

How to return to previous points in RE4 Remake

Resident Evil 4 Remake includes 16 chapters, spread across three main areas. As you play, you'll fight enemies, collect loot, and discover secrets. However, once you have to go to the next area, you will not be able to return to the previous area.

Returning to previous areas in Re4 Remake may not be important to many people, especially if they just want to get to the end of the story. But for many players who need to search for all the secrets in an area such as chests and side quests, if they accidentally go to the next level, when they want to return to the previous area, it will be impossible. Here are a few tips on points of no return in Resident Evil 4 Remake.

How to return to points of no return in Resident Evil 4 Remake

Points of no return in RE4 Remake can be classified into two types, soft lock and hard lock (soft lock and hard lock). This is the term used to refer to the level of return in Resident Evil 4 Remake.

Where softlock is you cannot return to a specific area, but you can still freely explore the rest of the entire area. Conversely, a hard lock will not allow you to return to the previous area.



If you want to go back, you'll need to make sure you save the game in case you miss any treasures. Notable request or challenge.

Points in the village do not return

1. **Softlock: Stone Quarry (Chapter 4)** - This is after the first El Gigante boss fight. When you pass through the arena and go to the Cathedral, the cliffside bridge will collapse, at which point you won't be able to get back to the Lake.

2. **Hardlock: Mansion (Chapter 5)** - This is after you rescue Ashley, and the game will direct you through the Farm to get to the Mansion. As you cross the rickety bridge, a cutscene will play. Leon, Luis and Ashley must fend off dozens of infected villagers in a rather intense fight. Once you're done fighting, you'll have no choice but to advance further through the Valley until you fight Mendez . Further, you will reach the Castle.



The point of no return at the castle

1. **Soft Lock: Underground Tunnel (Chapter 10)**: When Leon reaches the throne room, he will fall into a hole. There, Leon will have to go through these areas, including when fighting against Verdugo. These things only happen in a single chapter, once you go up the elevator, you won't be able to go back.
2. **Softkey: The Mine (Chapter 11)**: This includes the scene where Leon carts the mine, as well as the third and final El Gigante encounter. If you want to complete the challenge without damage to your cart, just save a backup before doing this.
3. **Hard Lock: Clock Tower (Chapter 12)** - After leaving the Mines and Hives, you'll return to the opposite side of the Ballroom, where there happens to be a merchant waiting for you. There is also a gondola that will take you to the lower part of the Clock Tower. You can ride the gondola back and forth freely. In fact, you can go back and explore other parts of the Castle, including the throne room. **The only thing you should avoid is taking the elevator to the top of the Clock Tower** . Once you do this, you will not be able to return to any other area in the Castle.

The location does not return within the Island



1. **Softlock: Sample Storage (Chapter 15):** Halfway through this chapter, the helicopter supporting you will explode. You'll then arrive at a ruined village and in the distance you'll see a note telling you to blast the Blue Medal right next to a doorway. If you go through this door and turn the crank, you won't be able to return to any previous area. Additionally, there is a Shooting Gallery near the Merchant that you will encounter after this point. This is the final Shooting Gallery in the game.
2. **Point of No Return: Loading Docks (Chapter 16):** This is the true point of no return in Resident Evil 4. Past this area, all that remains is the final boss, Lord Saddler. There is a merchant ahead when you fight the boss and you should also save the game here. Once you have defeated your enemy, it will lead you to the final part, the epilogue and the expansion pack of the game.

You just make sure that before exploring an area, you save the game before opening a gate or taking an elevator, jumping into a certain area and not being able to return manually. work. The only way you can do this now is to reload the previous save game.

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