

«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 MATURE 17+



Surviving the Horror

Agent Leon S. Kennedy encounters all manner of hazards and horrors during his quest to save the First Daughter, Ashley Graham. Keeping Leon and Ashley alive and in good health is of the utmost importance, and knowing how to react to any given situation is the best way to do just that. This portion of the guide details all in-game controls and every action Leon can perform, from basic movements to advanced combat tactics. Ten must-read “Surviving the Horror” sidebars also appear throughout this section, underscoring key survival tactics and strategies. If you’ve played before and are anxious to get going, simply scan the sidebars for a quick refresher course before venturing out to relive the horror.

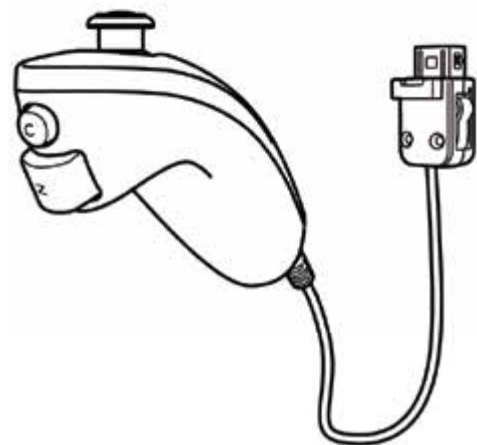
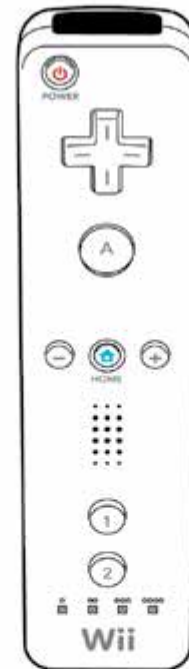
Controls



Controller Setup Menu

This guide assumes you’re using the game’s default controls, outlined below. Other control schemes are available; visit the **Controller Setup** section of the main menu/pause menu options to view and modify your current controls.

Command	Default Controls
	Action
Ⓒ	Move/Target
+	Reload/Camera
Ⓐ	Fire or attack (while holding Ⓑ)/ Action/Confirm
Ⓑ	Draw weapon/Rotate item in attaché case/Cancel
Ⓒ	Draw knife/Knife attack (with Ⓐ)/ Zoom scope
Ⓒ + Wave Wii Remote	Knife attack
Wave Wii Remote	Quick knife attack
Ⓩ	Run/Quick 180 degree turn/ Zoom scope
+	Ashley commands/Display keys and treasures
-	Display status screen/Skip cutscenes/ Cancel
①	Quick Map
②	Options Menu



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 **[Z]** 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.



There's no way to make Leon strafe side-to-side.

Quick Turn



The quick turn is a vital maneuver. Press **⬇**+**[Z]** 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.

Resident Evil

Wii edition

Handguns

Pros: Fast rate of fire; highly versatile; plentiful ammo.

Cons: Low impact and damage output; accuracy suffers against distant targets.

Handguns are small firearms that take up little space in Leon's attaché case. Next to the combat knife, handguns are the weakest weapons Leon can wield, but their high rate of fire and overall versatility make them reliable survival tools. Handgun ammo is the most plentiful by far, so keep one of these weapons handy. Use handguns as often as you can; this practice helps conserve ammunition for more powerful weaponry, such as shotguns, rifles, and magnums.



Use handguns to set off traps from a safe distance and activate remote levers or switches.



All handguns use handgun ammo, which is plentiful. Each box of handgun ammo takes up two spaces in the attaché case; one box holds up to 50 shots.



Handgun

Size: 3x2

Base Cost: 8,000

First Chance to Get: Leon starts off with this weapon



This is Leon's standard-issue handgun. While its base ratings are largely unimpressive, the handgun helps Leon survive and is well suited to killing the initial hostile locals he encounters in Europe, particularly when he uses it to score headshots or take out their legs. The exclusive upgrade for this firearm increases its likelihood of scoring critical headshots on viable targets by a factor of five. While this is a nice advantage, it doesn't make up for the weapon's comparatively low damage output.

Firepower Upgrades

Level	Damage	Cost	First Chance to Upgrade
Lv.1	1.0	N/A	N/A
Lv.2	1.2	7,000	Chapter 1-2; Ganado Gorge
Lv.3	1.4	10,000	Chapter 2-1; Lake Cave
Lv.4	1.6	15,000	Chapter 3-1; Castle Entrance
Lv.5	1.8	18,000	Chapter 3-1; Great Hall
Lv.6	2.0	20,000	Chapter 4-1; Exterior Clock Tower
Exclusive	Critical x5	57,000	Chapter 4-3; Ruins

Firing Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	0.47	N/A	N/A
Lv.2	0.40	5,000	Chapter 1-2; Ganado Gorge
Lv.3	0.33	12,000	Chapter 3-1; Great Hall

Reload Speed Upgrades

Level	Speed	Cost	First Chance to Upgrade
Lv.1	1.73	N/A	N/A
Lv.2	1.47	4,000	Chapter 1-2; Ganado Gorge
Lv.3	0.87	10,000	Chapter 3-1; Castle Entrance

Clip Capacity Upgrades

Level	Shots	Cost	First Chance to Upgrade
Lv.1	10	N/A	N/A
Lv.2	13	4,000	Chapter 1-2; Ganado Gorge
Lv.3	16	6,000	Chapter 2-1; Lake Cave
Lv.4	19	8,000	Chapter 3-1; Castle Entrance
Lv.5	22	10,000	Chapter 3-1; Great Hall
Lv.6	25	12,000	Chapter 4-1; Exterior Clock Tower

Punisher

Size: 3x2

Base Cost: 20,000

First Chance to Get: Chapter 1-3; Secret Passage (complete the merchant's sub-mission)



Leon can acquire one of these unique handguns at no cost by completing the merchant's sub-mission of shooting 10 or more blue medallions strung about the Village region. Scour the Farm and Graveyard areas to find these medallions, destroy 10 or more, then backtrack and speak with the merchant in the Secret Passage area leading to the Graveyard. The man offers Leon the Punisher for the bargain-bin price of 0 pesetas. Provided you haven't upgraded Leon's standard-issue handgun, empty that weapon's clip into the nearest group of hostiles, then sell the handgun and start using the Punisher.

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

Resident Evil

Wii edition

Storage Room Card Key

What It Does: Unlocks a door in the Administration Corridor area.

How to Get It: Search the Research Lab area.



Waste Disposal Card Key

What It Does: Opens a locked door in the Stairwell area.

How to Get It: Use the **Freezer Card Key** on a terminal in the Freezer area to overwrite the Freezer Card Key, transforming it into the Waste Disposal Card Key.



Treasures

As Leon explores each area, he periodically discovers items of great value, such as gemstones and baubles made of precious metals. Some of these treasures are common and plentiful, while others are nearly impossible to find if you don't know where to look. Each of these special prizes can be sold to the merchant for huge sums of cash, so keep a sharp lookout for them. This guide's maps and walkthrough reveal the locations of every treasure Leon can acquire; follow the walkthrough carefully to ensure you don't miss any.



Certain treasures can be combined with others to form objects of greater value. In the sections that follow, we reveal which treasures can be merged, showing the increase in value. If a particular treasure's section makes no mention of combining it with other treasures, then that treasure is meant to be sold by itself.

Amber Ring

Base Value: 10,000

Location: On a beam in the Waterfall area of the Village.

Combinable? No



Blue Eye

Base Value: 3,000

Location: Dropped by Novistadors fought within the Castle.

Combinable? Yes (Butterfly Lamp)



Antique Pipe

Base Value: 10,000

Location: In a bird's nest up in a tree in the Swamp area of the Village.

Combinable? No



Blue Stone of Treason

Base Value: 3,500

Location: Underground in the tunnel beneath the Militant Camp area of the Island.

Combinable? Yes (Golden Lynx)



Beerstein

Base Value: 3,000

Location: In a wooden box in the Farm area of the Village.

Combinable? Yes (Green, Red, and Yellow Catseyes)



Brass Pocket Watch

Base Value: 10,000

Location: Hanging above an outdoor well in the Mendez Manor area of the Village (shoot the well lid closed before shooting down the treasure); also found in the Stairwell area of the Island.

Combinable? No



Beerstein Combinations

Combination	Total Value
Beerstein w/Green	10,000
Beerstein w/Red	10,000
Beerstein w/Yellow	10,000
Beerstein w/Green, Red	15,000
Beerstein w/Green, Yellow	15,000
Beerstein w/Red, Yellow	15,000
Beerstein w/Green, Yellow, Red	20,000

Butterfly Lamp

Base Value: 4,500

Location: Inside a chest in the Prison area of the Castle; also found inside a chest on the outdoor balcony of the Ballroom area.

Combinable? Yes (Blue, Green, and Red Eyes)



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



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:



Normal threats These enemies are common. Leon must get used to dealing with them without wasting too much ammo.



Serious threats Leon periodically encounters these fearsome foes. They each pose great danger, and advanced weaponry is often required against them.



Severe threats These horrific monsters are very rare. Leon must pull out all the stops to defeat them.



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.



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.



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



To conserve ammo, use a handgun to weaken or kill Ganados from range, aiming to score headshots to stun them

and inflict extra damage. Striking their legs also slows them down, sometimes dropping them to their knees. Don't hesitate to unleash a shotgun blast when Ganados close in; a shotgun's tremendous short-range power and wide area of effect make it the perfect tool for knocking a group of villagers flat on their backsides.



Well-placed handgun shots can stagger Ganados or drop them to their knees, allowing Leon to close in and execute a roundhouse kick for extra damage. If you knock a Ganado to the ground and no other threats are about, move close and rapidly slash the prone Ganado with Leon's knife to kill the hostile before it returns to its feet.

Chainsaw Ganado

- Chainsaws are one-hit kill weapons
- Very resilient and difficult to kill
- Vulnerable to headshots

Some of the most terrifying enemies Leon faces in the village are chainsaw-wielding Ganados. These frightening madmen charge straight at Leon, yearning to sever his head with one fatal swing of their lethal weapon. Chainsaw Ganados run nearly as fast as Leon and can chase him anywhere. They can destroy wooden doors with their powerful saws, and they can withstand tremendous amounts of punishment before they finally fall, often leaving valuable prizes behind.



When faced with a swarm of Ganados, always make the ones brandishing chainsaws your primary targets. Feel free to toss an incendiary or hand grenade to soften them up; the use of extreme force is justified. Afterward, pelt them with handgun bullets from afar and blast them with a shotgun as they draw near to send them flying backward.



Like other villagers, chainsaw-wielding Ganados are vulnerable to headshots. Aim for the head, but

don't expect to stagger them very often. Instead, expect to burn through a lot of ammo before you finally defeat these horrific foes.

'TNT' Ganado



- Explosives are extremely powerful
- Dynamite can be thrown quite far
- Vulnerable to headshots



Perhaps the most deadly types of Ganados are those armed with dynamite. These maniacal villagers don't need to close in on Leon like most others; they simply hurl lit sticks of TNT at him from afar, which violently explode just moments after they land. Being caught in the blast radius of one of these explosives is often lethal, even when Leon is close to full health. It's therefore best to kill these Ganados without delay.



resident evil®

PRIMA Official Game Guide

Written by Stephen Stratton

Prima Games

A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2007 by Capcom Co., Ltd. All rights reserved. No part of this book may

be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Capcom Co., Ltd.

Product Manager: Jason Wigle

Editor: Rebecca Chastain

Manufacturing: Suzanne Goodwin

Design and Layout: Calibre Grafix

(C)CAPCOM CO., LTD. RESIDENT EVIL is a registered trademark of CAPCOM CO., LTD. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-7615-5701-2

Library of Congress Catalog Card Number: 2007925765

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1

Contents

INTRODUCTION	2	THE CASTLE	119
Welcome to		Chapter 3-1:	
<i>Resident Evil 4</i>	2	Storming the Castle....	119
How to Use This Book....	2	Chapter 3-2:	
Main Menu.....	4	Alone Again.....	135
Game Screen.....	5	Chapter 3-3:	
Subscreen.....	5	Rescuing Ashley.....	148
SURVIVING THE HORROR.....	8	Chapter 3-4:	
Controls.....	8	Ashley's Ordeal.....	153
Basic Movement.....	9	Chapter 4-1:	
Commanding Ashley....	10	Long, Hard Road.....	159
Environmental		Chapter 4-2: Caverns and	
Interactions.....	12	Mines.....	175
Combat.....	18	Chapter 4-3:	
WEAPONS AND ITEMS.....	24	Rails and Ruins.....	183
The Merchant.....	24	Chapter 4-4:	
Weaponry and Gear....	25	Showdown with	
Recovery Items.....	36	Salazar.....	188
Key Items.....	37	THE ISLAND.....	197
Treasures.....	40	Chapter 5-1:	
CHARACTERS AND HOSTILES....	44	Saddler's Complex.....	197
Cast.....	44	Chapter 5-2:	
Village Hostiles.....	46	Waste Management...	213
Castle Hostiles.....	50	Chapter 5-3:	
Island Hostiles.....	54	Cage of Torment.....	219
THE VILLAGE.....	58	Chapter 5-4:	
Chapter 1-1:		Army of One.....	232
Welcome to Pueblo.....	58	Final Chapter.....	243
Chapter 1-2:		SECRETS AND EXTRAS	248
Causing a Stir.....	72	Beating the Game.....	248
Chapter 1-3:		The Mercenaries.....	252
Unholy Ground.....	80	Assignment Ada.....	259
Chapter 2-1:		Separate Ways.....	268
Rescue Mission.....	91	RESIDENT EVIL THE	
Chapter 2-2:		UMBRELLA CHRONICLES	
Running Scared.....	101	SNEAK PREVIEW	297
Chapter 2-3:			
Escaping the Village....	108		

Acknowledgments

Special thanks to Philip Ser, Christine Converse, and Brian Dunn for putting together the *Resident Evil The Umbrella Chronicles* preview.

Author Bio



Stephen Stratton has worked on more than 30 projects in his five years of writing strategy guides for Prima. His repertoire of mastered games includes *Counter-Strike: Condition Zero*, *Rome: Total War*, *Mercenaries: Playground of Destruction*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, *Hitman: Contracts*, and *Splinter Cell: Chaos Theory*.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you! E-mail comments and feedback to ss Stratton@primagames.com.