat them more efficiently. In addition, if the door is made of wood, Leon can pelt his adversaries with gunfire while they attempt to batter it down, without fear of counterattack.



Jumping Through Windows



Leon is a man of action, and he doesn't need to rely on a door to enter or exit a room—windows work just as well. To make Leon jump through a window, move him close to one and then press **A** when the **jump in** or **jump out** action button hint appears onscreen. Leon leaps through the window, smashing its glass and landing safely in the area beyond.



As with doors, Leon can push certain cabinets and bookshelves in front of windows to cover them up, temporarily preventing hostiles from pouring through.



Shoot enemies as they jump through windows to knock them backward. One bullet is usually enough to send them tumbling to the ground.

Using Ladders



Leon encounters a number of climbable ladders over the course of the game. To make Leon climb a ladder,

move him close to one and press **A** when the **climb** action button hint appears. Leon then quickly scales or descends the ladder.



Leon cannot be harmed while climbing ladders. Use this to your advantage.



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Stocks are similar to scopes in that they must be combined with the appropriate weaponry within the attaché case before they can be used. Once combined, a stock reduces its weapon's recoil, providing greater aiming stability. More stability means improved accuracy, and improved accuracy means fewer wayward shots.

Targeting Limbs

Most hostiles Leon encounters are somewhat humanoid, meaning they have arms, legs, a torso, and a head. Shooting enemies in these locations often yields appropriate results.



For instance, shooting a Ganado's legs may cause it to stagger, take a knee, or fall to the ground entirely. Blasting one in the head may cause it to reel forward or backward, clutching its face in pain. Winging an armed Ganado may cause it to drop its weapon, forcing it to draw another or combat Leon with its bare hands. Practice targeting enemy limbs in the early stages of the game; it's an important tactic to master, and the results are often worthwhile.

Surviving the Horror:

Exploit Weak Spots

Almost every hostile entity Leon encounters features some sort of weak spot—a certain place on its frame that's abnormally vulnerable to attacks. A Ganado's head is its weak point, for example; Ganados suffer greater damage when shot in the face or skull. Exploiting these weaknesses is a key method of simplifying combat, helping you conserve ammo and recovery items. We fully disclose each enemy's weaknesses in the following "Characters and Enemies" portion of this guide, but most are fairly obvious. As a general rule, if a hostile screams, staggers in pain, or seems abnormally affected by a certain attack, chances are you've struck a nerve.



Deflecting Projectiles



Some adversaries can hurl or fire their weaponry at Leon from range. These enemies deserve special attention; while their

ranged attacks generally deal less damage than close-range blows, their far-reaching nature helps them land more often. Fortunately, Leon can knock incoming projectiles from the sky with a well-placed blast from his current weapon. Any firearm is capable of shooting down inbound projectiles, but a shotgun's wide area of effect makes it ideal.



Don't waste too much ammo deflecting projectiles. Work at killing the hostile who's firing them instead.



When ammo is critically low, Leon's quick knife attack can be used to deflect inbound projectiles. Timing is critical.

Reloading



Every ammo-consuming weapon must be reloaded when its clip runs dry. Hold [B] and shake the Wii Remote to make Leon reload his current firearm at any time. Be careful, though; the process of reloading takes time, and Leon cannot defend himself while he reloads. It's therefore best to reload when no enemies are nearby. Reloading when your clip still has some bullets left does not "waste" ammo.



If a weapon's clip is empty, Leon automatically stops to reload it the next time you fire.

Weapons and Items

The main draw to this otherwise standard pistol is its incredible penetration. Bullets fired from the Punisher tear straight through their first victim, whizzing onward to strike the next enemy in line. Purchasing the Punisher's exclusive upgrade enables each shot to pass through up to four hostiles to potentially strike a fifth, greatly enhancing its value when groups of minions swarm in. Make good use of the Punisher after you acquire it; trick Ganados into chasing Leon through doorways and down corridors, opening fire when they line up to inflict damage on multiple bodies.

Firepower Upgrades

| Level | Damage | Cost | First Chance to Upgrade |
|-----------|----------------|--------|-----------------------------------|
| Lv.1 | 0.9 | N/A | N/A |
| Lv.2 | 1.1 | 10,000 | Chapter 1-3; Merchant's Tunnel |
| Lv.3 | 1.3 | 15,000 | Chapter 2-2; Secret Passage |
| Lv.4 | 1.5 | 20,000 | Chapter 3-1; Great Hall |
| Lv.5 | 1.7 | 25,000 | Chapter 4-1; Exterior Clock Tower |
| Lv.6 | 1.9 | 35,000 | Chapter 4-3; Ruins |
| Exclusive | Penetration x5 | 40,000 | Chapter 4-4; Dock |

Firing Speed Upgrades

| Level | Speed | Cost | First Chance to Upgrade |
|-------|-------|--------|--------------------------------|
| Lv.1 | 0.47 | N/A | N/A |
| Lv.2 | 0.40 | 10,000 | Chapter 1-3; Merchant's Tunnel |
| Lv.3 | 0.33 | 20,000 | Chapter 3-1; Great Hall |

Reload Speed Upgrades

| Level | Speed | Cost | First Chance to Upgrade |
|-------|-------|--------|--------------------------------|
| Lv.1 | 1.70 | N/A | N/A |
| Lv.2 | 1.47 | 8,000 | Chapter 1-3; Merchant's Tunnel |
| Lv.3 | 0.83 | 18,000 | Chapter 3-1; Great Hall |

Clip Capacity Upgrades

| Level | Shots | Cost | First Chance to Upgrade |
|-------|-------|--------|-----------------------------------|
| Lv.1 | 10 | N/A | N/A |
| Lv.2 | 13 | 8,000 | Chapter 1-3; Merchant's Tunnel |
| Lv.3 | 16 | 10,000 | Chapter 2-2; Secret Passage |
| Lv.4 | 20 | 15,000 | Chapter 3-1; Great Hall |
| Lv.5 | 24 | 18,000 | Chapter 4-1; Exterior Clock Tower |
| Lv.6 | 28 | 24,000 | Chapter 4-3; Ruins |

Red9

Size: 4x2

Base Cost: 14,000

First Chance to Get:

Chapter 2-2; Secret Passage (merchant)



The Red9 is our pick for best-in-class among handguns. Though it suffers from a slow reload and firing speed, the Red9 boasts incredible firepower for a simple sidearm and you can upgrade it cheaply to make up for its shortcomings. This handgun's exclusive upgrade basically transforms it into a base-model shotgun—one that runs off plentiful handgun ammo and works at range, that is. Buy the Red9 when you can, and upgrade it at every opportunity.

Stock (Red9)

Size: 3x1

Base Cost: 4,000

First Chance to Get:

Chapter 2-2; Secret Passage (merchant)



The Red9 can be outfitted with a stock to reduce firing recoil. However, the Wii's unique controls make it a largely unnecessary item, especially considering the amount of space it takes up in the attaché case. Avoid buying the Red9's stock unless you're having great difficulty aiming.

Firepower Upgrades

| Level | Damage | Cost | First Chance to Upgrade |
|-----------|--------|--------|-----------------------------------|
| Lv.1 | 1.6 | N/A | N/A |
| Lv.2 | 1.8 | 15,000 | Chapter 2-2; Secret Passage |
| Lv.3 | 2.1 | 20,000 | Chapter 3-1; Castle Entrance |
| Lv.4 | 2.5 | 24,000 | Chapter 3-1; Great Hall |
| Lv.5 | 3.0 | 28,000 | Chapter 4-1; Exterior Clock Tower |
| Lv.6 | 3.7 | 45,000 | Chapter 4-3; Ruins |
| Exclusive | 6.5 | 80,000 | Chapter 4-4; Dock |

Firing Speed Upgrades

| Level | Speed | Cost | First Chance to Upgrade |
|-------|-------|--------|-----------------------------|
| Lv.1 | 0.53 | N/A | N/A |
| Lv.2 | 0.47 | 10,000 | Chapter 2-2; Secret Passage |
| Lv.3 | 0.40 | 15,000 | Chapter 3-1; Great Hall |

Reload Speed Upgrades

| Level | Speed | Cost | First Chance to Upgrade |
|-------|-------|--------|-----------------------------|
| Lv.1 | 2.37 | N/A | N/A |
| Lv.2 | 2.20 | 6,000 | Chapter 2-2; Secret Passage |
| Lv.3 | 1.67 | 10,000 | Chapter 3-1; Great Hall |

Weapons and Items

Butterfly Lamp Combinations

| Combination | Total Value |
|-----------------------------------|-------------|
| Butterfly Lamp w/Green | 6,500 |
| Butterfly Lamp w/Red | 7,000 |
| Butterfly Lamp w/Blue | 8,500 |
| Butterfly Lamp w/Green, Red | 11,000 |
| Butterfly Lamp w/Green, Blue | 13,000 |
| Butterfly Lamp w/Red, Blue | 15,000 |
| Butterfly Lamp w/Green, Red, Blue | 32,000 |

Crown

Base Value: 9,000

Location: In the dead hands of a corpse in the Sewer area of the Castle.

Combinable? Yes (Crown Jewel, Royal Insignia)



Crown Combinations

| Combination | Total Value |
|----------------------|-------------|
| Crown w/Jewel | 25,000 |
| Crown w/Insignia | 27,000 |
| Salazar Family Crown | 48,000 |

Crown Jewel

Base Value: 11,000

Location: Held by the monster Verdugo fought within the Service Tunnel of the Castle.

Combinable? Yes (Crown)



Dirty Brass Pocket Watch

Base Value: 1,000

Location: Hanging above the well in the Mendez Manor area of the Village (you must shoot down the treasure without closing the well).

Combinable? No



Dirty Pearl Pendant

Base Value: 1,000

Location: Hanging above the well in the Farm area of the Village (you must shoot down the treasure without closing the well).

Combinable? No



Elegant Chessboard

Base Value: 13,000

Location: Inside a small shelf in a back room of the Weapon Exhibit area of the Castle.

Combinable? No



Elegant Headdress

Base Value: 10,000

Location: Stuck in the cavernous ceiling of the Secret Passage area of the Village; also found on the ceiling in the Saddler's Quarters area of the Island.

Combinable? No



Elegant Mask

Base Value: 3,000

Location: In a small room in the Ganado Base area of the Village; also found inside a chest on the balcony of the Great Hall in the Castle.

Combinable? Yes (Green, Purple, and Red Gems)



Elegant Mask Combinations

| Combination | Total Value |
|-----------------------------------|-------------|
| Elegant Mask w/Green | 10,000 |
| Elegant Mask w/Purple | 10,000 |
| Elegant Mask w/Red | 10,000 |
| Elegant Mask w/Green, Purple | 15,000 |
| Elegant Mask w/Green, Red | 15,000 |
| Elegant Mask w/Purple, Red | 15,000 |
| Elegant Mask w/Green, Purple, Red | 20,000 |

Elegant Perfume Bottle

Base Value: 10,000

Location: Inside a small room in the Castle Wall area of the Castle (Ashley's help is required to enter the room).

Combinable? No



Emerald

Base Value: 3,000

Location: Found in various places about the Island.

Combinable? No





Characters and Hostiles

A number of mysterious individuals are involved in the events surrounding the kidnapping of the First Daughter. A far greater number of frightening monsters and fearsome fiends are also involved, each one intent on ripping Leon to shreds for meddling in their affairs. Here we provide spoiler-free descriptions for all characters whose paths cross Leon's during his quest to save Ashley, along with effective combat tips and tactics to help you overcome each terrifying hostile that Agent Kennedy encounters.



The boss battle hints and tips provided in this section should be enough to get you through. For complete strategies, please refer to the walkthrough.

Cast

Leon S. Kennedy

Kennedy is the main character and central protagonist. Things just seem to go from bad to worse for US Agent Leon S. Kennedy. Six years ago, against all odds, Leon narrowly managed to survive the horrific events that transpired at Raccoon City. As a member of the Raccoon Police Department, Leon was better equipped than most to handle the horrendous aftershock of the T-Virus outbreak, a terrible disaster brought upon by the now-defunct mega-corporation, Umbrella. With the city he served in ashes, Leon is forced to find new employment as a special US operative. When the President's daughter is kidnapped by mysterious cultists, Leon's incredible combat ability and proven survival skills make him the clear candidate for the rescue mission. The trail is cold at first, but shortly after initiating his investigation, Leon learns that the girl was recently seen in a rural European village.

Ingrid Hunnigan

Shortly after arriving in Europe, Agent Kennedy discovers that far more is going on than he thought. Nightmares from his past seem to be returning: hostile, bloodthirsty townsfolk threaten his life at every turn. These people seem to know no fear, and there are a *lot* of them. Even with his vast knowledge of military tactics and crisis survival, Leon would be lost without the aid of fellow US Agent Ingrid Hunnigan. A voice of reason and firm reassurance in the darkest of times, Agent Hunnigan periodically sends Leon satellite transmissions, talking him through thorny scenarios and providing intel on how he should go about accomplishing his objectives. Leon would do well to listen carefully to everything Hunnigan has to say.



You can listen to Leon's past transmissions with Hunnigan at any time. Visit the "Files" portion of the subscreen.



Village Hostiles

Threat Meter Breakdown

Each hostile Leon encounters poses a certain amount of danger to him, some more than others. To help you determine which enemies are most worthy of concern, threat meters are provided for every hostile in the following sections, illustrating their relative might. There are four different threat meter levels:

- Threat level**
● ○ ○ ○ ○

Normal threats These enemies are common. Leon must get used to dealing with them without wasting too much ammo.
- Threat level**
● ● ○ ○ ○

Serious threats Leon periodically encounters these fearsome foes. They each pose great danger, and advanced weaponry is often required against them.
- Threat level**
● ● ● ○ ○

Severe threats These horrific monsters are very rare. Leon must pull out all the stops to defeat them.
- Threat level**
● ● ● ● ○

Critical threats These mighty giants are the rarest of all. Each conflict with one of these nightmarish fiends is an epic struggle for survival.

bloodthirsty desire to tear outsiders to shreds, Los Ganados furiously attack Leon on sight using whatever weaponry they have at their disposal. Common Ganado armaments include farming tools such as pitchforks, butcher's knives, and sickles and hatchets that can be thrown from range. When no suitable weapon can be found, Ganados simply grab Leon and attempt to choke him.



Wave the Wii Remote sharply to shake off Ganados who've grabbed hold of Leon.



Leon can knock Ganado weaponry out of their hands by aiming at their arms or shooting the weapon itself. You can also shoot down thrown hatchets in mid-flight.



Los Ganados



- Often attack in groups
- Strength lies in numbers
- Vulnerable to headshots



At a glance, it seems these villagers are simple folk who peacefully go about their daily lives, tending their farms and livestock. Leon soon discovers that first appearances can be misleading, however. Something is very wrong with these people, who are called Los Ganados; their minds seem possessed by an uncontrollable evil. Filled with a

Though seemingly driven by a single-minded purpose to kill, Los Ganados are also quite cunning. They commonly attack Leon in groups, attempting to overwhelm and flank him. If Leon takes cover inside a building, Ganados will batter down its doors and leap through its windows to reach their prey. If Leon retreats to a higher floor, they'll quickly give chase, sometimes propping up ladders to enter the structure's second-floor windows from outside.

Relentless and somewhat unpredictable, Ganados are also fairly easy to deal with once you learn their basic behaviors. Their true strength lies in their numbers, so look for ways to negate this advantage. Avoid combating Ganados in open ground; always try to back into a corner, or retreat to a hallway or similar confined space so they cannot surround Leon.





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Because they are blind, it's nearly impossible for a Garrador to detect Leon unless he makes noise by running or firing a weapon. Use this to your advantage, walking circles around the creature until you manage to slip behind him. A Garrador's one and only weak spot is the exposed Plaga that's attached to its backside; blast the Plaga from range with your weapon of choice, then prepare to run—the moment the Garrador recovers from the attack, it charges forward to hack Leon to bits. Run to one side as fast as possible to avoid the onslaught, then stop running and continue to walk Leon about, aiming to line up another shot.



Flash grenades have no effect against a Garrador's Plaga. Use hand and incendiary grenades instead to inflict great damage.

Novistador



- Natural camouflage ability makes them nearly invisible
- Fast and agile; can scale wall and ceilings
- Vulnerable to fire; exposed while airborne

Threat Level
●○○○○

Salazar's freakish experimentations have produced a number of horrific monstrosities, some of the most frightening being Novistadors—huge insect-like creatures that skitter about walls, ceilings, and floors with alarming

speed, quickly closing in to tackle and devour their prey. Novistadors enjoy pouncing on their quarry, ripping into them with sharp claws and initiating the digestive process by spewing highly corrosive acids that coat and liquefy their "meal." Aiding in their ability to approach their victims undetected, Novistadors can take on the exact appearance of their surroundings, becoming nearly invisible to the naked eye. While camouflaged, only the subtle movements made when moving or breathing give Novistadors away.



If you think you've spotted a camouflaged Novistador, try targeting it. Even hidden Novistadors register as viable targets when sighted.



If Leon has been tackled by a Novistador, shake the Wii Remote sharply to knock it away.



Because Novistadors usually remain invisible until they attack, it's difficult to land the first strike against them.

Instead, it's usually best to back into a corner, hallway, or other confined space, equip a shotgun, take aim and then wait for the Novistador to charge. Blast the monster the moment it draws near to send it flying backward, repeating this process until the Novistador is no more.



Novistadors commonly drop Blue Eyes, Green Eyes, and Red Eyes when defeated. These valuable treasures can be sold by themselves or combined with the Butterfly Lamp to increase the overall value of the combined pieces.

Novistadors also have wings they use to fly about. In flight, Novistadors make sudden, jerky movements, pausing between each one to hover for a moment. This is when Novistadors are most vulnerable; blast them from the sky for heavy damage, then finish them off with handgun fire.

