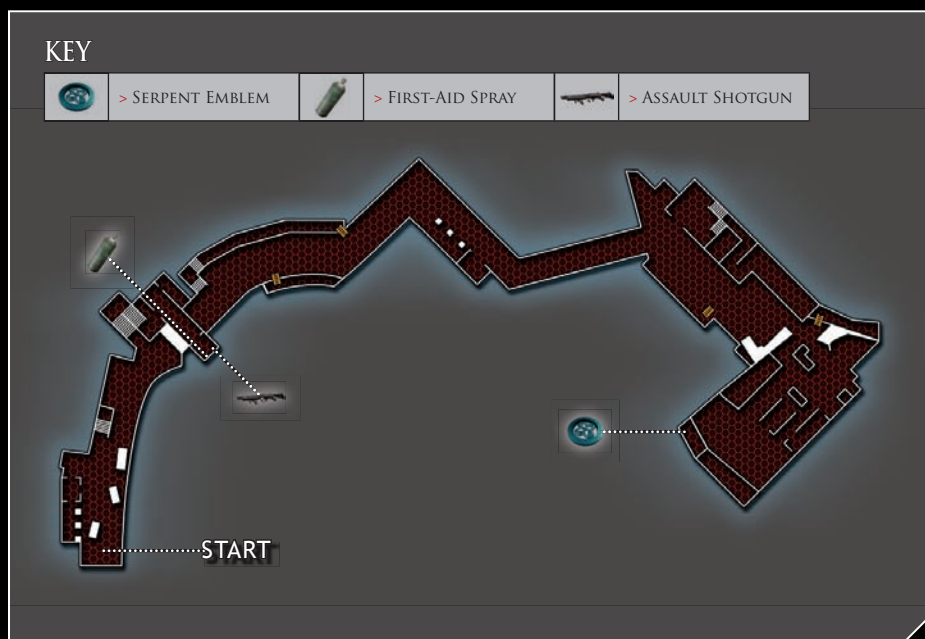


CITY IN EASTERN EUROPE

December 24, 2012

EDONIA MAP



FLASHBACK

Chris Redfield is remembering the events of six months prior to the outbreak in Waiyip, China, when he led an international BSAA team on a doomed mission to suppress a bioterrorist assault in Eastern Europe. Following intel that the enemy is using new mutating enemies called “J’avo,” Redfield prepares his team to invade the occupied territory and wipe out the infestation. Now is not the time to compromise or take prisoners—kill them all!



INTO THE BLITZ

When the BSAA convoy stops, Chris jumps out on the left side of the tank. Take cover at the right corner of the troop transport parked there and fire on J’avo farther down the street.

Clear the enemies you can from the center of the street, then move to the left side of the troop transport and continue to the covered sidewalk. Ahead is an item crate, but you must break it open quickly. Hold Action while moving to dash toward it, then press Ready/Aim within a few feet of the crate to slide into it.



As a result, you’ll face the doorway ahead and be ready when two J’avo attack from inside. Take them down by performing Quick Shots followed with melee attacks and head stomps. Smash another item crate in the interior, then take cover at the doorway straight ahead. Fire on any J’avo that may be taking cover behind the truck parked outside. When only one enemy is visible outside, dash forward and slide to throw it off balance, then finish with melee attacks.

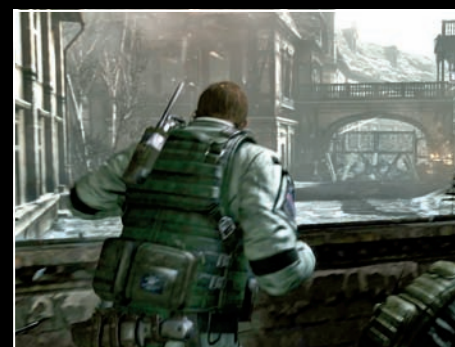


HEAVIER MUTATIONS

Mutating J’avo can be knocked to the ground, but otherwise you can’t hurt them. Enemies that mutate their arms and limbs into wide exoskeleton shields are still easy to defeat if you approach them from behind.

DEAL WITH THE SNIPERS

A machine-gun turret high up and farther down the street fires on all positions. Snipers along the bridge pick off anyone dumb enough to stick their head out. Move from the building interior to the back of the parked truck, then dash up the nearby stairs and take cover along the top wall with the rest of your men. Position yourself on the wall far enough to the right to take out a sniper located in the open second-story picture window on your left.

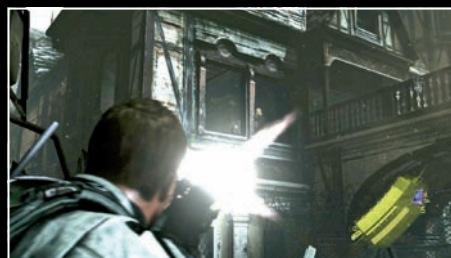


The trucks below begin moving up. This is your cue to hop the wall and fall in behind them. The armored assault transport takes out the machine-gun emplacement on the far right. Move in behind it, then up along its right side, and take cover at the front corner. From here, open fire on the snipers along the bridge above and the building to your left.



TAKE THE BRIDGE

When the area is clear, break cover and dash up the stairs on the far left. Equip your handgun for this assault and perform Quick Shots to take down enemies. Save your Combat Gauge, however, by shooting enemies in the head while they're down. Several enemies are still within the building, and performing too many melee attacks will exhaust Chris.

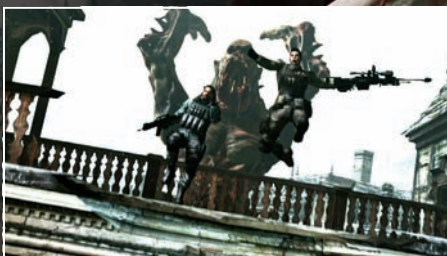


Go upstairs into the interior and take cover against the inside wall. Fire on J'avo hiding in the doorway and below the windowsill of the next room. When the next room seems clear, breach it and smash three item crates to restock. Proceed up the stairs and over the bridge to the locked bell tower. As you can clearly see, a new weapon is stored inside the tower room. Press Partner Action to call Piers to help you break in. Your breach is interrupted when a gigantic B.O.W. begins smashing its way through the street.

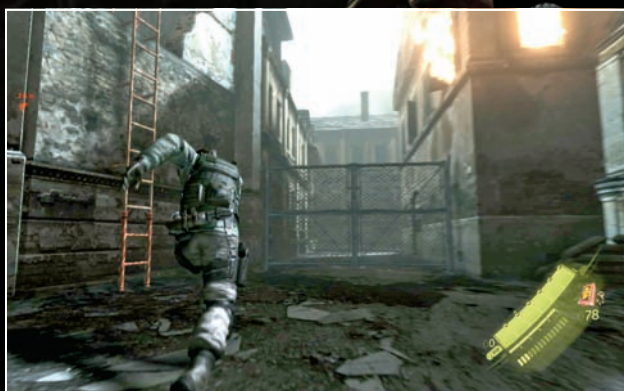


OGROMAN (EDONIAN STREET)

Open fire on the giant monster as it approaches the bridge. Its face and the exposed umbilical muscle on its back are the weak points. Soon the monster smashes its fists onto the bridge, forcing Chris and Piers to leap off.



Continue shooting the monster in the face as it climbs over the bridge. Once it is on your side, turn around and dash for the far end of the street. In Single offline mode, ignore the ladder on the right since it connects to a wooden platform with no supplies. Instead, go up the ladder around the half-corner to the left and climb inside the building. Break the item crates in this area to resupply as you move around. While this is the better position to attack from in Single player offline mode, do note that in co-op mode a better strategy is to position one player on the wooden platform and the other inside the building to shoot the monster from both sides—in the face from the front and in the exposed umbilical from behind.



J'avo come up the stairs from the far end. Most of these are easily killed using Quick Shots and follow-up melee attacks. Many drop additional useful items. However, save the majority of your bullets for the Ogroman outside. The monster stomps down the street until it's parallel to your position and then turns to face you. Soon it raises a fist and delivers a power punch capable of knocking out walls and taking out a large portion of your health. Therefore, relocate whenever the Ogroman stops and faces your position.

Continue shooting the Ogroman in its two weak points, the face and umbilical. Stop whenever the creature reacts in pain and staggers. As you keep shooting the monster, these moments when it falls off-balance get worse until the creature topples to one side, either crashing into the building or leaning on the wooden platform opposite. If the creature leans against the wooden platform, then fight off J'avo in your vicinity until the Ogroman is back on its feet and resume shooting it. But while the creature leans against the building, move to its elbow and press fire to run onto its shoulders. Chris seizes a spine protrusion and tries to pull it out. Tap the Action button rapidly to fill the timer gauge onscreen before the timer needle swings to the right side. Good controller technique for this requires lifting your left hand off the controller and tapping the Action button rapidly with your left forefinger, taking care to lift your pointer only the minimum amount off the button between every tap. If successful, Chris rips the protrusion out of the monster and stabs it in the neck. This causes the monster to run off and ends the battle. If you fail to rip out the spine and stab the monster with it, the Ogroman will grab you and squeeze. Rotate the Left Stick rapidly to break free. You drop to the ground level and should climb back into the building as quickly as possible.



WEREN'T YOU ABOUT TO DO SOMETHING? OH YEAH...

Smash any item crates remaining inside the building's second story where you fired on the Ogroman. Then, head back down the street toward the starting position of the stage. Go up the stairs, which are now on your right. Remember that you were about to break into the tower and collect a new weapon before the Ogroman showed up. Approach the tower door and open it with Partner Action. Inside you find the **Assault Shotgun**, a **First-Aid Spray**, and another item crate to smash.



CROSS-STREET COMBAT

Drop over the side of the smashed bridge and dash up the street to catch up with your men. Fall in behind the APC as it proceeds down the narrow street, and then divert to the right into a sidewalk that goes into a small room. Take down several J'avo with Quick Shots and then



follow-up shots to the head when they're down. Snipers open fire from the windows across the street, so get inside quickly and clear out the small room. Take cover at the doorway leading back to the street, and return fire on the snipers in the opposite windows. Catch up to the APC when the street is cleared.

FLANK AND AMBUSH

The APC parks at the bottom of a wide street full of J'avo. Move to the left side of the APC, then go through the doorway into the ruins to the side. Dash upstairs and take out an idle sniper on the upper level. Jump the gap, look down and to your right, and take out any J'avo that penetrated your lines. Turn left and drop into the next segment. Proceed through the next doorway and head uphill. From the doorway and windows of the last segment, you can flank and ambush J'avo in the streets while remaining protected from sniper fire.



When the area is clear, dash across the street and climb the ladder on the opposite building. Use close-quarters tactics to take out a couple snipers perched up in this area, then smash the item crates.

TAKE THE FENCE LINE

As you head up the clear street, a truck full of J'avo reinforcements arrives. Ready a Hand Grenade and toss it next to the truck to kill most of the reinforcements as they hop out. Clean up the few remainders with Quick Shots and melee attacks. Afterward, go left down the street a bit. Fin, the rookie bombardier, moves in and sets charges to blow the lock. Approach the ledge and press Action to drop into the rail yard.



SURVIVE THE KILL BOX

Fin moves ahead to set charges on a train car that is blocking the exit. Meanwhile, you must defend yourself against J'avo hordes entering the area from the far right. If you are playing as Piers, turn left and climb the ladder to reach a high sniper's perch with a couple of item crates to



break. From here, use your Anti-Materiel Rifle to take out J'avo snipers on the highest level on the opposite side of the area and advancing ground soldiers. If you are playing Chris, move from cover to cover on the ground and return fire on J'avo. Don't be too hasty to advance—reinforcements fill in quickly. Instead, gun down J'avo that attempt to breach your line. Throwing grenades inside the open train cars works well, especially if multiple J'avo take positions inside them. Otherwise, continue shooting targets that pop their heads out from cover until Fin sets the charges and takes cover. Fall back to the marker position and the train car will blow up, ending the battle.



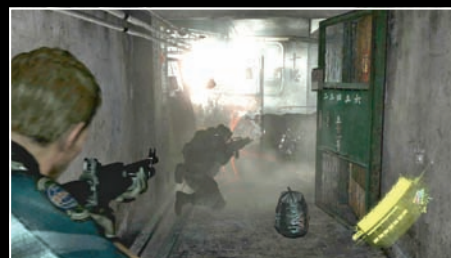
SERPENT EMBLEM:
RAIL YARD

When Fin sets the charges and shouts to take cover, dash forward into the J'avo's territory within the rail yard and head to the far-right corner. A **Serpent Emblem** is visible through the windows of the small building in the back. Shoot it quickly, then turn around and dash back to Fin's position so he can destroy the train car. You should only stop to fight J'avo that take position between you and the Serpent Emblem. Hopefully you won't suffer too much damage if this occurs.



POISAWAN INNER AREA

INNER AREA MAP



USE THE DIRECTIONAL BEACON TO AVOID GETTING LOST

Move into the next passageway until a scene begins. After the scene, move past your troops and go through the door on the right. Take the next left turn to find an item crate that typically drops some Explosive Rounds, and then follow your Directional Beacon back out of there and down the corridor. Descend the stairs at the end, and open another damaged door with a Partner Action.

Smash item crates around the old barber shop, and then move into the back room. Another of your fellow soldiers is attacked and carried off by the giant snake. He's gone: don't waste your bullets. Proceed through the doorway on your right, kick open the next door, and you see the enormous snake slither by again. Move around the balcony to the opening in the low wall, and press Action to slide down the rope.

BACK TO THE SNAKE...

Now you can return to tracking the massive invisible snake B.O.W. that dragged off your team member. Head down the corridor and examine the body at the corner. Then follow your other men around two left turns to a door, which they kick down.



SERPENT EMBLEM: FAMILY BEDROOM

After your men kick down the door and breach the living quarters, go to your left past a Mahjong table into the bedroom. Just inside, turn right and you spot a **Serpent Emblem** on the lower bunk bed.



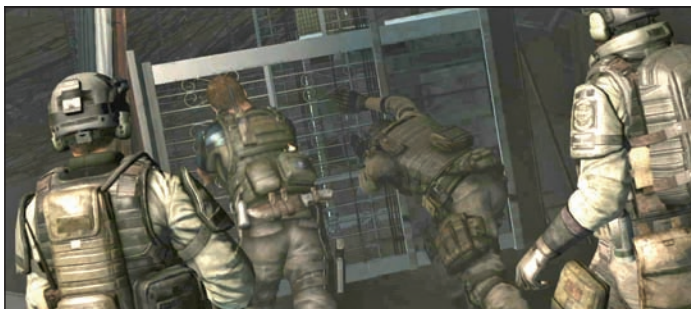
STAY ON THE TRAIL

Search the washroom to the right, just inside the living quarters, to find an item crate to smash. Proceed through the living quarters and continue out the back door. Turn right and follow the corridor until the huge snake is spotted again. Follow it downstairs and open the damaged door with a Partner Action.



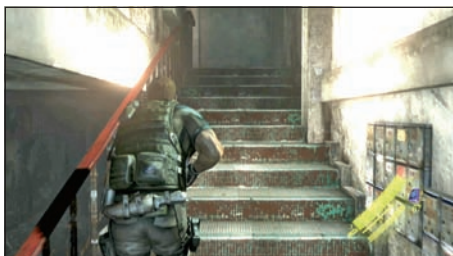
REMOVE THE DEBRIS

As you move to the back of the area, an air-conditioning unit falls in your path. Approach it and press the Partner Action button to push it out of the way.



BRIEF SEPARATION

Chris and Piers are separated when the giant snake drags off more of the soldiers while the team is rappelling down. Proceed down the corridor

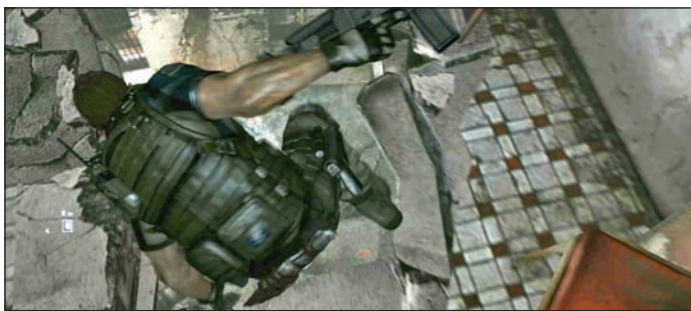


while Chris gets radio updates from his men. When the radio check-ins are complete, enter the niche ahead on the right to smash some item crates. Follow the corridor. You may divert into an open room on your left to find one of your dead troopers and an item crate.

Return to the corridor and approach the stairs at the end. First head left and around the corner to smash another item crate, then backtrack to the stairs and ascend. Piers meets up with you on this floor, where he was dragged by the massive snake. When playing as Piers, you can't do much other than break open some item crates and rejoin Chris as soon as possible. Move down to the broken door in the corner and open it with a Partner Action.

CORNER THIS THING

Proceed down the corridor until the giant snake is spotted again, this time dropping a live man who rejoins your team. Follow the snake into the next room, and drop down through the floor. Another dead soldier can be examined here. Open the gates at the end with a Partner Action.

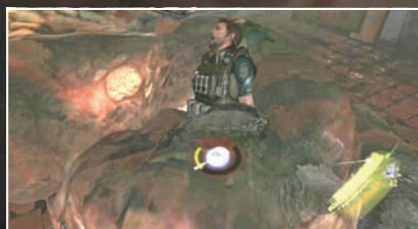


ILUZIJA

Stand in the room and rotate your camera until you spot the vaguely liquid, invisible snake slithering through part of the



room. Shoot it with the Shotgun. Shooting the creature causes it to rear up and attack. Shoot its open mouth, which is its weak spot, to cancel its attacks and drive it away. Repeat this strategy until you are victorious.



Occasionally, the snake swoops in


and knocks you to the ground. You have a chance to break free of this attack by pressing Fire at just the right time. Otherwise, the snake will seize you in its maw and shake you around badly enough to knock two full blocks off your Health Gauge. The massive snake may also wrap around you and constrict. Break free of this attack by rotating the Left Stick. To recover, consume Health Tablets or use a First-Aid Spray and reload between attacks.

After suffering several attacks to the mouth, the giant snake slides through a vent into the next area. Crawl through the vent until the snake appears. Shoot it quickly before it seizes you by the leg. Otherwise, shoot it before it drags you up into the dark, which means instant death. Continue crawling through the vent into the next room.



Following a near-miss encounter just outside the vent, the snake coils around you. Rotate the Left Stick to break free. Resume firing

at the creature to bring it out of hiding while it slithers through the room. When it appears, shoot it in the mouth again to drive it away. Break the available item crates in the empty room and pick up the packs of **12-Gauge Shells** in the sweatshop next door. Slide across tables in the quarters to escape from Iluzija and use these same tables as cover for firing at it.



Also remember to press Ready/Aim while walking backwards to drop and fire your Shotgun from the ground, which helps to avoid the bite attacks.

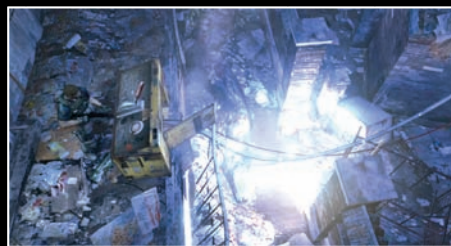


When the snake has had enough, it attempts to flee by smashing through the back doors of the room. Search the sweatshop to find any additional 12-Gauge Shells you may have overlooked during the battle. There is another vent in this room that resembles a fireplace, which you can crawl through to reach someone's living quarters. Inside are several item crates to smash, two **Green Herbs**, and a chest in one corner containing **Skill Points (3,000)**. When you are finished here, pursue the snake.



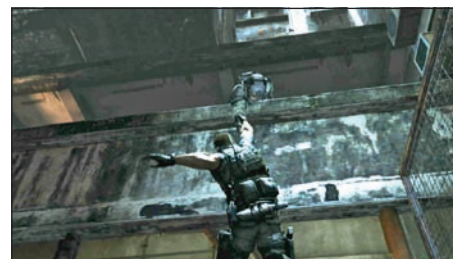
A brush from Iluzija drops Chris and Piers into a sunken and partially flooded area. Marco, one of Chris' men, finds a giant electrical outlet that just might be useful. From your starting position in the pit, run around to the left and dash for the ladder at the far end. The massive reptile may pass by, causing you to stagger. However, this attack does not cause damage and the huge beast has hardened its skin to the point where you can't hurt it, so don't bother trying at this point.

Climb the ladder at the end of the area, and pick up the two **Green Herbs** at either end quickly. Then, move to the central console. Press Action to pull the lever as the enormous monster passes through the water puddle directly below your platform. The circuit overcharges and the plug comes loose. Luckily, Marco is able to plug it back in, despite suffering electric shock. Next time the snake passes through the water puddle below, pull the lever to electrocute it.



NEED A HAND UP?

Hop down from the control platform and dash to the other side of the area. Find where Marco hangs from the upper level, and press Action while standing below him to get a lift up. Grab a **Red Herb** on Marco's platform. Move toward the electric plug but do not touch it or you'll suffer electrocution damage. Instead, head through the open door on the right and down the corridor. Ascend the stairs, head left, and open the door at the end via Partner Action.



DEFEAT THE INSECT SWARM, GNEZDO

Poor Marco is transformed into a Gnezdo, a rather serious enemy that is difficult to kill. Shoot the swirling mass of insects that sometimes takes the form of a walking woman. This should cause a larger insect to appear, which flies separately from the group. This is the queen of the brood, so shoot it and hit it with melee attacks to kill the entire swarm. Watch out for the creature's attacks such as swarming you with insects or forming large swarming projectiles to knock you down.

When the Gnezdo is defeated, its chrysalid shell collapses. Sift through the fragments to find Marco's **C4 Explosive**. Smash the item crates around the room, collect their contents, then approach the red gates. Press the Partner Action button to plant the C4 and blow the gates down. Following a short scene, proceed down the hallway and descend the stairs. Open the door at the bottom with a Partner Action.



WEAPONS

Resident Evil 6 features a variety of weapons, each capable of taking down zombies, J'avo, and other B.O.W.s with varying degrees of efficiency. Unlike the past two entries in the series, *Resident Evil 6* does not feature a shopkeeper, and you will simply find new weapons as you progress through the campaign. Learn every weapon's abilities, strengths, and weaknesses to best defeat your enemies!

NINE-OH-NINE (909)

AMMO	9MM AMMO
Characters	Chris, Jake
Alternate Fire	None
Shots Per Clip	15
Power	150
Crit. Chance	12.5
Reload Speed	A
Firing Speed	A

The starting weapon for Chris and Jake, the Nine-Oh-Nine is a standard handgun with a decent-sized clip and a fast rate of fire. As a weapon, it's rather unremarkable but useful in a pinch.

If you have no other options available, handgun ammo can be stacked much higher than other ammunition—you can unload into enemies even if you can't quickly dispatch them. When planning your inventory, consider keeping some handgun ammo as a precaution.



PICADOR



Helena's unique starting weapon is similar to the Nine-Oh-Nine but can fire an additional round before reloading. Like the Nine-Oh-Nine, the Picador should be used until you find stronger weapons or are otherwise out of ammo.

WING SHOOTER

AMMO	9MM AMMO
Characters	Leon
Alternate Fire	Dual-Wield
Shots Per Clip	18 / 36
Power	120
Crit. Chance	8
Reload Speed	A
Firing Speed	A
Firing Speed (Alt. Fire)	A+

Leon's unique handgun has a larger clip than most other handguns and can be dual-wielded, allowing you to unload numerous bullets into enemies without reloading. As a result, the Wing Shooter proves to be a useful weapon during the entirety of Leon's Campaign.



The Wing Shooter also features a unique combo performed by using Quick Attack up to five times in a row while dual-wielding. While this isn't the best way to use your Action Gauge, it sure does look cool!

SHOTGUN



AMMO	12-GAUGE SHELLS
Characters	Leon, Helena, Jake, Sherry
Alternate Fire	None
Shots Per Clip	8
Power	Far—140x7, Close—180x7
Reload Speed	C
Firing Speed	C

This classic weapon fires in a large spread, allowing you to attack multiple enemies with a single shot and dealing big damage to enemies at close range. You can also use the Shotgun's wide spray of buckshot to hit fast-moving enemies that avoid single-shot weapons like handguns.

The Shotgun is also stronger at long ranges than it would seem, making it a decent weapon against distant enemies as long as you have the extra ammo.



ASSAULT SHOTGUN

AMMO	12-GAUGE SHELLS
Characters	Chris, Piers, Ada
Alternate Fire	None
Shots Per Clip	7
Power	Far—150x7, Close—170x7
Reload Speed	C
Firing Speed	B

This version of the Shotgun doesn't hold as many shots per clip as the normal Shotgun, but it allows you to fire rounds much faster.



LIGHTNING HAWK



Although this looks like a standard handgun, it's incredibly powerful and features stopping power at any range. It fires slowly, but it knocks down any enemies it hits, allowing you to quickly clear a path. The Lightning Hawk is especially effective in constricted areas like hallways.

Magnum ammo is scarce, but you can hold up to 50 using a single slot, making it a useful and powerful weapon.

AMMO	.50 ACTION-EXPRESS MAGNUM AMMO
Characters	Leon, Helena
Alternate Fire	None
Shots Per Clip	7
Power	1,200
Crit. Chance	8
Reload Speed	A
Firing Speed	B

HYDRA



AMMO	10-GAUGE SHELLS
Characters	Helena
Alternate Fire	None
Shots Per Clip	3
Power	Far—120x7, Close—170x7
Reload Speed	C
Firing Speed	S

Unlike the other Shotgun weapons, Helena's Hydra is a sawed-off shotgun that fires a large spread in front of her as quickly as you can pull the trigger. The Hydra isn't as strong as the Shotgun at long- and medium-range, but it's devastating at short-range.

Helena has a unique Quick Attack combo when the Hydra is equipped, allowing her to perform three unique attacks. The Hydra can only fire three rounds before reloading and uses a different ammo type than the other Shotguns. Therefore, consider how much space you devote to its ammo.

SNIPER RIFLE



The Sniper Rifle has an attached scope that allows you to precisely target enemies at long ranges. The Sniper Rifle has two levels of zoom that can be triggered by pressing (R3 XBOX/R3 PS3).

Use this weapon to attack enemies at long ranges from the back of the battlefield to support a partner at the front lines. While the Sniper Rifle has a six-shot clip, a long delay occurs between firing each round, so make each shot count!

AMMO	7.62MM AMMO
Characters	Jake, Sherry, Ada
Alternate Fire	None
Shots Per Clip	6
Power	700
Crit. Chance	100
Reload Speed	C
Firing Speed	C-

ELEPHANT KILLER



AMMO	.500 MAGNUM AMMO
Characters	Jake, Sherry
Alternate Fire	None
Shots Per Clip	5
Power	1,600
Crit. Chance	12.5
Reload Speed	C
Firing Speed	C

This revolver-style handgun functions like the Lightning Hawk but with additional damage, additional delay between shots, and a smaller clip size.

Like the Lightning Hawk, the Elephant Killer is incredibly useful and should be a frequent go-to when you need a powerful weapon.



ENEMIES

Resident Evil 6 features a variety of weapons, each capable of taking down zombies, J'avo, and other B.O.W.s with varying degrees of efficiency. Unlike the past two entries in the series, *Resident Evil 6* does not feature a shopkeeper, and you will simply find new weapons as you progress through the campaign. Learn every weapon's abilities, strengths, and weaknesses to best defeat your enemies!

J'AVO

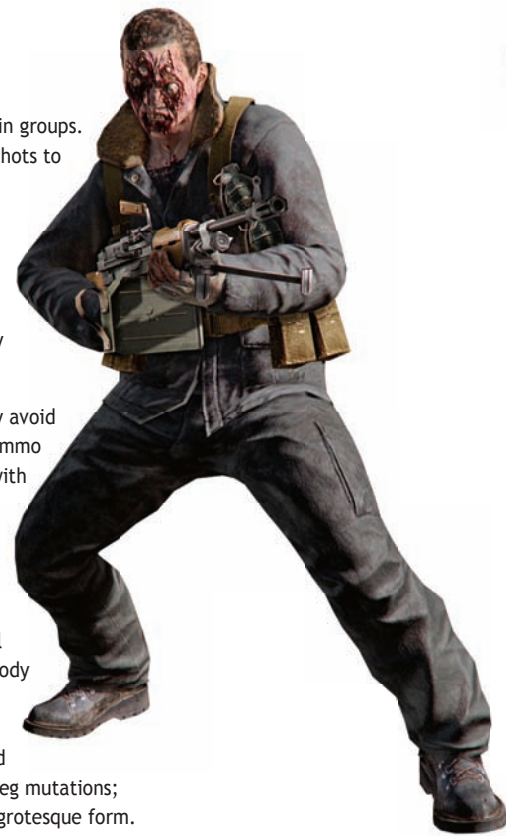
J'avo are mutated soldiers that carry a variety of weapons and are found throughout China and Edonia, often in groups. J'avo have been mutated by the C-Virus, which makes them difficult to kill and capable of surviving multiple shots to the head.

How you choose to deal with J'avo depends upon the weapons they carry. Those with melee weapons are the easiest to attack because they do not have any tactics other than running straight at you. Shoot them as they run, then move out of the way or counter their attacks to take them out.

For J'avo with machine pistols or assault rifles, stand behind cover and wait for them to fire. J'avo aren't very bright, and will fire for a specified amount of time before stopping, giving you the opportunity to return fire.

Occasionally you encounter J'avo with sniper rifles and rocket launchers. Unless you have a sniper rifle, simply avoid sniper J'avo by constantly moving and placing obstacles between you and their laser sight. Don't waste your ammo trying to shoot them with something other than a sniper rifle unless they're fairly close. When you see J'avo with rocket launchers, dispatch them as quickly as possible. These J'avo generally sit in place and fire on you. Spot them and drop them with a handgun or an assault rifle.

J'avo will mutate after suffering considerable damage. The body part you've been shooting will mutate, but occasionally their entire body will mutate into a chrysalid after death. Occasionally, a J'avo's multiple body parts will mutate, creating spider-legged J'avo or mutants with shield arms! Each mutated J'avo is discussed in its own section—a chrysalid is their after-death form; Glava are J'avo with mutated heads; Ruka are J'avo with mutated arms; Noga are J'avo with leg mutations; and Telo are J'avo whose bodies have turned into a particularly grotesque form.



CHRYSLID

After a J'avo is defeated, it will occasionally transform into a hard cocoon. If left alone, the cocoon will hatch into an advanced J'avo—a Strelats, Napad, Mesets or Gneздо!

You can destroy a chrysalid before it hatches, although it is difficult and ammo-intensive because they're extremely durable. Don't use something as weak as a handgun. Instead, use a Shotgun, Grenade Launcher, Hand Grenade, or Incendiary Grenade to destroy one. Chrysalids are vulnerable to electricity, however. If one is near a generator—or you have access to Sherry's Stun Rod—use electricity to take them out!

GLAVA

A Glava mutation occurs when a J'avo has been significantly damaged in the head, usually enough to kill an average J'avo. Head mutations are common and can happen in many stages. It's best to avoid Glava mutations as you would other mutations. However, they're all manageable.

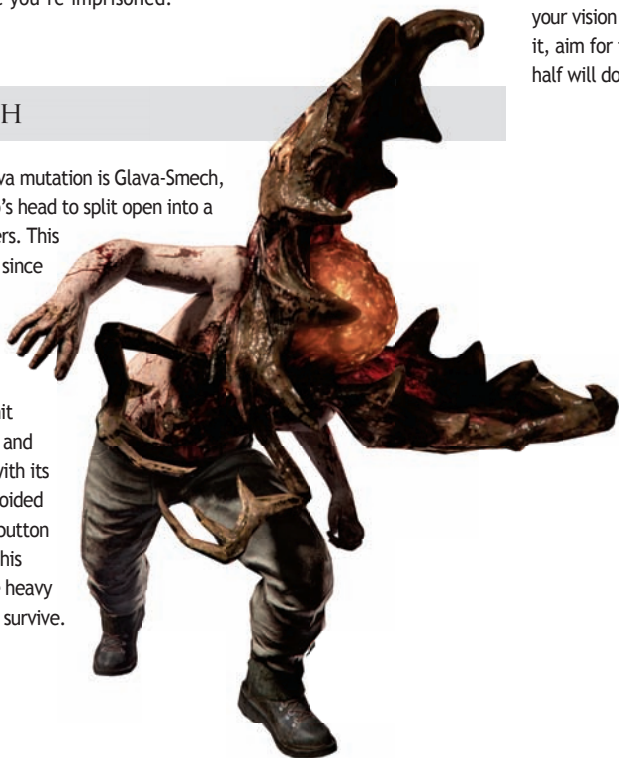
GLAVA-SLUZ



The Glava-Sluz mutation isn't very deadly but can be extremely lethal when it's grouped with normal J'avo or other B.O.W.s. The Glava-Sluz's only attack is a stream of spider webs that imprison you on contact. If you cause a Glava-Sluz mutation, get rid of it immediately to prevent other enemies from killing you while you're imprisoned.

GLAVA-SMECH

The most common Glava mutation is Glava-Smech, which causes the J'avo's head to split open into a grotesque pair of pincers. This enemy is easy to avoid since it has only one attack that is very slow—even if the attack is close, you can safely roll away. If one does hit you, it will pick you up and attempt to crush you with its pincers. This can be avoided with a properly timed button press. Even if you fail this event, you suffer some heavy damage but ultimately survive.



GLAVA-BEGUNATS

Glava-Begunats is a mutation that causes three insect heads to emerge from the affected J'avo's head, driving it insane. The crazed J'avo endlessly chases you at a fast pace until it kills you or vice versa. When it mutates, a Glava-Begunats will only swing at you. To take out a Glava-Begunats, shoot each of the three insect parts that sprouts from its neck. A few shots from even the weakest weapon will destroy each head and is the easiest way to kill it.

GLAVA-DIM

The rarest Glava mutation is the Glava-Dim, which only appears in two stages of the campaign. When the Glava-Dim is activated, the J'avo's head splits into two halves, each half-insect, half-horrible-flesh-orb. The Glava-Dim attacks by spitting red poison at you, which blurs your vision and slowly drains your health. To destroy it, aim for the mutated sections of its head—either half will do!

