

The Definitive Guide to Resident Evil 4 All Treasures Locations

I remember the first time I stumbled through the village in Resident Evil 4. I was low on ammo, my knife was dull, and a chainsaw maniac was hot on my heels. In that panic, I smashed a random barrel and out popped a shiny, spinning treasure. That moment hooked me on the hunt for every hidden gem in the game. Since then, I've played through the campaign more times than I can count, and I've learned that finding resident evil 4 all treasures isn't just about bragging rights, it's about survival. Those extra pesetas buy the rocket launcher that turns a boss fight into a bad memory.

Why Bother With Every Treasure?

Some players argue that treasures are optional fluff, and they're not wrong. You can beat the game without picking up a single gold bar. But if you've ever faced a regenerator with only a handgun, you know that every bit of firepower helps. Treasures in Resident Evil 4 are the game's way of rewarding exploration and careful observation. They give you currency, which lets you upgrade weapons, stock up on healing items, and buy special gear like the Striker or the Rocket Launcher. More than that, they teach you the level design. When you know where every treasure sits, you learn the map so well that you can run through sections blindfolded. That knowledge pays off in speedruns, challenge runs, and professional mode attempts.

I've seen players miss a treasure by a single step and then struggle through the next area with no cash. It's a small thing, but that one missed spinel can mean the difference between a smooth playthrough and a frustrating one. So let's talk about how to find every single one, methodically and without missing a beat.

Chapter 1-1: The Village and the First Houses

The game starts you in a small village that feels like a maze of wooden fences and locked doors. The first treasure is right in front of you, but it's easy to miss if you're panicking. In the first house you enter, the one with the shotgun on the wall, there's a blue vase in the corner. Shoot it or knife it, and a gold bar drops out. That's your first peseta boost. Next, after you meet the merchant for the first time, go back to the village square and look for a well. There's a pendant hidden behind a crate near the well. It's not obvious, but if you walk around the well and check the shadows, you'll spot it.

A common mistake is rushing through this area because the villagers are aggressive. But take your time. Smash every barrel, check every corner. The game rewards patience. I once missed

a treasure in the very first house because I ran straight to the shotgun. I had to reload the chapter just to get it. Don't repeat my mistake.

Chapter 1-2: The Lake and the Del Lago Fight

After the village, you head to the lake area. This section has a few treasures that are easy to overlook because the environment is dark and the fish monster Del Lago is looming. Before you jump into the boat, explore the dock area thoroughly. There's a small shack to the left of the dock that contains a yellow gem. You need to break a wooden crate to see it. Also, on the dock itself, look for a small crate near the water's edge. Inside is a red spinel. These two treasures alone give you a nice cash injection before you even face the boss.

Once you defeat Del Lago, you get a treasure as a reward, but that's a scripted drop. The real hidden ones are the ones I just mentioned. If you miss them, you lose out on a lot of pesetas that could have bought a better weapon upgrade.

Chapter 1-3: The El Gigante Fight and the Farm

The farm area is where the game opens up a bit. You have more space to move, but also more enemies. The first treasure here is in the barn. Climb the ladder to the hayloft and look in the corner behind some hay bales. There's a green gem. It's partially hidden by a pile of straw, so you have to be thorough. Next, in the house with the typewriter, there's a drawer you can open. Inside is a silver ring. That's another treasure. The farm also has a well that contains a gold bar, but you need to lower the drawbridge to get to it. That requires a bit of backtracking, but it's worth it.

I've seen players skip the farm house entirely because they think it's empty. It's not. The game designers put treasures in places that feel like dead ends. If a room has no obvious purpose, it probably has a treasure. That's a good rule of thumb for the entire game.

Chapter 2-1: The Castle and the First Merchant

The castle is where things get intense. The first treasure here is in the room with the big fireplace. Smash the vases on the mantle, and a ruby drops out. It's easy to miss because the room is dark and the vases blend in with the background. Next, in the dining hall, there's a chandelier that you can shoot down. It crashes to the floor and reveals a treasure underneath. That's a fun one, and it's satisfying to see the chandelier fall. The castle also has a hidden room behind a bookshelf. You need to shoot a specific torch to rotate the shelf. Inside is a drawer with a silver watch. That's another valuable treasure.

One trick I learned: after you meet the merchant in the castle, he sells a map that shows treasure locations for the current chapter. It costs 2000 pesetas, but it's worth it if you're stuck.

The map marks every treasure in the chapter, so you can systematically check them off. I buy it every time now. It saves hours of blind searching.

Chapter 2-2: The Underground and the Novistadors

The underground section is a maze of tunnels and water. It's easy to get lost, but the treasures here are plentiful. The first one is in a small alcove near the entrance. You need to break a crate to reveal a gold bar. Next, in the room with the large water wheel, look for a small platform above the wheel. You can jump onto it from a ledge. On the platform is a green gem. The water wheel area also has a hidden passage behind a waterfall. Inside is a chest with a red spinel. That's three treasures in one small area.

The Novistadors, those flying insect enemies, make this section frustrating. They can knock you off ledges and interrupt your search. My advice: take them out first, then search at your leisure. The treasures aren't going anywhere. Also, be careful not to fall into the water. You can lose treasure if you drop it in a panic.

Chapter 3-1: The Island and the Regenerators

The island section is where the game ramps up the horror. Regenerators are terrifying, but they guard some of the best treasures. In the lab area, there's a freezer room. Inside, on a shelf, is a yellow gem. You have to shoot the lock on the freezer door to get in. It's a small detail that's easy to miss. Next, in the room with the large glass tank, look for a crate on the catwalk above. Inside is a silver ring. The island also has a hidden area behind a wall of crates. You need to move the crates by shooting them. Behind them is a chest with a gold bar.

One of the trickiest treasures is in the room with the laser grid. You have to deactivate the grid, then search the far corner. There's a small box on the floor that contains a ruby. It's easy to overlook because the room is tense and you're focused on the lasers. But that ruby is worth a lot of pesetas.

By now, you might be feeling overwhelmed. There are a lot of treasures, and it's easy to miss them. That's why I recommend using a guide or a checklist. I've compiled my own list over the years, and I've found that if you follow a systematic path through each chapter, you can get [resident evil 4 all treasures](#) without backtracking. The key is to check every corner, every crate, every suspicious spot. The game rewards that kind of thoroughness.

Final Tips for the Completionist

If you're aiming for a 100% treasure run, there are a few things to keep in mind. First, some treasures are missable. If you complete a chapter and move on, you can't go back. So make sure you've searched every area before you leave. Second, the merchant's map is your best

friend. Buy it as soon as you can. It marks every treasure in the current chapter, and it updates as you collect them. Third, use the knife or a weak gun to break crates and vases. You don't want to waste ammo on treasure hunting. The knife is silent and infinite.

Another tip: listen for the sound of a treasure. When you break a container, there's a specific jingle if a treasure is inside. If you hear that sound, keep breaking. The game also has a visual cue: treasures have a slight glow. In dark rooms, that glow is your guide. I've found treasures in the castle's shadowy corners just by looking for that faint shimmer.

Finally, don't stress too much. The game is designed to be fun, and treasure hunting is part of that fun. If you miss a treasure, you can always play again. I've done a dozen playthroughs, and I still find new things. That's the beauty of Resident Evil 4. The game keeps giving.

I hope this guide helps you find every treasure. Remember, the goal isn't just to complete a checklist, it's to experience the game the way it was meant to be played. With every treasure you find, you become a better player. You learn the map, you save up for that killer weapon, and you feel the satisfaction of a job well done. So go out there, smash those barrels, and claim your rewards. Happy hunting.