

resident evil 7 not a hero walkthrough

resident evil 7 not a hero walkthrough is an essential guide for players looking to navigate the intense challenges of the "Not a Hero" DLC in the critically acclaimed game Resident Evil 7: Biohazard. This downloadable content features Chris Redfield as he embarks on a mission to uncover the truth behind the Baker family and the mysterious events in Dulvey, Louisiana. In this walkthrough, we will provide detailed strategies, tips for each section of the game, boss fight strategies, and essential items to collect. This article aims to equip players with the knowledge needed to successfully complete the "Not a Hero" DLC, making it a must-read for fans of the franchise.

In the following sections, we will delve into the gameplay mechanics, walkthrough specifics, and strategies that will help you conquer this challenging content.

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Introduction to Not a Hero

The "Not a Hero" DLC for Resident Evil 7: Biohazard serves as an epilogue to the main game, allowing players to step into the shoes of the legendary Chris Redfield. This content picks up shortly after the events of the main story, focusing on Chris's mission to eliminate the remaining threats posed by the Baker family and the remnants of the E-Series bioweapon. Players will experience a different gameplay style, with an emphasis on combat and strategy rather than the puzzle-solving elements that characterized much of the original game.

Gameplay Mechanics

In "Not a Hero," players will notice several key differences from the main game. The mechanics focus heavily on action, with Chris equipped with various weapons and gadgets at his disposal. Understanding these mechanics is crucial for success.

Combat System

The combat in "Not a Hero" is more straightforward compared to the original game. Players have access to firearms, grenades, and melee attacks. Managing ammo effectively is essential, as resources are limited. Players should familiarize themselves with the following:

- **Firearms:** Chris can use a variety of guns, including the M1911 handgun and the shotgun. Each weapon has different strengths, and players should choose based on the enemy type.
- **Grenades:** These can be used for crowd control or dealing significant damage to stronger enemies.
- **Melee Attacks:** These are useful when ammo is scarce, allowing players to conserve resources while still dealing damage.

Health Management

Health management is also crucial in this DLC. Players will encounter various enemies that can deal substantial damage, making it essential to keep an eye on health levels. Healing items such as First Aid Meds and Herbs must be used wisely to ensure survival through tough encounters.

Walkthrough Overview

Now, let's break down the walkthrough for "Not a Hero" into manageable sections. Each section will outline the objectives, enemies encountered, and tips for progression.

Starting the Mission

Upon starting the "Not a Hero" DLC, players will be introduced to Chris Redfield and his mission objectives. The initial area serves as both a tutorial and a place to familiarize oneself with the controls and mechanics.

Exploring the Facility

As players move through the facility, they will encounter a variety of enemies, including molded and new bioweapons. It is vital to take a strategic approach to combat and exploration. Players should look for key items such as:

- Keycards for locked doors.
- Ammo and health items scattered throughout the area.
- Documents that provide backstory and context to the narrative.

Boss Fights

One of the highlights of the "Not a Hero" DLC is the boss fights, which require players to apply all the skills and strategies learned throughout the game. Each boss presents unique challenges that must be overcome to progress.

Encountering the New Bioweapon

Players will face off against a new bioweapon known as the "Molded." This fight emphasizes the importance of dodging attacks and maintaining distance. Players should focus on using grenades and firearms strategically to whittle down the boss's health.

Final Showdown

The final boss fight is against Lucas Baker, who presents a different set of challenges. Players should stay mobile and utilize the environment to their advantage. Keeping track of health and using healing items at the right moment can make the difference between victory and defeat.

Item Locations

Throughout the "Not a Hero" DLC, players will need to collect various items to succeed. Knowing where to find these items can significantly enhance gameplay and combat effectiveness.

Essential Items to Find

Key items include:

- Weapon upgrades: Look for attachments that can improve weapon performance.
- Healing items: Essential for survival, especially during intense battles.

- Keycards: Necessary for accessing locked areas within the facility.

Strategies and Tips

To successfully complete "Not a Hero," players should adopt certain strategies that can enhance their gameplay experience.

Resource Management

Effective resource management is key to survival. Players should prioritize:

- Ammunition conservation: Use melee attacks when safe to save ammo.
- Health items: Always be on the lookout for healing supplies, especially before major encounters.
- Environmental awareness: Use the environment to your advantage in combat situations.

Combat Tactics

When engaging enemies, players should focus on:

- Dodging attacks to avoid damage.
- Targeting weak points on enemies for increased damage.
- Utilizing grenades effectively to control groups of enemies.

Conclusion

The "Not a Hero" DLC for Resident Evil 7: Biohazard offers a thrilling continuation of the survival horror experience, with a focus on action and combat. By following this comprehensive walkthrough, players can enhance their gameplay and tackle the challenges that lie ahead. Understanding the gameplay mechanics, boss fight strategies, and effective resource management will undoubtedly lead to a successful and satisfying experience.

Q: What is the main objective in the Not a Hero DLC?

A: The main objective in the "Not a Hero" DLC is to eliminate the remaining threats posed by the Baker family and to uncover the truth behind the events in Dulvey, Louisiana, while controlling Chris Redfield.

Q: How do I manage my health in Not a Hero?

A: Players should keep an eye on their health bar, use healing items such as First Aid Meds and Herbs wisely, and prioritize finding healing supplies throughout the DLC to ensure survival during encounters.

Q: What weapons can I use in Not a Hero?

A: In the "Not a Hero" DLC, players can utilize various firearms, including the M1911 handgun and shotgun, as well as grenades and melee attacks to combat enemies effectively.

Q: Are there any new enemies in Not a Hero?

A: Yes, the DLC introduces new enemies, including enhanced versions of the molded and unique bioweapons that players must strategize to defeat.

Q: What is the best strategy for boss fights in Not a Hero?

A: The best strategy for boss fights includes staying mobile, dodging attacks, targeting weak points, and utilizing environmental cover. It is also crucial to manage health and ammo effectively.

Q: Can I replay Not a Hero after completing it?

A: Yes, players can replay the "Not a Hero" DLC after completing it to improve their performance, try different strategies, or simply enjoy the experience again.

Q: What items should I prioritize collecting in the DLC?

A: Players should prioritize collecting keycards for accessing locked areas, healing items for health management, and weapon upgrades to enhance combat effectiveness.

Q: How does Not a Hero differ from the main game?

A: "Not a Hero" focuses more on action and combat rather than puzzle-solving, featuring a more straightforward gameplay style centered around Chris Redfield and his mission.

Q: Is there a time limit in Not a Hero?

A: No, there is no official time limit in the "Not a Hero" DLC, allowing players to explore and strategize at their own pace.

Q: What are some tips for beginners playing Not a Hero?

A: Beginners should focus on resource management, practice dodging attacks, familiarize themselves with weapon types, and take their time exploring to gather essential items.

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