

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	• Quick Equip	• Quick Equip	• Quick Equip
		• Buy / Sell adjustment	• Buy / Sell adjustment	• Buy / Sell adjustment	• Buy / Sell adjustment
		• Run (when moving)	• Run (when moving)	• Run (when moving)	• Run (when moving)
		• Reload (when weapon drawn)	• Reload (when weapon drawn)	• Reload (when weapon drawn)	• Reload (when weapon drawn)
		• Partner Action	• Partner Action	• Partner Action	• Partner Action
		• Hold to change partner mode (single-player games)	• Hold to change partner mode (single-player games)	• Hold to change partner mode (single-player games)	• Hold to change partner mode (single-player games)
		• Open inventory	• Open inventory	• Open inventory	• Open inventory
		• Context actions	• Context actions	• Context actions	• Context actions
		• Swing knife (when drawn)	• Swing knife (when drawn)	• Swing knife (when drawn)	• Swing knife (when drawn)
		• Fire / Throw weapon (when drawn)	• Fire / Throw weapon (when drawn)	• Fire / Throw weapon (when drawn)	• Fire / Throw weapon (when drawn)
		• Map toggle	• Map toggle	• Map toggle	• Map toggle
		• Draw weapon	• Locate partner	• Draw weapon	• Locate partner
			• Fire / Throw weapon (when drawn)		• Fire / Throw weapon (when drawn)
			• Swing knife (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	• Cancel cut scene	• Cancel cut scene	• Cancel cut scene
		• End game (at chapter scores)	• End game (at chapter scores)	• End game (at chapter scores)	• End game (at chapter scores)
		• Console interface	• Console interface	• Console interface	• Console interface

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.

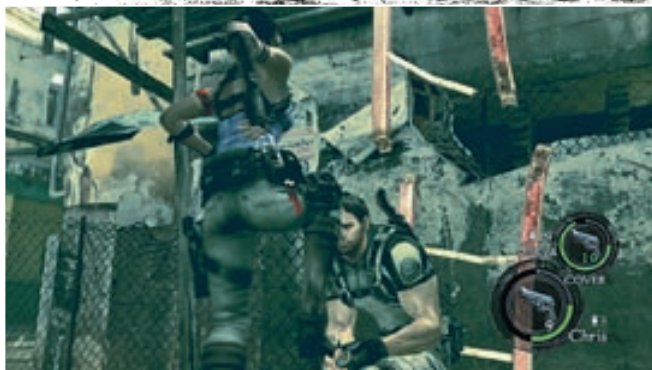
Experienced players will also wish to raise the aiming speed to Fast or Fastest for a quicker but twitchier aim.

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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 **○/Ⓑ**) 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.



MORE SAMPLE PAGES AVAILABLE AT WWW.PIGGYBACKINTERACTIVE.COM

Multiplayer Co-op

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.

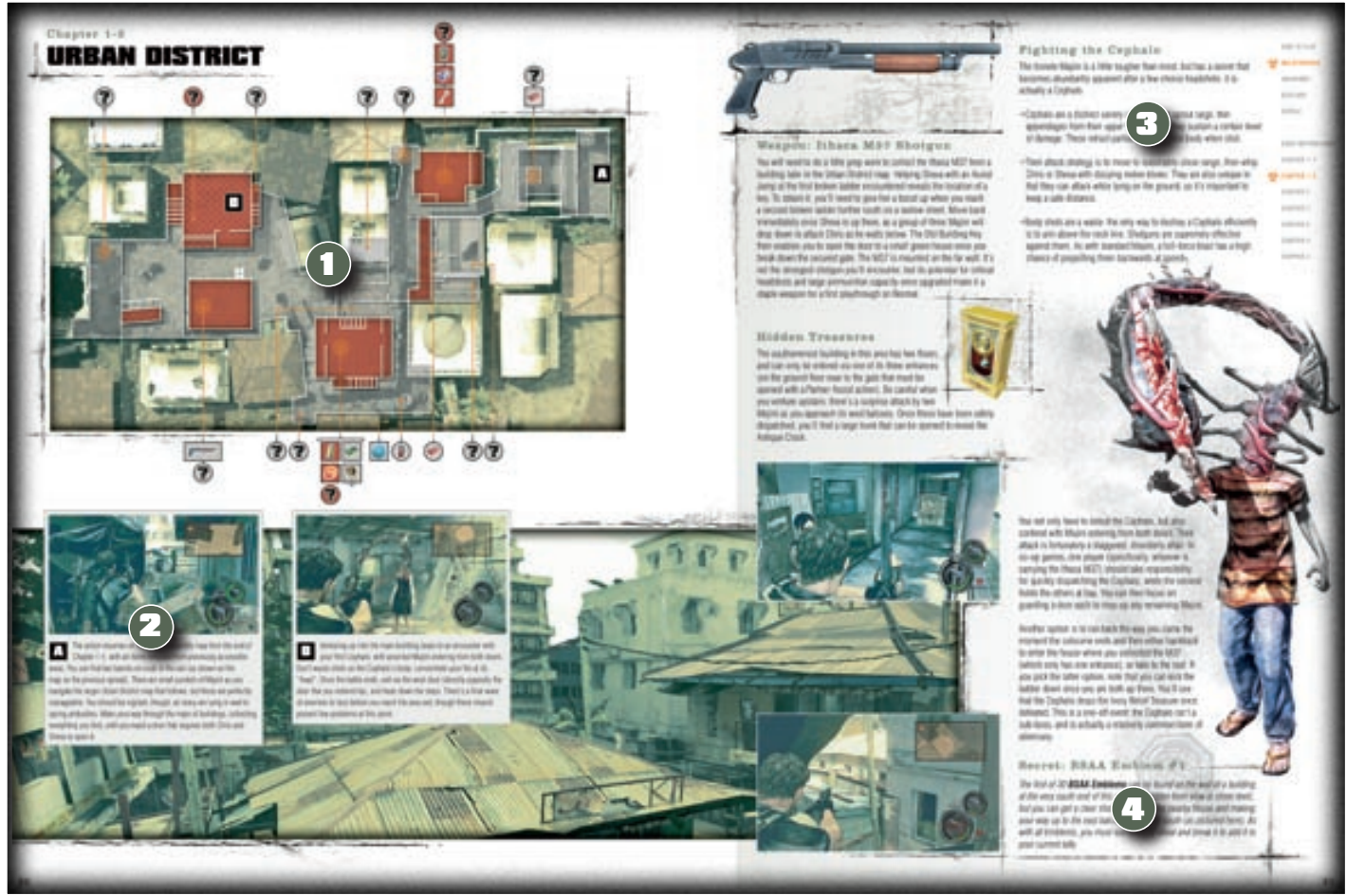
Here are some other ideas for exploiting the freedom of co-op play, but feel confident to experiment.

- **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.

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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	
4F	
3F	
2F	
1F (Main Floor)	
B1	
B2	

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.

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.

A	Walkthrough Letter		Egg
	Items: Accurate Location Pointer		M92F (Handgun)
	Items: Grouped Location Pointer		Ithaca M37 (Shotgun)
	Explosive Item (such as oil drums or power transformers)		M3 (Shotgun)
	Ladder		Jail Breaker (Shotgun)
	Turret Emplacement		VZ61 (Machine-gun)
	Key Item (keys, keycards, et al)		H&K MP5 (Machine-gun)
	Gold		AK-74 (Machine-gun)
	Treasure		SIG 556 (Machine-gun)
	BSAA Emblem		S75 (Rifle)
	Random Item		Dragunov SVD (Rifle)
	Handgun Ammo		H&K PSG-1 (Rifle)
	Shotgun Shells		S&W M29 (Magnum)
	Machine-gun Ammo		L. Hawk (Magnum)
	Rifle Ammo		Rocket Launcher
	Magnum Ammo		Flamethrower
	Hand Grenade		Laser Targeting Device
	Incendiary Grenade		Grenade Launcher
	Flash Grenade		Explosive Rounds
	Proximity Bomb		Electric Rounds
	Herb (Green)		Acid Rounds
	Herb (Red)		Nitrogen Rounds
	First Aid Spray		Flame Rounds
			Flash Rounds

Chapter 1-1 PUBLIC ASSEMBLY

* Only available in Chapter 1-2



C Entering the house is the cue for a Majini siege. You can push the shelf units in front of the main window and door to slow their advance but this offers fleeting respite from their onslaught. Your first action should be to collect every item you can find in the room. Don't forget to allocate ammunition for your partner in single-player games. When Chris speaks with Kirk, brace yourself for a redoubled assault as Majini drop in through a hole in the ceiling. This also marks the arrival of the Executioner Majini, who smashes the gate outside. It's foolhardy to attempt to fight him or mount a defense in the close confines of the building, so steer well clear of him as you run outside into the main map area.



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.

HOW TO PLAY

WALKTHROUGH

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CHAPTER 1-1

CHAPTER 1-2

CHAPTER 2

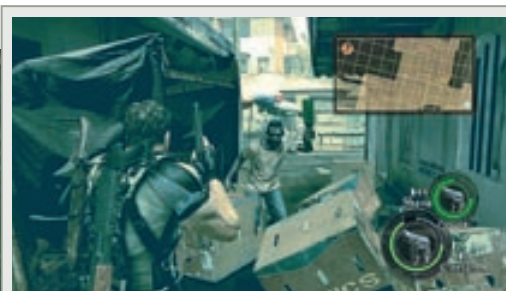
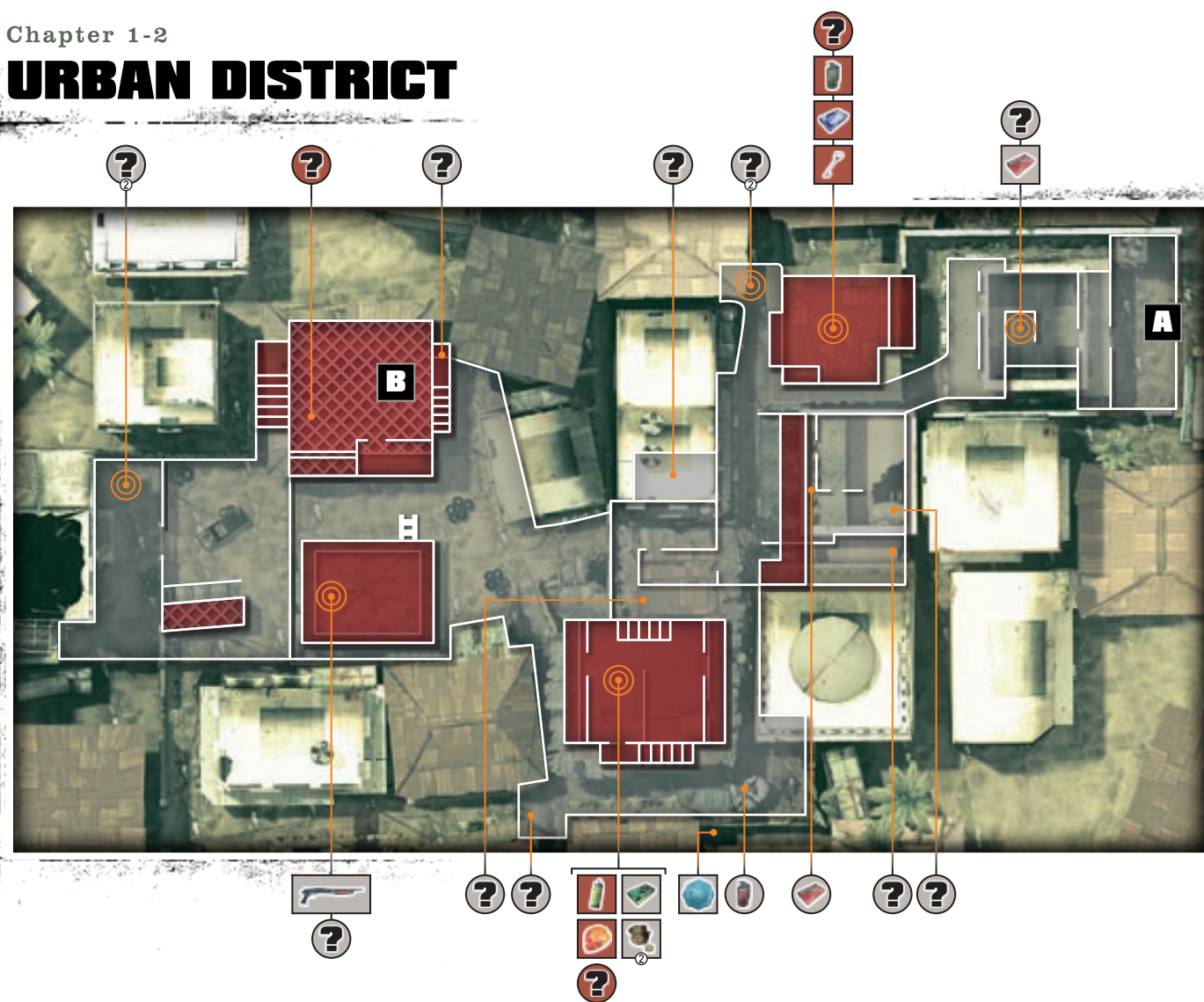
CHAPTER 3

CHAPTER 4

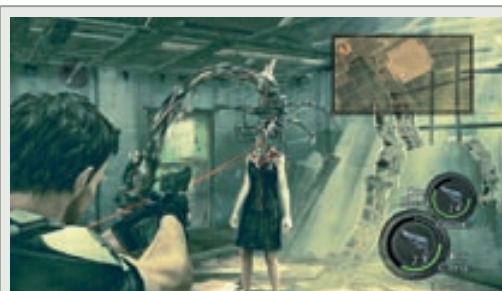
CHAPTER 5

CHAPTER 6

URBAN DISTRICT



A The action resumes on the Public Assembly map from the end of Chapter 1-1, with all items removed from previously accessible areas. You can find two barrels en route to the exit (as shown on the map on the previous spread). There are small pockets of Majini as you navigate the larger Urban District map that follows, but these are perfectly manageable. You should be vigilant, though, as many are lying in wait to spring ambushes. Make your way through the maze of buildings, collecting everything you find, until you reach a door that requires both Chris and Sheva to open it.



B Venturing up into the main building leads to an encounter with your first Cephalo, with assorted Majini entering from both doors. Don't waste shots on the Cephalo's body: concentrate your fire at its "head". Once the battle ends, exit via the west door (directly opposite the door that you entered by), and head down the steps. There's a final wave of enemies to face before you reach the area exit, though these should present few problems at this point.

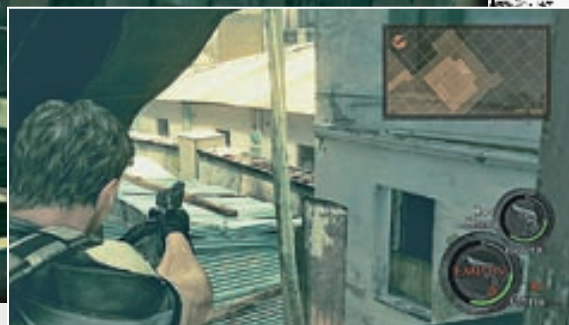


Weapon: Ithaca M37 Shotgun

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.



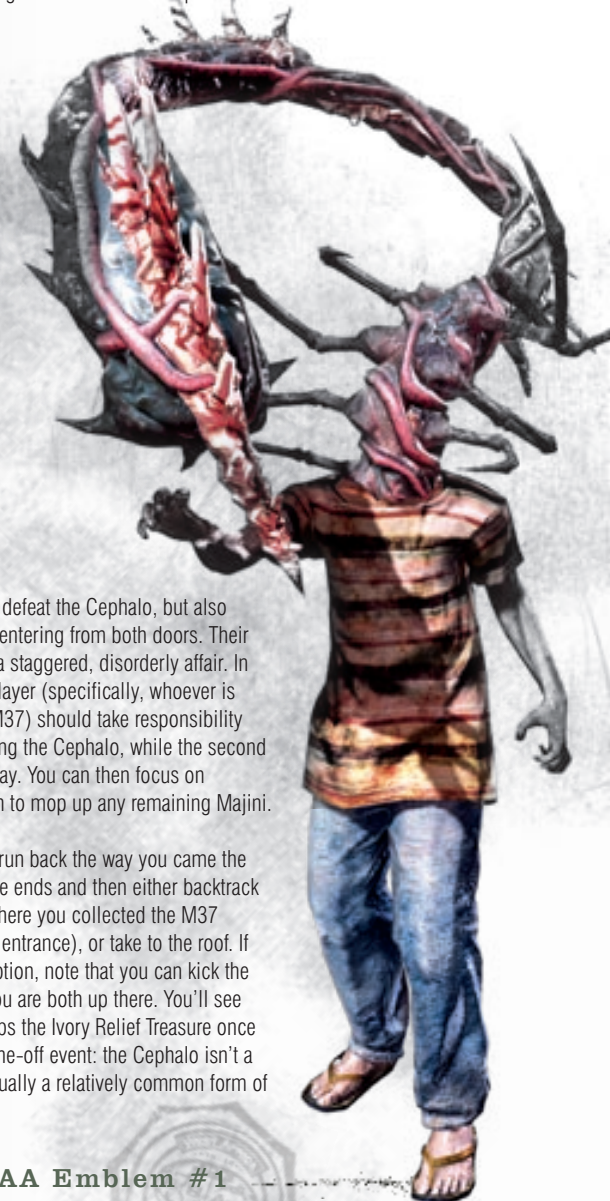
Fighting the Cephalo

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.

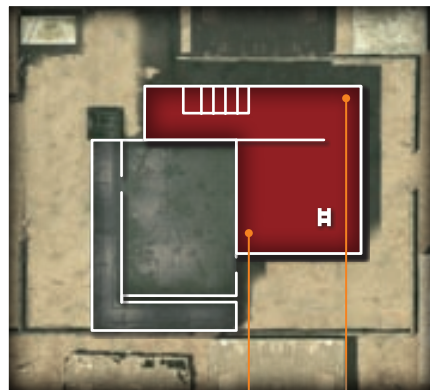
Secret: BSAA Emblem #1

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.

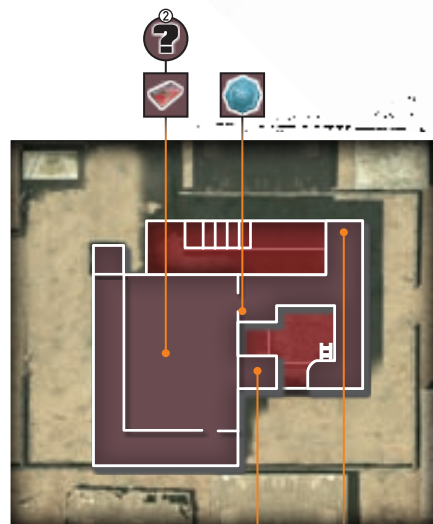
Chapter 1-2 ABANDONED BUILDING



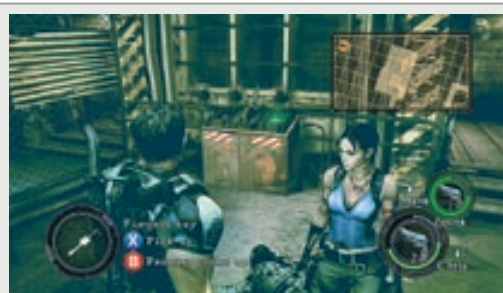
1F



2F



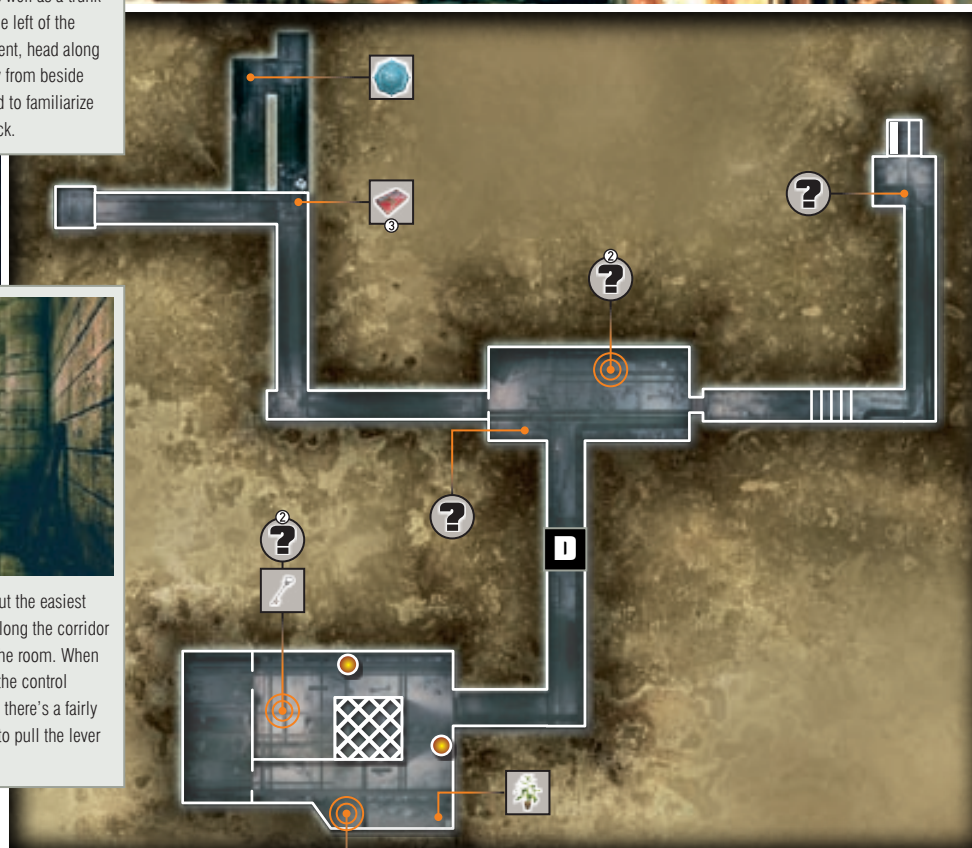
3F



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.

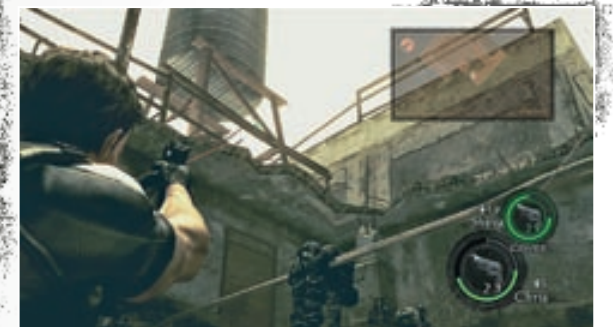
Uroboros: Alternative Strategies

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**.

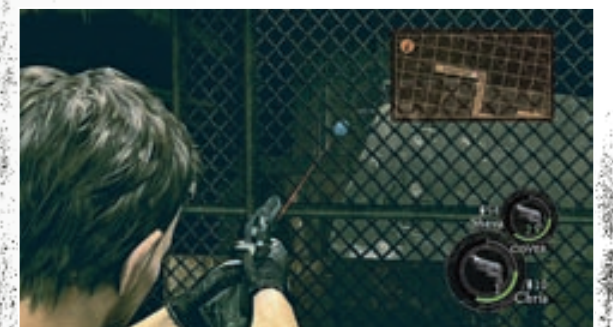
Players attempting speed runs or aspiring to attain perfect S ratings should note that Uroboros can be killed with a single Rocket Launcher hit as soon as the encounter begins, even on Veteran.

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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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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