

«**BONUS INSIDE**»

† Resident Evil: Extinction
Movie Poster

† Sneak Peek at Resident Evil®:
The Umbrella Chronicles



resident evil®

Wii edition

OFFICIAL GAME GUIDE



BASED ON A GAME
RATED BY THE
ESRB M





The Village

Leon's search for the president's missing daughter begins on a dusty road leading to an old European village. The girl's precise whereabouts are unknown, so some investigation is in order. After an unceremonious parting from his police escort, Leon sets out toward the rural town, intent on exploring the area and questioning the locals.

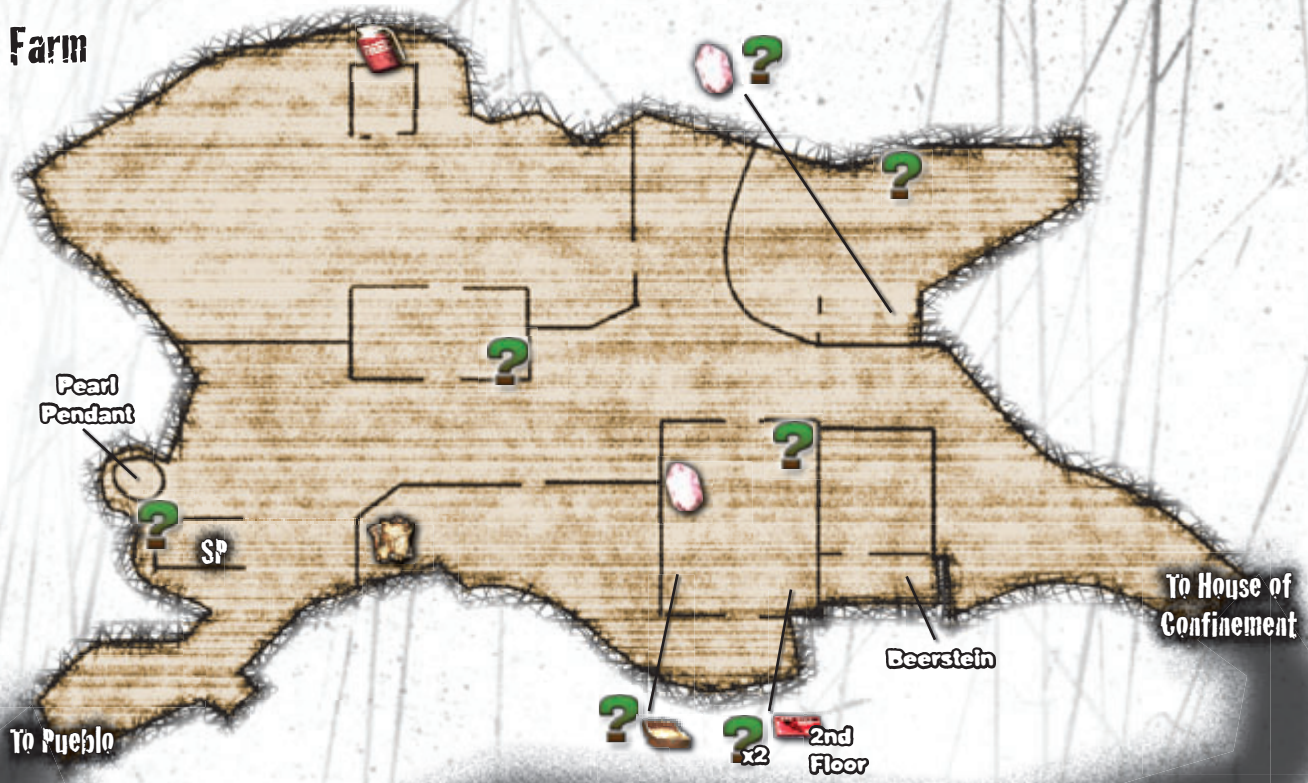
Chapter 1-1: Welcome to Pueblo



The Village

Welcome to Pueblo

Farm

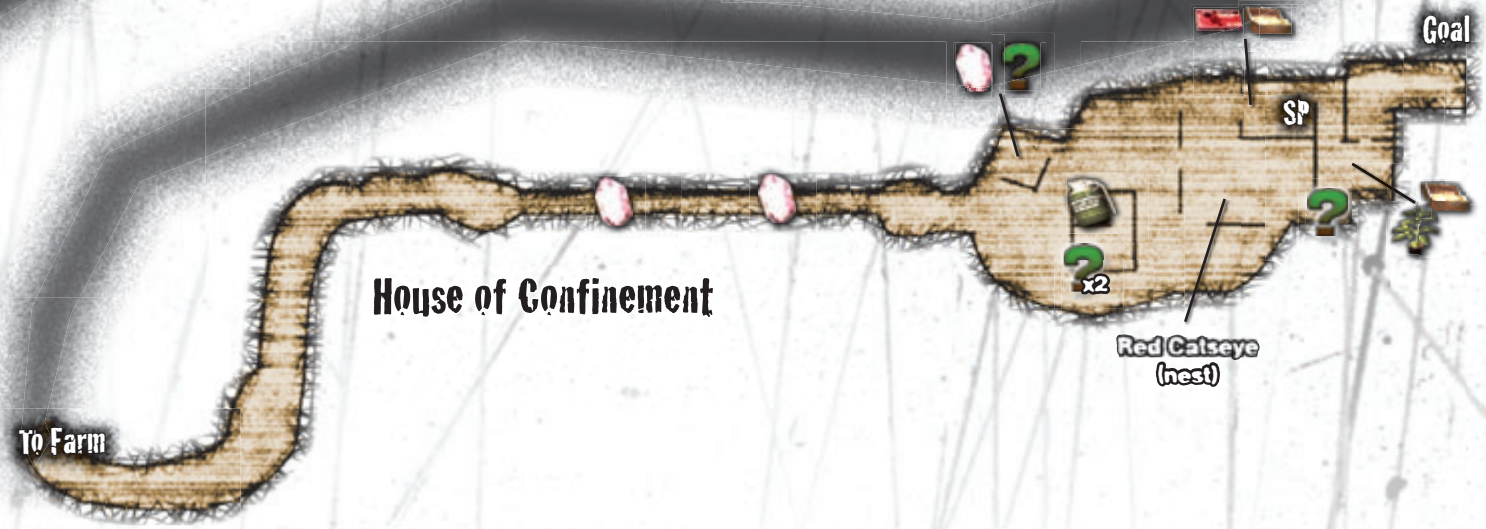


To Pueblo

To House of Confinement

2nd Floor

House of Confinement



To Farm

Goal

Red Catseye (nest)

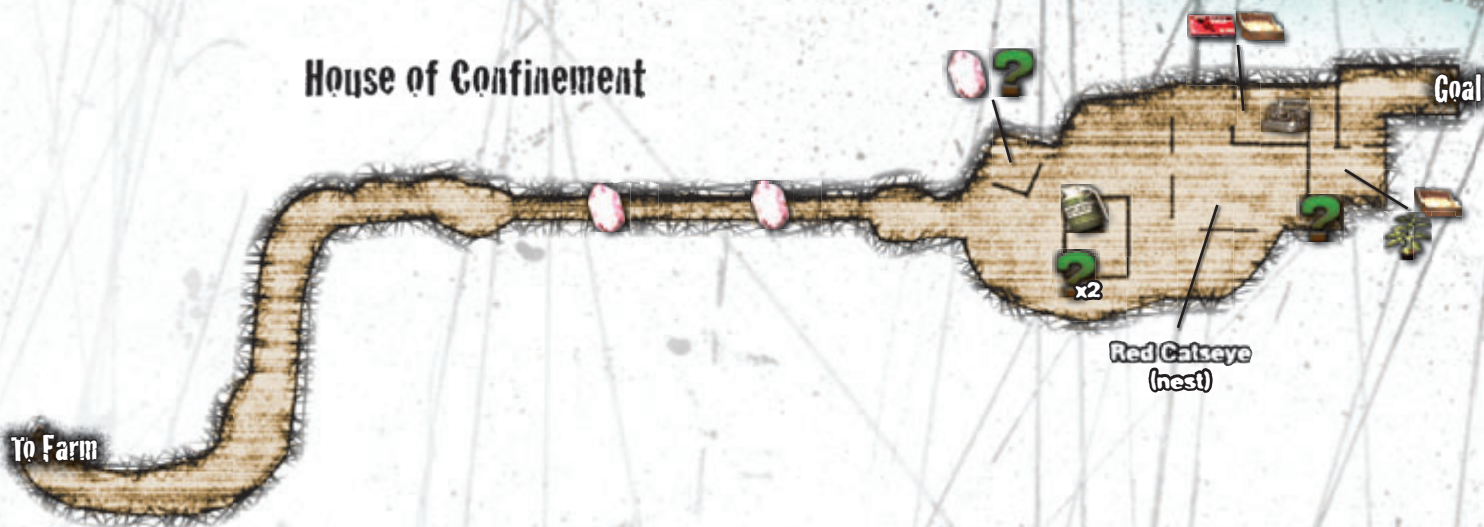
Legend

Document	Incendiary Grenade	Red Herb
Flash Grenade	Magnum Ammo	Save Point
Green Herb	Merchant	Shotgun Ammo
Hand Grenade	Peseta Box	Spinel
Handgun Ammo	Random	Yellow Herb

The Village

Welcome to Pueblo

House of Confinement

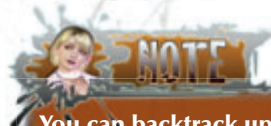


Another gory signpost warns you of danger the moment you enter this area. Continue along the trail until a group of

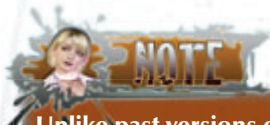
Ganados shove a giant boulder down behind you. During this sequence, you must wave the Wii Remote back and forth as fast as you can to make Leon outrun the boulder, then press **A**+**B** at the bottom of the trail to avoid being crushed to death. You have only a split-second to press **A**+**B**, so be ready at a moment's notice.



You've found two more spinels. That's quite a collection you've got going there.



You can backtrack up the trail if you like and fire on the Ganados on a high bridge, who were responsible for unleashing the boulder that nearly crushed you like a grape. You can also take out your aggression against the bats in the cave, but don't waste ammo on them because they don't drop any items. Hack them up with Leon's knife instead.



Unlike past versions of the game, the only dodge buttons you need to worry about in this sequence are **A**+**B**. Other scenarios keep you guessing by asking you to either wiggle the Wii Remote or press **A**+**B** to avoid disaster, but not this one.

After dodging the boulder, notice two twinkling lights at the roof of the dark tunnel ahead. Shoot each one with the handgun to make two spinels fall to the ground. Collect these treasures without fear of the harmless bats in the cave.



Beyond the tunnel, Leon finds himself in a very dangerous area filled with bear traps and Ganados armed with explosives. From range, use the handgun to pelt the lone TNT Ganado standing outside the ruined house directly ahead. Keep great distance so you can defeat this enemy without alerting the others in the ramshackle building.

The Village

Causing a Stir

Ganado Gorge Merchant

This is the first time Leon encounters the traveling merchant. Feel free to sell all of your treasures except your Beerstein and Red Catseye, as these items can be combined with two additional treasures to form a very valuable piece. Cash in your other valuables and then buy the medium-size attaché case for some extra storage capacity. Buy the rifle as well. The rifle's scope and the TMP are both completely optional; don't buy them unless you feel you must, saving room in your attaché case for extra ammo, grenades, and restoratives, and saving pesetas for future purchases.

New Items		New Upgrades		
Item	Cost	Weapon	Upgrade	Cost
Attaché Case M	24,000	Handgun	Firepower Lv.2	7,000
First Aid Spray	5,000	Handgun	Firing Speed Lv.2	5,000
Handgun	8,000	Handgun	Reload Speed Lv.2	4,000
Rifle	12,000	Handgun	Capacity Lv.2	4,000
Rocket Launcher	30,000	Rifle	Firepower Lv.2	10,000
Scope (Rifle)	7,000	Rifle	Reload Speed Lv.2	8,000
Shotgun	20,000	Rifle	Capacity Lv.2	6,000
TMP	10,000	Shotgun	Firepower Lv.2	15,000
Treasure Map (Village)	3,000	Shotgun	Reload Speed Lv.2	7,000
		Shotgun	Capacity Lv.2	8,000



Luis departs shortly after Leon takes care of the Ganado axe man. Collect the handgun ammo from the room and then

head down the hall. A strange-looking individual sees Leon through a window; he tells Leon to meet him outside. Pick up the nearby box of rifle ammo, save your progress at the typewriter inside the building, then head outside to meet the man.

The man is a traveling merchant with many goods to offer. He tells Leon of blue medallions hidden about

the farm and cemetery, saying he'll reward him with a special weapon if Leon destroys 10 medallions or more. You've only blasted seven so far, but you'll complete the merchant's side quest soon enough.



When you've finished bartering with the merchant, collect the items around the building, and then examine the northeast wall,

which separates these grounds from the gorge to the north. Peer through two large cracks in the wall to see a host of Ganados patrolling the gorge's bridges, pathways, and watchtowers. Use the rifle to take out as many of these hostiles as possible from behind the wall. Use the rifle's scope to zoom in on each remote Ganado, blowing their heads off for instant kills.



Scan the gorge thoroughly to make sure no Ganados have survived your long-range assault, then equip the

handgun and proceed through the gate to reach the gorge. (You may want to save your game at the typewriter first.) Quickly turn right and open fire on the Ganado standing guard near the gate; you couldn't have killed him from your previous sniper position, so take him out with a fast headshot followed by a kick and some knife work instead.



Resident Evil

Wii edition



The cabin at the bottom of the path features a green herb and a typewriter. Collect the herb, and use it to recover

Leon's health if necessary. You can also combine it with a yellow herb to permanently increase Leon's health, or with a red herb for a more potent health boost. Then save your progress. Move to the dock outside and then climb into the nearby motorboat. Press **○** to speed out into the lake.



There are fish in the lake, but don't hunt them just yet; firing bullets or tossing harpoons into the water enrages the lake monster you witnessed a moment ago.

Lake Monster: Del Lago

While exploring the lake, the giant creature that recently gobbled up the body of an officer suddenly attacks Leon, knocking his motorboat's anchor overboard. The anchor becomes lodged in the massive beast, who is known to the villagers as Del Lago. The monster then swims off, dragging Leon in tow.



You must be wary of two separate dangers throughout this ordeal: the monster itself, and the large chunks of debris that stick out from the lake. Del Lago is intelligent enough to try to lead Leon's boat into these obstructions; whenever you see debris on the horizon, steer sharply to avoid a collision.



Leon can't use his normal weaponry while steering the motorboat, but he has full access to

his craft's plentiful supply of harpoons. Hold **□** to ready a spear and then press **A** to throw it. Try to impale Del Lago with harpoons as it drags you across the surface of the lake.

The monster doesn't remain at the surface for long. Eventually, it dives under the depths and then quickly emerges, headed straight for Leon with open jaws. When Del Lago dips underwater, quickly ready a harpoon and look for the creature to surface in front of the boat. The moment you see it emerge, toss a harpoon to repel its forthcoming attack.



Being struck by debris or Del Lago himself damages Leon and sends him tumbling overboard.



Immediately begin shaking the Wii Remote back and forth to make Leon swim toward the boat. The more damage Leon has suffered, the farther he's thrown from his craft when hit; if Leon remains in the water for too long, Del Lago swims up and swallows him whole.

After being impaled by a few harpoons, the monster switches tactics and disappears underwater. Fearing the worst, Leon readies a harpoon and waits for the creature to return. Use **○** to look around until you see Del Lago swimming toward Leon from a distance; red arrows appear onscreen to help you pinpoint its location. When the monster draws near, press **○** to nail it with a harpoon and interrupt its attack.



It takes about 10 harpoons to finally defeat Del Lago. You're not out of danger just yet, though; as the creature sinks to the bottom of the lake, Leon realizes

that the anchor's rope has become wound around his leg. Frantically wave the Wii Remote to make Leon cut through the rope and free himself before he's yanked into the depths.

Exhausted from the encounter, Leon steers his boat to a nearby shore, then stumbles into an abandoned cabin.



Choking up blood and losing his vision, Leon collapses to the floor.



Secrets and Extras

Welcome to the best part of the guide. Here we fully disclose all bonus game modes, hidden weapons, and special costumes you can unlock. Most of these come from beating the game, so you might want to do that first before reading any further. Enjoy!

Beating the Game

You unlock an assortment of bonus content once you've helped Agent Kennedy accomplish his mission by clearing the main story mode. Here's a quick rundown of what becomes unlocked at that point (the sections that follow go into greater detail on these topics):

Alternate Title Screen: View a brand-new title screen with a panoramic view of Pueblo. Nice!

Movie Browser: Relive all of Leon's past cinematic run-ins with friends and fiends alike.

Round Two: Play through Leon's adventure a second time. You start with all of the items and gear Leon had in his attaché case at the end of your initial playthrough, and you can purchase powerful new bonus weapons from the merchant. Special character costumes are available as well!

Professional: Revisit Leon's ordeal on a higher difficulty setting. Enemies exhibit greater intelligence and are tougher to kill. You can play with special costumes but no bonus weapons at first. Beat professional mode to unlock a special bonus weapon!

Mercenaries: In this high-octane mode, play as Leon or one of four unlockable characters, and score as high as you can across four unique battlegrounds. Each stage is modeled off of locals visited during the main game. Blast away mobs of underlings such as Ganados and militants, linking kill combos for massive scores!

Assignment Ada: Explore a short mission in which you play as Ada Wong. Storm Saddler's island complex and retrieve five Las Plagas samples, then make good your escape. Beat this mode to unlock bonus content for Separate Ways!

Separate Ways: Relive a variety of scenarios from the main game through the eyes of Ada Wong. This mode ties up several loose ends in the plot and gives you a new perspective on Ada's involvement. Clear Separate Ways to unlock even more bonus content!

Alternate Title Screen

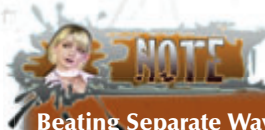
One of the first things you're treated to after beating the game is a new and improved title screen. Rather than showing a static image, the title screen now shows a panoramic view of the Pueblo area.



Movie Browser



Completing *Resident Evil 4* earns you a free pass to the movies—the ones featured in the game, that is. Visit the movie browser via the main menu and relive every hair-raising cinematic you were treated to over the course of the game.



Beating Separate Ways mode unlocks additional movies within the Movie Browser.

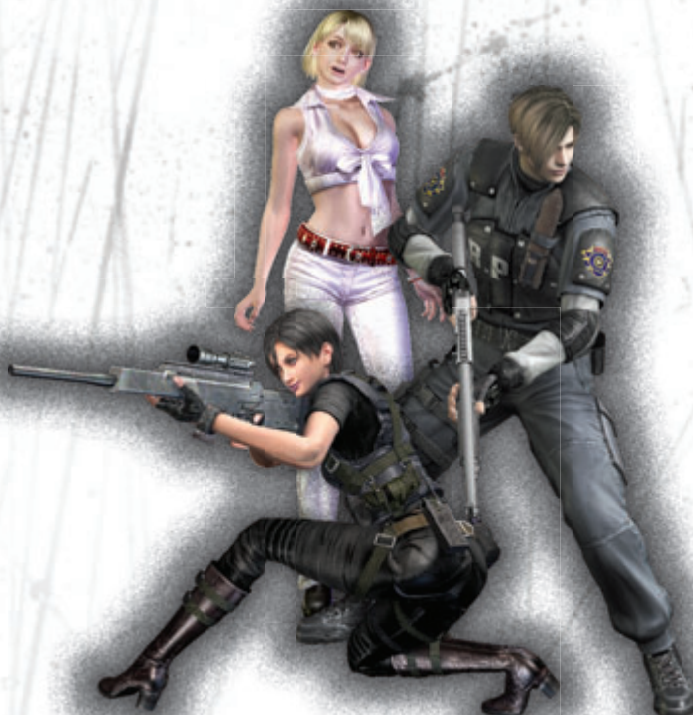
Round Two and Professional Mode

Even after you complete *RE4*'s main story mode, the nightmare is far from over; you can revisit Leon's epic quest in one of two ways. **Professional** mode lets you play through from the start of the game on an advanced difficulty setting, where hostiles Leon encounters are even more aggressive than before and far more difficult to kill. Or try **Round Two**, in which you play through the normal-difficulty adventure, this time starting with all of the weapons, items, upgrades, and pesetas you had at the end of your initial playthrough. Whoa!

Special Costumes

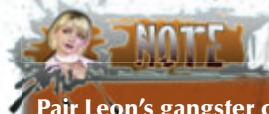
Choose to play either Round Two or Professional mode and you have the option of using **special costumes**

before the game begins. Accept this offer to spice things up and view Leon in his classic Raccoon Police Department uniform. When Leon rescues Ashley from captivity, he discovers her all dressed up in “pop superstar” attire. And whenever Ada Wong drops by to say hello, she now sports a tight black outfit—the same one she wears during her “Assignment Ada” side quest.



But wait, there's more: clear Separate Ways mode to unlock an entirely new wardrobe set for Leon and Ashley.

Leon dons a classic gangster suit, complete with fedora, while Ashley wears a suit of full plate armor. This costume set may look a bit silly, but it has significant advantages: Ashley is impervious to attacks in her shiny metal suit and is also too heavy for hostiles to lift up and carry away. Unfortunately, she's a bit too heavy for Leon as well; each time he catches her from a drop, the poor guy strains his back!



Pair Leon's gangster costume with the unlockable Chicago Typewriter weapon for the ultimate mafia look. In this getup, try reloading the Chicago Typewriter a few times and see a special reaction from Leon!



Bonus Weapons

Playing Round Two is not only fun, it's also worthwhile: the merchant now offers special advanced weaponry

that's sure to brighten your day. You can buy many of these new weapons from the merchant from the very start of a Round Two game, well before Leon's first encounter with the traveling salesman in Ganado Gorge. Furthermore, the merchant offers his full array of weaponry and tune ups each time you visit him in Round Two, so you don't have to reach the later stages of the game to finish upgrading weapons you weren't able to max out during your initial run.





Outer Stronghold



Legend		First Aid Spray		Red Herb
		Green Herb		Rifle Ammo
		Hand Grenade		TMP Ammo
		Handgun Ammo		Yellow Herb



Proceed along the rocky path leading toward the stronghold ahead. Use Ada's Punisher handgun to dispatch the

gang of militants you encounter on the pathway. Shoot them in the face, follow up with one of Ada's special fan kicks, then slash away with her knife once they're down. If Las Plagas emerge from the men's heads, run away and then pop the parasites with Ada's rifle from range.



Don't shoot the hostiles off the narrows to dunk them into the surrounding water. While this is a fast way to kill them, you'll miss out on the valuable items they'd normally drop.

Explore the southern trail and climb up some rocks to find two wooden boxes. Smash the boxes with Ada's knife



for a yellow herb and a hand grenade. Backtrack a bit and then continue along the main trail to reach the militant outpost. The overhead spotlight isn't active, so leap across the watery gap and begin your infiltration under cover of night. Grab the handgun ammo near the window ahead, then move left to spy a small group of militants chatting with each other. Quickly toss the hand grenade you just found right between the men to wipe them all out at once. Afterward, aim at a soldier beyond the low wall in the distance and pop his head off with the rifle.



A look at Ada's inventory shows she's carrying a Punisher, a semi-auto rifle, and a TMP. Each weapon has been upgraded to near-maximum levels. Try to save ammo for the TMP, which Ada needs for a tough encounter at the end of her mission.