

## TIPSTER

Andy



### Time To Complete

Whilst the main game story mode is a bit thin, if you want to find and unlock every... last... thing... the game has hidden away (such as weapons, costumes, statues etc), then be ready to set aside a good 20 hours or more.

### Best Bit

Quite easily this would be Professional mode (unlocked once you beat Veteran difficulty). On this difficulty, a single hit is almost fatal, meaning that even with an inventory of infinite ammo weapons, you still really need to keep your wits about you. Oh, and the QTE events can be insanely difficult on Pro...

### Hardest Bit

Sheva certainly has her 'moments' as far as being reliable is concerned. You can opt to give her one gun only and upgrade that yourself, or, equip her with the Stun Rod when it's available and she'll become rather handy with it (saving you lots of much needed ammo too!)

# KNOW HOW TO...

...be the Resident Master of Evil!



So what do you think of my trick where if you reload beside a staggering enemy and press the melee button as you reload, you'll reload instantly and still attack the enemy?

I still reckon that finishing chapters on the higher difficulties is much more useful, as you're rewarded with loads more Exchange Points in return to spend on bonus content.

Don't be daft! You never said such a thing! Next thing I know, you'll be saying that it was your idea on chapter 6-1 to use Electric Grenade Shells on the Reapers making them much easier to kill!

# BSAA EMBLEM LOCATIONS

There's a total of 30 shiny blue emblems hidden throughout the game and some of them have been placed in a variety of cunning places. While the game will tell you how many medals can be found in a specific chapter (via the Chapter Select menu), they won't tell you their exact location. But we will.

Shooting all 30 will unlock extras in the Bonus Content menu (when used in combination with the Exchange Points earned in the single-player game). Also note: any emblems collected in co-op are given to both players, and once shot, any emblem will instantly be added to your total.



**1 CHAPTER 1-2 -**  
**TOWN**

The first of the medals can be found on the side of a building just past the Majini that bursts out of the boxes. Head up the stairs of the building to your right and aim back towards the market stalls to find it.



**2 CHAPTER 1-2 -**  
**TOWN**

When you reach the stairwell that has all of that thick black goo oozing from the ceiling, you're nearby. Keep your aim towards the roof and you'll spot a metal water tank. The medal's under the container.



**3 CHAPTER 1-2 -**  
**DERELICT BUILDING**

After you beat the game's first real boss (in the furnace), head towards the elevator, but aim through the gap in the wall (just beside the briefcase with the ammo in it) on your right to find a medal hiding from you.



**4 CHAPTER 2-1 -**  
**STORAGE ROOM**

If you miss this emblem, then there's something seriously wrong, as it's right in front of you in the room with the two trucks, on the far wall to the right. The easiest one to get by a mile.



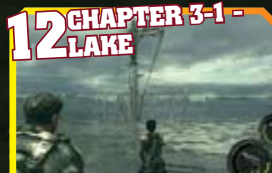
**5 CHAPTER 2-1 -**  
**BRIDGE**

Once you've defeated the truck driver and the horde of infected Majini on the bridge, make your way towards the sewers. But at the top of the steps, look back towards the bridge. You'll spot it near the water.



**11 CHAPTER 2-2 -**  
**MINE QUARRY**

Collect the Dragunov Sniper Rifle from the cupboard in the office and once you've climbed the really tall ladder in the quarry, turn around to face the three-tiered building. The emblem is waiting on the lower tier.



**12 CHAPTER 3-1 -**  
**LAKE**

This one can be found sitting high on the first wooden post in the water (just outside of where you start the level). Get this either by being really good with a sniper rifle, or use a second player in co-op to get it.



**13 CHAPTER 3-1 -**  
**LAKE**

Another emblem that requires either a crack sniper rifle shot or the help of a buddy in co-op. From your boat, or the boat with the Rocket Launcher on it, aim south at the chicken hut. The emblem's on the back.



**14 CHAPTER 3-2 -**  
**LAKE**

If you make your way to the northwest corner of the map you'll reach a small area you can board (that has a statue on a platform on it). Under the canopy of the entrance lies the next emblem.



**15 CHAPTER 3-1 -**  
**TRIBAL VILLAGE**

Once you've entered the village from the lake, jump down off the platform. Instead of heading left, go right and look under the wooden platform you just came from, as the emblem is hiding here.



**21 CHAPTER 4-1 -**  
**STAIR-BASED PUZZLE ROOM**

When you first enter the room at the top of the stairs, you can run down the steps and at the bottom, turn 90-degrees left and then aim a sniper rifle towards the roof. The emblem can be found hugging the wall up here.



**22 CHAPTER 4-2 -**  
**SUN-LASER PUZZLE ROOM**

In the final room, you need to turn the northeast mirror clockwise, the mirror in the northwest corner clockwise and the mirror south of it clockwise. The emblem is over the door in the newly opened north room.



**23 CHAPTER 5-1 -**  
**HIDDEN GARDEN**

When you first enter the underground garden you should head right and around the corner towards the low bridge and the next emblem can be found hiding right underneath it in the water.



**24 CHAPTER 5-2 -**  
**INDUSTRIAL AREA**

After you dodge the second conveyor belt of gas canisters, you'll head down steps. On your left will be an open dumpster, inside is the next emblem. It can be difficult to shoot so wait for the red dot to appear.



**25 CHAPTER 5-3 -**  
**RESEARCH FACILITY**

Once the chapter starts you'll be in a small room with a couple of large fans doing their thing on the wall in front of you. On the wall behind the right-hand fan you'll find the emblem waiting for you.

ABSOLUTELY EVERYTHING!

# RESIDENT EVIL

**R**esi's latest foray into the world of 'survival horror' sees you take the S.T.A.R. from the first game – Chris Redfield – on a quest to rid the world of zombie-like evil, with the help of his new sexy sidekick, Sheva.

Following along the same path as its predecessor, *Resi 5* is a game

that's more enjoyable on its second, third, fourth and even fifth play through, as new difficulties, weapons and secrets unfold the longer you play. So grab that shotgun and first aid spray, as we (along with a little help from both Chris and Sheva) show you how to become an unbeatable fighting machine...

Yeah, that's not a bad trick. But I think mine – where if you tell me to cover you, I'll use more melee attacks and conserve a LOT more ammo than I usually would – is a much better one.

What, you mean more useful in, like that time on 6-2 when we fought those two machine gun maniacs and all their soldiers? That was MY idea to use the gun emplacement in the room to kill them!

...I did... I also said that you should then use a machine gun or a shotgun to take out their weak spots right afterwards too! Men... Sigh.

## 6 CHAPTER 2-1 - SMALL MARKET

This is one of the easiest emblems to miss, as it's tucked away on the ceiling of the green coloured market stall that has the word 'charge' written on it. Look around the back and up through the metal grille to see it.

## 7 CHAPTER 2-1 - SMALL MARKET

A stone's throw away from the last emblem, this one can be spotted if you climb up the ladder of the building just after crossing over the boat. Look into the opening of the green canopied building opposite.

## 8 CHAPTER 2-1 - DESTROYED TOWN

When you reach the upper part of the building that requires you to boost Sheva across the gap, look up and to your right beforehand. This emblem can be found lying on a broken concrete pillar on the roof.

## 9 CHAPTER 2-2 - TRAIN YARD

Equip a sniper rifle as soon as the sub-chapter begins and head out into the train yard. At the start of the first set of train carriages turn right around to face the electric pylon behind and aim up high to take it out.

## 10 CHAPTER 2-2 - MINES

You'll soon come across a wooden walkway that has a small waterfall to your right. If you set your sights right to the top centre of here you'll spot the next blue target waiting to be shot.

## 16 CHAPTER 3-2 - OIL RIG ENTRANCE

Just before you enter the oil rig you'll come across a couple of Tricell tents that you can walk through. So make your way to the back of them and in between them is the next emblem waiting to be shot.

## 17 CHAPTER 3-2 - DOCKS

This one is easily missed due to the big timer that kicks off the end of the level. As soon as the timer appears, turn right around and enter the building on your right. The emblem's on the wall in here.

## 18 CHAPTER 3-3 - DRILLING FACILITIES

Quite a difficult emblem to spot. When you come to the river's first locked gate, head back towards the bridge you just passed and, using a sniper rifle, aim at the emblem hiding under the arch.

## 19 CHAPTER 4-1 - SANDY CAVES

When you reach the first ladder in the level climb it, and then as you're crossing over the walkway, look right towards the waterfall. The emblem can be found sitting on top of the waterfall itself.

## 20 CHAPTER 4-1 - HIDDEN VILLAGE

You can either aim a sniper rifle near the centre of the large building in the background from your starting position, OR you can aim upwards once you reach the rolling-balls-of-fire-death (TM).

## 26 CHAPTER 5-3 - ROTATING PLATFORM

When you reach the rotating platform it'll be stationary (which is the best time to get this emblem). If you aim a sniper rifle towards the grating of the upper platform on the east, you'll be able to shoot it easily.

## 27 CHAPTER 5-3 - LICKER CENTRAL

In the room where you fight the onslaught of the hard-as-nails Lickers, before calling the lift on the left, aim your sights down the lift shaft. The emblem is sneakily hugging the wall on the right.

## 28 CHAPTER 6-1 - SHIP DECK

If you head up to the top of the first observation tower, you can aim your sniper rifle towards the comms' dish. The emblem can be shot with any rifle from here or from the crane controls later on in the level.

## 29 CHAPTER 6-1 - SHIP DECK

The cheekiest hidden emblem in the whole game, this one is only visible during a cutscene after someone gets trapped in the ambush cage. Aim a grenade into the container just to the left of the cargo controls.

## 30 CHAPTER 6-1 - SHIP HOLD

The last emblem in the game is tucked away in a glass cabinet in the same room where you meet up with Excella. The cabinet is on the wall just to the right of the flower specimen tanks.

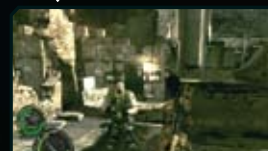
## UNLOCKABLES

The vast majority of the unlockables in the game can be accessed through the 'Bonus Features' or 'Special Settings' options in the Play Game menu. All unlockables require a specific condition to be met, and we'll tell you exactly what you need to do to unlock them...



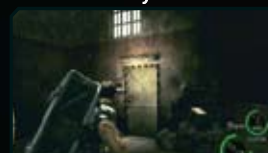
This is the menu screen showing all the bonus features.

**GAMEPLAY:**  
**Professional Difficulty**  
(Where a single hit will nearly kill you)  
Beat Veteran difficulty (all levels).



Play as Sheva (Instead of Chris in Single Player)  
Beat the game on any difficulty.

**Game Background Files**  
Complete each chapter to unlock new files with *Resi* character history.



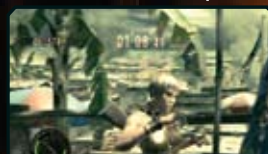
**Infinite Ammo**  
Fully upgrade a weapon and then pay the needed EP to give it infinite ammo.

**Mercenaries Minigame**  
(Just like *Mercenaries* from *Resi 4*)  
Beat the game on any difficulty.

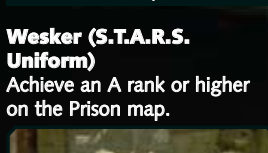
### MERCENARY MODE CHARACTERS

\*spoiler warning!  
There's are eight 'characters' to unlock in the minigame, with each level requiring an A rank or higher. One of the playable characters reveals a major storyline plot – beware!  
**Chris (Safari)**  
Achieve an A rank or higher on the Village map.  
**Chris (S.T.A.R.S. Uniform)**  
Achieve an A rank or higher on the Experimental Facility map.  
**Jill (BSAA)**  
Achieve an A rank or higher on the Public Assembly map.  
**Jill (Battle Suit)**  
Achieve an A rank or higher on the Ship Deck map.

**Sheva (Tribal)**  
Achieve an A rank or higher on the Missile Area map.



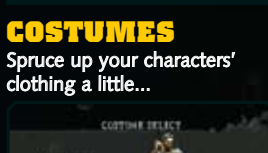
**Sheva (Clubbin')**  
Achieve an A rank or higher on the Ancient Ruins map.



**Wesker (S.T.A.R.S. Uniform)**  
Achieve an A rank or higher on the Prison map.



**Wesker (Midnight)**  
Achieve an A rank or higher on the Mines map.



**COSTUMES**  
Spruce up your characters' clothing a little...



**Chris (Safari Themed)**  
Complete game on any difficulty.

**Chris (Original S.T.A.R.S. Uniform)**  
Complete the game and find 25 BSAA emblems.  
**Sheva (Gold Clubbing Outfit)**  
Complete the game on any difficulty.



**Sheva (Revealing Tribal Threads)**  
Complete the game on any difficulty and find ALL 30 BSAA emblems

**FILTERS**  
These add a new way to play the game again:



**Classic Horror (black and white screen)**  
Finish the game on Amateur difficulty (or above).

**Retro (Sepia Toned Screen)**  
Finish the game on Normal difficulty (or above).  
**Noise (Grainy Effect on Screen)**  
Finish the game on Veteran difficulty.

# PRO BOS

The bosses in *Resident Evil 5* can be devilishly hard to beat, especially on Veteran or Professional difficulty. Infinite power weapons will always annihilate the bosses, but where's the fun in that? We're going to show you the easiest and quickest ways to whip every boss with only regular weapons, limited ammo and some cunning.

## BOSS 1 – UROBOROS



You should knock over the gas canister that's sitting by the right-hand wall as you re-enter the room. (Also, make sure that Sheva is with you at all times during this fight).



Head inside the furnace room and wait for the Uroboros to follow you inside. It'll have eaten the gas canister on the way in, so when it's halfway in the room shoot the canister inside its body. Kaboom!



Now dash to the controls via the exit on the opposite side and hit the switch to trigger the furnace. (Repeat this with the other canister on Vet or Pro). Shoot the boss as the door lowers to trap it!

## BOSS 2 – POPOKARIMU (THAT BAT-LIKE BOSS)



Focus on taking advantage of the numerous landmines that are scattered around. Plant one in the middle of the path and retreat away from it while still facing the boss.



Now you'll want to lure the boss towards you while it's on the ground. If you do it right, it'll walk right into it, causing it to flip over on its side. This is now the best time to walk up with the shotgun.



Set Sheva to 'Attack' mode (to help get in a few extra rounds) for this bit and fire off as many shotgun rounds as you can close up. Repeat three more times on Veteran or Pro difficulties.

## BOSS 3 – NDESU



This boss's first couple of attacks will consist of either trying to stomp on you (so shoot its feet) or slam you (so shoot its hands). Shoot off the parasites, then pummel the main one on its back.



The next attack you can expect to see is its rock-hurling trick. Use the barrel nearby to stop it from throwing it. (You'll also want to kill the Majini on either side of the boss on Vet or Pro difficulty).



Veteran or Professional difficulty will require three 'cycles' of shooting the infected on the boss's back, so watch out for it swinging telegraph poles at you. Shooting the nearby barrels will stop it briefly.

## BOSS 4 – IRVING



Firstly, tell Sheva to run to the left-most cannon and set her to Attack mode, where she appears to fire with better accuracy. Now go to the parallel gun and aim at the weak spot, then the tentacles.



Dodge the tentacles as needed and then switch to the back of the boat. Repeat the above steps and then go to the right-hand side of the boat for another round (again, assign Sheva to the cannon).



When you get to the last phase of the fight, Irvine will attack from the rear of the boat. Assign Sheva to a gun and focus your fire on Irvine himself. Dodge any tentacle attacks and in no time he'll be dead!

## BOSS 5 – U-8



This boss can be taken down in under 60 seconds on amateur/normal difficulty and in under three minutes on Vet/Pro. Make sure you have your Grenade Launcher and three hand grenades ready...



Aim your grenade launcher at the soft fleshy part of the boss's leg and if you score a direct hit on it (one hit on round 1, two on round 2 and three on round 3) it'll crumple to the floor.



Now's your chance to get a grenade in its mouth! It only takes three grenades on every difficulty, so if you can focus on dodging the attacks and hitting the soft part of the leg, it'll be dead in a matter of minutes!

# IPS TIPS

"I'm the real STAR of this game, fnar..."

## BOSS 6 – UROBOROS MKONO



Quite frankly, this boss can be a right pain in the behind. Its main weak spots are the real targets in this battle. The main trick is to keep it on fire, so incendiary grenades are also VERY handy here...



Use the incendiary grenades to weaken the boss, in conjunction with the gas canisters around the room. Once the two tentacles appear, hit them with the shotgun for the minimum chance of missing.



Have Sheva use the flamethrower to really teach it a lesson. When it's pinned down, use the most upgraded weapon you have to finish off the tentacles. Reloading the 'thrower will take 30 seconds each time.

## BOSS 7 – WESKER AND JILL



Use the walls to take cover and damage Wesker five times to end the fight early and get access to a rare jewel. The main meat of the battle will take place against your old partner from *Resident Evil 1*.



Get close enough to Jill to allow you to talk to her and stun her. Grab her yourself and have Sheva try and rip the jewel off. Now, be very, VERY quick as you can re-grab Jill again immediately afterwards.



By abusing the (very) small window of opportunity here, you can end the fight incredibly quickly and with no risk of killing Jill with your handgun bullets!

## BOSS 8 – UROBOROS AHERI



Quite an intimidating battle initially, but with the right strategy it becomes little more than an annoyance with practice. You'll also want to enter the battle with a machine gun and a magnum.



Use the (hopefully upgraded) machine gun on the smaller tentacles to keep them at bay. Shoot four magnum shots at the main central target when it opens, then use the targeting device on it.



Stay on the lower floor for the duration of the fight, heal when needed and repeat using the machine gun on the tentacles and the magnum/laser on the main spot for an easy finish. Down it goes!

## BOSS 9 – WESKER (FORM 1)



On Vet/Pro difficulties, you'll need to aim at least two rockets before you can inject him with the poison, so don't let your guard down! Grab the Rocket Launcher south of where the battle commences.



Stay on the lower floor and turn off two of the lights. Now's the time to hit Wesker (from head on) with a rocket. When Wesker catches it, shoot it. On the second catch, have Sheva grab him and you inject him.



If you're not quick enough, or want to beat Wesker with a bit more 'style', you can hit him from behind, and when he staggers trigger a button-sensitive sequence that'll deal massive damage to him!

Chris Redfield: former US air force man and drifter.

## BOSS 10 – WESKER (FORM 2)



When the battle starts, head towards the boulder on the lower level of the volcano and press the context-sensitive buttons. Now turn around 180 degrees and shoot Wesker until he staggers.



Now run past him and up onto the central pillar. When you hit him enough, he'll jump up towards Sheva, so use a sniper rifle or machine gun to distract him and dodge his attacks to buy Sheva time.



The final part can be done REALLY quickly if you shoot him in the back, then after he finishes his 'whirlwind' attack, run up to him and press  $\text{X}/\text{B}$ . Complete the button prompts to finish him off stylishly!

## UNLOCKABLES

### FIGURINES

Gotta catch 'em all! (Each cost 500 Exchange Points and a set criteria for unlocking)

**01. Chris (BSAA)**

Unlocked from the start.

**02. Shiva (BSAA)**

Unlocked from the start.

**03. Josh**

Finish chapter 3-3 and shoot 10 BSAA emblems.

**04. Jill (Brainwashed)**

Finish chapter 5-3 and shoot 10 BSAA emblems.



**05. Wesker**

Finish chapter 5-3 and shoot 10 BSAA emblems.



**06. Excella**

Finish chapter 5-3 and shoot 10 BSAA emblems.

**07. Irving**

Finish chapter 2-3 and shoot 10 BSAA emblems.

**08. Spencer**

Finish chapter 6-3 and shoot 10 BSAA emblems.

**09. DeChant**

Finish chapter 1-2 and shoot 5 BSAA emblems.

**10. Dave**

Finish chapter 2-3 and shoot 5 BSAA emblems.

**11. Kirk**

Finish chapter 1-2 and shoot 5 BSAA emblems.

**12. Reynard**

Finish chapter 1-2 and shoot 5 BSAA emblems.

**13. Majini (Town A)**

Finish chapter 1-2.

**14. Majini (Town B)**

Finish chapter 2-3.

**15. Majini (Town C)**

Finish chapter 2-3.



**16. Majini (Town D)**

Finish chapter 1-2.

**17. Majini (Cephalo)**

Finish chapter 2-3 and shoot 5 BSAA emblems.

**18. Majini (Agitator)**

Finish chapter 1-2 and shoot 5 BSAA emblems.

**19. Majini (Wetlands A)**

Finish chapter 3-3.

**20. Majini (Wetlands B)**

Finish chapter 4-2.

**21. Majini (Wetlands C)**

Finish chapter 3-3.

**22. Giant Majini**

Finish chapter 4-2 and shoot 10 BSAA emblems.

**23. Majini (Base A)**

Finish chapter 5-3.

**24. Majini (Base B)**

Finish chapter 5-3.

**25. Majini (Duvalia)**

Finish chapter 6-3 and shoot 5 BSAA emblems.

**26. Reaper**

Finish chapter 6-3 and shoot 5 BSAA emblems.

**27. Big Man Majini**

Finish chapter 1-2 and shoot 5 BSAA emblems.



**28. Executioner Majini**

Finish chapter 1-2 and shoot 10 BSAA emblems.

**29. Chainsaw Majini**

Finish chapter 2-3 and shoot 10 BSAA emblems.

**30. Gatling Gun Majini**

Finish chapter 6-3 and shoot 10 BSAA emblems.

**31. Motorcycle Majini**

Finish chapter 2-3 and shoot 5 BSAA emblems.

**32. Uroboros**

Finish chapter 5-3 and shoot 10 BSAA emblems.

**33. Licker**

Finish chapter 5-3 and shoot 5 BSAA emblems.

**34. Kipepeo**

Finish chapter 4-2.

**35. Bui Kichwa**

Finish chapter 4-2.

**36. Adjule**

Finish chapter 4-2 and shoot 5 BSAA emblems.

**37. Crocodile**

Finish chapter 3-3 and shoot 5 BSAA emblems.

**38. Uroboros Aheri**

Finish chapter 6-3 and shoot all 30 BSAA emblems.

**39. U-8**

Finish chapter 5-3 and shoot 10 BSAA emblems.

**40. Popokarimu**

Finish chapter 2-3 and shoot 10 BSAA emblems.

**41. Ndesu**

Finish chapter 2-3 and shoot 10 BSAA emblems.

**42. Irving (Transformed)**

Finish chapter 3-3 and shoot 5 BSAA emblems.

**43. Chris (Rare)**

Finish all 6 chapters (any difficulty) and shoot 25 BSAA emblems.

**44. Sheva (Rare)**

Finish all 6 chapters (any difficulty) and shoot all 30 BSAA emblems.

**45. Jill (Rare)**

Finish all chapters with at least an A rank (any difficulty).

**46. Wesker (Rare)**

Finish all chapters with at least a S rank (any difficulty).

## ADVANCED TRICKS A

No *Resident Evil* game would be complete without the prerequisite mountain of unlockable costumes, weapons, difficulty levels and extras. And *Resi 5* certainly isn't about to buck that trend – in fact, it's probably the most content-packed game in the series!

Which is where we come in. Not only will we cover what you can unlock and what you need to unlock it, but we'll also spoil you with a splattering of pro-tips that will help you mop up those annoying Majini with total ease...

### HEAD, SHOULDERS, KNEES AND FACE (KNEES AND FACE)



Against most standard Majini enemies, stagger them back with a shot to either their face, arm or knee and then run in for a melee attack. Hit the button prompt on the screen to unleash a powerful close-up attack.



If that hasn't already finished them off, you can run up to their heads and stomp on them for a gruesomely quick finish! If playing in co-op, you can also chain up to three melee attacks together for extra punishment.

### GROUNDHOG DAY



If you're finding things are getting a bit tough, then you can replay ANY chapter you've already finished, allowing you to carry over any weapons/money or ammo collected to any other chapter.



This proves to be extremely useful if you're struggling on a particular chapter, allowing you to harvest as much money, ammo and weapons as you think you'll need to progress past where you're stuck.

### WHAT A STUNNER!

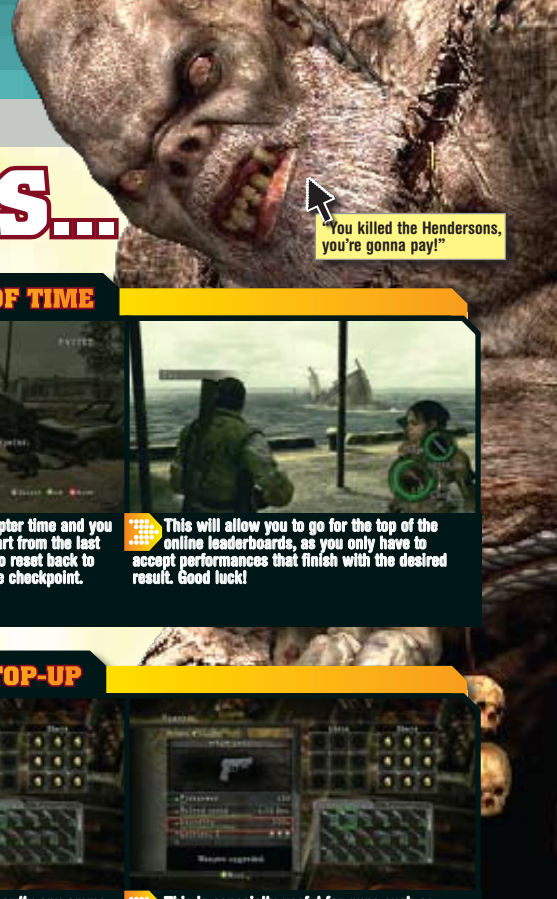


If you're feeling extra adventurous and you come across any infected Majini (with their swishy blade heads for example), using the Stun Rod on them will mean instant death just like a flash grenade.



It does mean that you'll need to get up close and personal with the enemy. But if you're needing to conserve ammo then it's a fantastic way to save your flash bangs for the tougher enemies.

# AND MORE UNLOCKABLES...



You killed the Hendersons, you're gonna pay!"

## ROCKET TO ME BABY



The Rocket Launcher causes a serious amount of damage and will – quite literally – take apart almost any enemy in a single go! Be careful that you don't catch your partner in the splash damage though.

They can be bought for 10,000 gold or you can grab one each for free from Chapter 3-1 on the boat near the north of the map. Collect, quit, save, put in Inventory and repeat for as many as you want. (Or beat the game in under five hours for an infinite Rocket Launcher.)

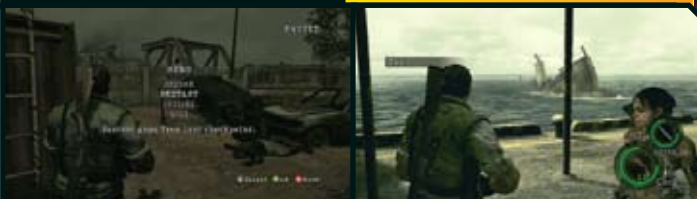
## 'THE MASTER OF UNLOCKING'



On Chapter 2-1 you're normally supposed to boost Sheva over the gap between the buildings so she can unlock the door below (after you protect her from the onslaught).

However, it's entirely possible to bypass this completely by heading to the first floor and then bounce a grenade off of the blue barrier opposite, so it ricochets to the door and destroys the lock for you.

## IN THE NICK OF TIME



If you're going for a fast chapter time and you make a mistake, simply restart from the last checkpoint and your time will also reset back to what it was when you reached the checkpoint. Handy, eh?

This will allow you to go for the top of the online leaderboards, as you only have to accept performances that finish with the desired result. Good luck!

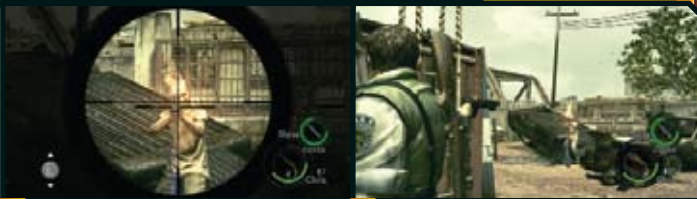
## FREE AMMO TOP-UP



If you finish a chapter with hardly any ammo in your weapon(s), don't reload them. Instead, every time you upgrade your weapon's capacity, you'll always get a full ammo refill for free.

This is especially useful for guns such as SMGs that have really large capacities, so you can use and abuse this on the higher difficulty levels where ammo is even rarer than before.

## ONCE YOU POP, YOU CAN'T STOP!



If you take aim at an enemy's head with a sniper rifle and then immediately switch to another weapon and fire, you should find your first shot hitting their head almost every time.

You need to be quick though, for if you don't fire immediately after switching weapons, your gun will 'sway' naturally, losing the precise aim you had lined up beforehand.

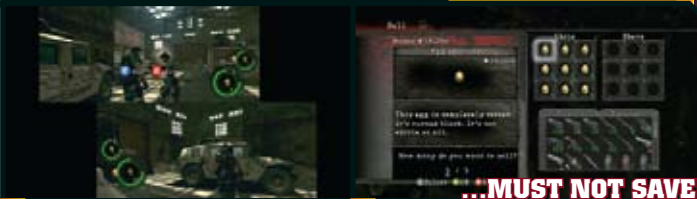
## SKIP THE CAGE FIGHT



On Chapter 6-1 you'd normally trigger off one of you being caught in a cage while enemies attack you. If you sniper-kill both Majini on the cranes before you get there though, the cage will never drop, making things a little easier for you.

The best place to do this is on the first level of the two-tiered platform at the start of the chapter. You can shoot both Majini on the crane from here, but the upper one requires a good shot.

## UNLIMITED QUICK(ISH) CASH!



If you grab hold of a rotten egg and a co-op partner, you can duplicate the eggs so you have 45 worth 90,000 gold as often as you want! Un-equip everything apart from one rotten egg. Give one to your co-op partner and select quit. Whoever gave the egg away...

**...MUST NOT SAVE!** (But the receiver should save). They will now have an egg and if you reload you will still have yours. Keep repeating this swap trick to amass 45 eggs per person!



Sheva Alomar – the glamorous assistant.

The lesser spotted Popokarimu is a native to the Pro Boss Tips section.