

# Revisiting 'Resident Evil 4 Separate Ways': A Deeper Look at Ada Wong's Forgotten Campaign

## The Side Story That Deserves More Attention

If you played the original *Resident Evil 4* back in 2005, you probably remember Leon Kennedy's desperate mission to rescue the president's daughter from a remote Spanish village. But what many players missed, especially if they skipped the PS2 version or the later ports, was a parallel campaign called *Separate Ways*. It tells the same story from Ada Wong's perspective, filling in gaps and adding layers to a narrative that otherwise feels a bit thin. I first stumbled onto this mode years after my initial playthrough, and it completely changed how I saw the game. The phrase "resident evil 4 separate ways" might sound like a minor footnote in the series' history, but it is actually a compact, cleverly designed piece of content that rewards attentive players with backstory, new mechanics, and a sharper understanding of Ada's role in the franchise.

What makes "resident evil 4 separate ways" so interesting is how it reuses the same environments and enemy layouts but completely flips the context. Instead of escorting Ashley Graham, you are spying on Leon and reporting back to Wesker. Your objectives are different, your path through the village is nonlinear, and you get to use a grappling gun that opens up shortcuts and vertical routes. It is not just a reskin. It is a genuine reimagining of the same level design, built for a character who moves faster and fights differently. I remember the first time I played it, I kept trying to approach encounters the way I did with Leon, and I got punished for it. Ada is more fragile but more agile. Her kicks and her TMP require a different rhythm. That shift in gameplay tells you something about her personality: she is clinical, efficient, and always one step ahead. The mode teaches through play, not through cutscenes.

## Why "Separate Ways" Got Overlooked

Part of the reason this campaign flew under the radar is that it was originally exclusive to the PS2 version of *Resident Evil 4* in North America and Europe, while GameCube owners got nothing. Later, it appeared in the PC port and the HD remasters, but by then most players had already moved on. The mode is short, maybe two hours on a first run, and it does not have the same marketing push as the main game. But short does not mean shallow. In fact, I think its brevity works in its favor. It respects your time. There is no padding. Every room you enter, every puzzle you solve, ties directly into the main narrative or gives you a new angle on a character you thought you understood. For instance, you get to see the moment Ada sabotages the helicopter that Luis uses to escape, which is only mentioned in passing in Leon's campaign. Seeing it happen firsthand makes her motives feel more tangible.

Another overlooked detail is how *Separate Ways* introduces the laser-sighted rifle that Ada uses in later games. In the main campaign, you never see that weapon. But here, it is her signature tool. That kind of continuity matters to longtime fans. It rewards you for paying attention across multiple titles. I also appreciate that the mode does not dumb down its difficulty to accommodate a side character. Ada may be a spy, but she is not invincible. The Ganados still swarm, the Regenerators still chase you, and there are a few boss fights that feel genuinely unfair until you learn the grappling gun's timing. That is the mark of good design: it pushes you to adapt, not just to power through.

## What the “Separate Ways” Campaign Reveals About Ada Wong

Ada Wong has always been one of the more enigmatic figures in the *Resident Evil* universe. She shows up, does her job, and leaves without explaining herself. *Separate Ways* does not suddenly turn her into an open book, but it does give you enough breadcrumbs to piece together her loyalties. At the start of the campaign, Wesker tasks her with retrieving a sample of the Las Plagas parasite. He does not trust Leon to handle it. Ada's communications with Wesker are terse and professional, but there is an undercurrent of resentment. She clearly does not enjoy taking orders from him. That tension makes her eventual betrayal in *Resident Evil 5* feel earned. You can see her thinking, “I am only doing this until I find a way out.”

There is also a moment in the castle where Ada encounters Krauser, the rogue agent who trained Leon. The conversation between them is brief, but it hints at a shared history. Krauser calls her Wesker's pawn, and she fires back with a line about him being a traitor. That exchange tells you more about Ada's code of honor than any monologue could. She is not a hero, but she has lines she will not cross. The mode also gives her a few quiet scenes where she observes Leon from a distance. You can almost see her weighing whether to help him or leave him to die. She ends up saving him, but it is never out of altruism. It is always calculated. That ambiguity is what makes her one of the most compelling characters in the series.

## Practical Tips for Playing “Separate Ways” Today

If you want to experience “[resident evil 4 separate ways](#)” for yourself, you have a few options. The easiest is to pick up the *Resident Evil 4* HD remaster on modern platforms, which includes the mode as a bonus. Alternatively, the original PS2 version or the PC port from 2007 both have it. Just be aware that the PC port has some control quirks that might require a fan patch. I personally prefer the HD remaster. It cleans up the visuals without losing the gritty atmosphere. You can also find the mode in the *Resident Evil 4: Ultimate HD Edition* on Steam. Once you start, here are a few things to keep in mind:

- Your grappling gun is your best friend. Use it to reach high ledges and skip dangerous rooms. It also works as a melee attack in a pinch.

- Ammo is scarcer than in Leon's campaign. Conserve your TMP rounds for emergencies. The pistol is fine for most Ganados.
- Ada's kick has a longer reach than Leon's knife, but it leaves you vulnerable if you miss. Time it carefully.
- The laser rifle is powerful but slow to aim. Do not rely on it in close quarters.
- Pay attention to the environment. The mode hides a few collectible treasures that unlock concept art and character profiles.

I also recommend playing through Leon's campaign first, even if you have already finished it years ago. The connections between the two stories hit harder when the main plot is still fresh. If you rush into *Separate Ways* cold, you might miss why certain rooms look different or why Ada lingers in a particular hallway. It is designed as a companion piece, not a standalone adventure.

## **The Legacy of a Side Mode**

Looking back, "resident evil 4 separate ways" was ahead of its time. Long before games like *The Last of Us: Left Behind* or *Uncharted: The Lost Legacy* proved that side campaigns could be just as good as the main game, Capcom quietly delivered a tight, well-crafted story that expanded a beloved world without bloating it. The mode does not overstay its welcome. It gives you exactly what you need: more *Resident Evil 4* gameplay, a fresh perspective, and a deeper appreciation for a character who deserved more screen time. If you have never played it, I cannot recommend it enough. It is a hidden gem in a series full of them, and it holds up remarkably well even by today's standards. The level design is smart, the pacing is brisk, and the story beats land with precision. For anyone who loves *Resident Evil 4*, *Separate Ways* is not just a bonus. It is an essential part of the complete experience.