
(Best viewed on Internet Explorer, "Smaller" text size.)

This FAQ covers Resident Evil for the Nintendo GameCube. It covers the US version, and the Japanese version (BioHazard). In the future, it will cover the European version, which is due out on the Friday the 13th, September 2002.

This FAQ is officially copyright 2002 by CVXFREAK. This FAQ is maintained by CVXFREAK, thus e-mail should always be directed to him. BioHazard is copyright 2002 by Capcom Entertainment. This is an unofficial FAQ, and should not be confused between actual publications associated with Capcom (such as Prima/BradyGames strategy guides).

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I N T R O D U C T I O N

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"From now on, games aren't limited to graphics only -- a balance must be reached between fun gameplay and graphic enjoyment," he continued. "I feel if it isn't like this, the media itself will be endangered. Among game systems focused on graphics, we're aiming to show Nintendo's philosophy of 'fun games.'" - Shinji Mikami (Courtesy of IGNCube.com)

Resident Evil was created back in 1996 for the Sony PlayStation. That game virtually created the genre of survival horror, and put it mainstream. In 1996, everyone knew about BioHazard, or Resident Evil in the west (America, Europe). Future installments continued the innovation that was Resident Evil, as well as the foundation for what a survival horror game should be like.

Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil CODE: Veronica X were all sequels to the original, and improved upon the formula. Now, in 2002, Shinji Mikami plans to remake the first Resident Evil with new storyline additions, a MUCH better graphical engine and to feed the nostalgic Resident Evil fans.

This FAQ was designed to be the best FAQ style for any Resident Evil game. It will feature room-by-room walkthroughs to ensure the easiest and best way to play the game. Each room will feature its own walkthrough, with item lists, and important information for beating Resident Evil. Also included are walkthroughs for the various modes throughout the game, including Hard Mode and Invisible Mode. However, if you just want specific guides for those modes, go to a separate document found wherever this guide can be found.

This FAQ may be found at:

www.biohazardexe.com <--- Especially this site. ALWAYS visit BioHazardEXE for the latest versions of my guides. Also, visit BioHazardEXE for various Resident Evil information! It's run by John and I, so you can count on quick and accurate news about RE!

www.gamefaqs.com
faqs.ign.com

www.neoseeker.com
www.gamespot.com
cubed.biohazardextreme.com
www.cheats.de
www.residentevilfan.com
www.meristation.com

I feel that those 6 sites are extremely responsible enough to host my sites. Updates usually go to www.gamefaqs.com first, but NeoSeeker.com posts them on the same day. BioHazard Extreme and GameSpot need to be notified.. which I will start doing. If you find this anywhere else, please let me know. If I let you use the FAQ and forgot to mention you (there are at least 2 or 3), then email me again to add you to this list. And please, don't ask to host this FAQ anymore. Unless you want to translate it, no more sites can host this document. End of story.

Get ready. Get set. RESIDENT EVIL!

[DISCLAIMER: Please read.]

[I would like to address that this walkthrough covers ONLY the GameCube version of Resident Evil. It does not cover the PlayStation, PC or Saturn version of Resident Evil at all. Contrary to what most XBOX or PS2 fan boys would believe, the games are really different, and the only remainders are the basic flow of the game and the storyline. If you want help, go to these links:

<http://www.gamefaqs.com/console/psx/game/20291.html>
(Original PlayStation version)

<http://www.gamefaqs.com/console/psx/game/20290.html>
(Director's Cut PlayStation version)

<http://www.gamefaqs.com/console/psx/game/23472.html>
(Director's Cut Dual Shock PlayStation version)

<http://www.gamefaqs.com/console/saturn/game/21908.html>
(Saturn version)

<http://www.gamefaqs.com/computer/doswin/game/11819.html>
(PC version)

I have FAQs for each of those games mentioned above, and they are all separate from this PC version. So stop e-mailing me asking about a PSX feature in the GameCube version, because they aren't there! And for note, Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil CODE: Veronica X are direct ports! RE2 is ported over from the PSX Dual Shock Version, and RE3 is ported from PSX, and CVX is ported over from DC. OK?! Stop e-mailing me about them!]

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	B. FIGHTING TACTICS-----	COMPLETED 1/25/03

C. DIFFICULTY LEVEL-----	COMPLETED	1/25/03
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4. WALKTHROUGH- JILL VALENTINE-----	COMPLETED	1/25/03
A. MANSION AREA-----	COMPLETED	1/25/03
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F. JILL VALENTINE SPEED GUIDE (BY ORCA782)-----	COMPLETED	1/25/03
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5.1 INVISIBLE MODE WALKTHROUGHS-----	COMPLETED	1/25/03
A. JILL VALENTINE-----	COMPLETED	1/25/03
B. CHRIS REDFIELD-----	COMPLETED	1/25/03
6. WESKER'S REPORT-----	COMPLETED	1/25/03
7. WESKER'S REPORT II-----	COMPLETED	1/25/03
8. RESIDENT EVIL STORY SYNOPSIS-----	COMPLETED	1/25/03
9. PUZZLES-----	COMPLETED	1/25/03
10. CODES-----	COMPLETED	1/25/03
11. MONSTERS AND BOSSES-----	COMPLETED	1/25/03
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13. PATHWAYS THROUGHOUT THE GAME-----	COMPLETED	1/25/03
14. CRITERIA FOR ENDINGS-----	COMPLETED	1/25/03
15. RESIDENT EVIL/BIOHAZARD GAMES-----	COMPLETED	1/25/03
16. MY REVIEW-----	COMPLETED	1/25/03
17. VOICE ACTORS-----	COMPLETED	1/25/03
18. CREDITS AND CONCLUSION-----	COMPLETED	1/25/03

Search codes:

Because of the overwhelming size of this guide, I makde these Search Codes. Enter them in CTRL F to getto a desired section (just the codes themselves).

VERSION INFORMATION: imnabc
GAME BASICS: pshgf
CHARACTERS: 7hrja
WALKTHROUGH- JILL VALENTINE: pswij
WALKTHROUGH- CHRIS REDFIELD: 564nf
INVISIBLE MODE WALKTHROUGHS: 7777s
WESKER'S REPORT: wrcvx
WESKER'S REPORT II: wr2re0
RESIDENT EVIL STORY SYNOPSIS: bhspa
PUZZLES:909ht
CODES: newbl
MONSTERS AND BOSSES: m\$nyu
FILES: ##\$5
PATHWAYS THROUGHOUT THE GAME: smhkc
CRITERIA FOR ENDINGS: capc5
RESIDENT EVIL/BIOHAZARD GAMES: **65^

MY REVIEW: rervi

VOICE ACTORS: rm.exe

CREDITS AND CONCLUSION: c&csec

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1. V E R S I O N I N F O R M A T I O N

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imnabc

JANUARY 25, 2003

UPDATE: A lot of work was done on this walkthrough over the last couple of months, and the size grew to something very big. It's filler vs. content. Hopefully this guide is the completest source for content on the GameCube Resident Evil at the moment. I also added a nifty trick called "Search Codes." They're numbers the appear in the beginning of a section that you should use in the CTRL+F feature to get to that section quickly.

DECEMBER 4, 2002

UPDATE: Over the last several days, I fixed up the format to make the guide look much cleaner and organized. I added a lot more information where it needs to be done. I won't be quite done for awhile, but I hope the guide improves over time.

NOVEMBER 30, 2002

UPDATE: I am beginning to redo many parts of this guide. I feel they aren't up to the level of my Resident Evil Zero guide, and I feel that the guide should look better and have more information in areas it lacks in. I won't detail them, but everything in the guide will be much deeper and more specific, and I'm organizing everything to be cleaner and more covered. A synopsis of Resident Evil Zero is also in the guide now.
NOTE: Update not included within copyright update.

SEPTEMBER 22, 2002

UPDATE: I forgot to add New Blood to the places hosting this document. Thanks to the Alter Reader Larcen Tyler for letting me know that I forgot to include them.

AUGUST 18, 2002

UPDATE: I just had a change of e-mail. It is now FireEmblemPride[at]hotmail.com.

AUGUST 5, 2002

UPDATE: I added an item list, and added some more to the walkthrough to make things a little more detailed. I'm trying to pull more out of the

system, folks, to better you. ^_^ Enjoy the update.

JUNE 28, 2002

UPDATE: Made some minor updates throughout the entire FAQ.

JUNE 19, 2002

UPDATE: I added a "COMPLETED" area to the TABLE OF CONTENTS. It benefits you because you know when things are done. The dates are there for my personal record purposes, making my life much easier. Overall, the FAQ is complete and very little needs to be added. This MAY be the final update, but I do realize that there are still sections to be cleaned up a little bit, but other than that, the walkthrough is complete

JUNE 18, 2002

UPDATE: Courtesy of my good friend, Nathan Norris (Minesweeper), I have now gotten a transcript of all files up. I have also given the Story section a good trimming down, but I've added elements that I failed to add the first time around.

And for the record, please, please, please, PLEASE use a VIRUS SCANNER to get that asshole virus Klez out of my inbox, pronto! I've been forced to block several people because people's email accounts have been either hacked or they're part of the plan! PLEASE, PLEASE!

MAY 23, 2002

UPDATE: Thanks to ORCA782, a Jill Speed FAQ has been added. I added a Jill Hard Mode FAQ, too.

MAY 19, 2002

UPDATE: Finally completed Chris' walkthrough, and added many things to Chris' sections throughout the walkthrough, like bosses, weapons, etc. The only thing left to do is to transcript all the files in the game. Work on that begins soon.

MAY 16, 2002

UPDATE: Fixed up the walkthrough to make it much more readable. Now you will be able to find where you have left off in the FAQ, thanks to mini sections. Thanks to Adrenaline SL for the suggestion.

MAY 15, 2002

UPDATE: Added codes to the game.

MAY 13, 2002

UPDATE: Added many items for Chris' game. I also added an e-mail

disclaimer, below. You should also notice a change in the name of SECTION 18.

MAY 12, 2002

UPDATE: Worked on Chris' walkthrough some more. I also added the puzzles for Chris' game, and fixed many errors in line breaks, especially in the stories sections.

MAY 8, 2002

UPDATE: Finally started working on Chris' guide. Sorry for the delay.

MAY 4, 2002

UPDATE: BIG update! The format of the FAQ is now much better. I also added the missing part in Jill's walkthrough, and begun Chris' walkthrough. I also added a strategy for Plant 42, and a strategy for Neptune.

APRIL 29, 2002

UPDATE: Change of email.

APRIL 24, 2002

UPDATE: Added another strategy in the Lisa section of Jill's guide.

APRIL 22, 2002

UPDATE: I worked some more on the bosses of the game, to make it a lot easier. I also made some tweaks to the walkthrough, but Jill's return mission to the mansion is still incomplete. I also added the other 2 control schemes. Many modifications were made to the FAQ as well, but there are way too many to mention.

APRIL 15, 2002

UPDATE: 95% done with Jill's walkthrough. Unfortunately I forgot to write the walkthrough for Jill's return to the mansion, thus that area is not finished, but the rest of her walkthrough is.

APRIL 4, 2002

UPDATE: I added more to the FAQ in Jill's Walkthrough.

MARCH 30, 2002

UPDATE: After getting off my lazy behind, I updated the walkthrough.

MARCH 26, 2002

UPDATE: Added more walkthrough for Jill. Added more Wesker's Report II.

MARCH 22, 2002

UPDATE: I added more to the walkthrough of Jill.

MARCH 21, 2002

UPDATE: I finally got the game, and wrote a portion of the first
walkthrough. I added controls, item screen, and even begun some of the
other stuff.

MARCH 18, 2002

UPDATE: Added Wesker's Report I, Resident Evil Story Synopsis, and
other stuff. Game officially released.

MARCH 17, 2002

UPDATE: Added Wesker's Report II.

MARCH 1, 2001

UPDATE: FAQ begun.

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2. G A M E B A S I C S

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pshgf

A. CONTROLS

TYPE A CONTROLS

A: Action/Climb

B: Run (When moving D-Pad/Analog Stick)

Y: Access Item Screen

X: Access Item Screen

R: Ready Weapon

L: Change targets

C-Stick: Move it just once to do a 180* turn

Start Button: Access Options

Z Button: Access map

TYPE B CONTROLS

A: Walk forward

B: Walk backward/Cancel

Y: Action/Climb

R: Ready Weapon

L: Change Targets

C-Stick: Move it just once to do a 180* turn

Start Button: Access Item Screen

Z Button: Access Options Screen

TYPE C CONTROLS

A: Action/Climb

B: Cancel

Y: Access Map

X: Access Item Screen

R: Run

L: Ready weapon

C-Stick: Move it just once to do a 180** turn

Z Button: Change targets

B. FIGHTING TACTICS

EVADE ZOMBIES!

Yes, the zombies are insanely hard. The Handgun takes 6-8 shots to kill them. And no, the Knife isn't as powerful as it was in CODE: Veronica X. You can evade by using the ingeniously placed auto-turn using the C-Stick. The zombies have a great sense of direction. Wherever you go, they'll definitely be fast to go after you (especially the Crimson Heads). The REmake's animation is a little on the soft side, so try

being as quiet as possible around zombies who are in a little daydream. If you can get around them frequently through the games, then you can conserve ammo and avoid many trips to the item box. Unlike Resident Evil Zero, items can only be swapped and accessed in the item box.

CONSERVE AMMO!

Resident Evil is hard. It is easy to use up a lot of ammo. The Tyrant, and Hunters require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun and use the Knife (if you're experienced enough, but I haven't seen many players who have used the Knife). Also, try using the Fuel Canteen as Chris pretty often (Jill should use it, too, but her items might be harmed by the Lighter). It'll save both of them ammo since he gets less weapons than Jill (Chris' Flamethrower doesn't really count since it's possessed for such a short period of time).

FIRE FROM A DISTANCE!

Hunters and Chimeras are extremely versatile when close up to Chris and Jill. You will want to get to a distance and fire guns like the Shotgun, Grenade Launcher and Handgun. When it comes to zombies, try to shoot them at close range because shooting them pretty close is pretty effective.

TRY TO DECAPITATE ZOMBIES!

When playing, the SHOTGUN and sometimes the HANDGUN can blow a zombie's head off. As Chris, he'll blow a zombie head off with the HANDGUN more often than Jill can. For a SHOTGUN SHELL to decapitate a zombie, get close and aim it up, and then fire. (If you do that, you can get a Dagger Knife if you stabbed them with it before using the SHOTGUN).

KEEP 1 GREEN HERB AND 1 FIRST AID SPRAY WITH YOU!

Sometimes you can drop health because some monsters are stronger than others. Avoid this by carrying a Green Herb and First Aid Spray. The Green Herb can cover small damage (such as falls to the Yellow Caution level), while the First Aid Spray can cover sudden health drops from Hunters or Chimeras. Hunters and Chimeras can easily drop the character's health (especially Jill) from Fine to Orange Caution. Having a First Aid Spray and/or a Mixed Herb that can fully heal is beneficial.

MAKE MULTIPLE SAVES!

If this is your first time, I emphasize on this. Make at least 3 saves. Make one for the mansion, and progress on the game, but save onto another spot (preferably the post-Plant 42 fight). Those are definite save areas. If you keep multiple saves, you can then start from and older save if you mess up (EX: Use up too much ammo, get your partner character killed). If you make multiple saves, you won't have to go through the trouble of playing again to gget a slightly different ending.

USE THE BATTERY PACKS, FLASH GRENADES AND DAGGER KNIFES WISELY!

Defense Items are life-savers that should have been in Resident Evil 2. If you have one of these on board (they take no item space), a zombie will get distracted enough for you to start shooting it (sometimes, if you've shot it before using a Defense Item, the enemy will die

automatically). In some cases, especially when BATTERY PACKS are used, they kill the monsters almost instantly. When using a FLASH GRENADE, don't shoot the monster until you're far enough from it, or you will get hurt from the explosion that results from a bullet. You can hold as many as you want, and you can also change which ones you want to use in the item screen. It's preferred that you use Dagger Knives first, because they're least powerful.

LISA CANNOT DIE!

No, she can't die, so stop trying to kill her. The only time you can battle her is in the altar section, in which you either push the 4 stones off the chasm or shoot her down the chasm. Even if you had the Rocket Launcher extra weapon, she'll at most fall down and get up to torture you even further. She cannot be killed until the final battle with her. Avoiding her is the best possible solution ever. She can hit Chris and Jill with such hard force and nearly kill them in just a few hits, everytime you see her. Lisa is fairly intelligent, and she can jump a lot like the Nemesis from Resident Evil 3: Nemesis.

USE THE FUEL CANTEEN!

Yes, to kill a zombie completely, you must burn it or blow its head off. You can also burn zombies with Jill's Grenade Launcher inconjunction with the Napalm Grenades.

C. DIFFICULTY LEVEL

Which best describes your opinion about games?

I. MOUNTAIN CLIMBING- beyond hardships lies accomplishment.

[This is "NORMAL MODE."]

This is very obvious that the game will not be very easy at all on this mode. Zombies will be persistent, health will drop faster and ammo and supplies will be scarce. If you've played another Resident Evil game, this is definitely the mode for you. You'll accomplish a lot in this mode, so take it if you dare.

II. HIKING- the destination can be reached quite comfortably.

[This is "EASY MODE."]

You'll be able to go through the game at a very, very easy pace. You won't accomplish much in a true sense, but you'll have beaten the game, achieved an ending and you'll have a good idea of how things will go the second time around.

After clearing one game on any difficulty with any character, you can access a new title screen, with modified difficulty modes. To access this screen after turning the GameCube off, load a CLEAR SAVE. You can override a save and keep the CLEAR settings (such as the CLOSET KEY you can earn) once you beat the game again.

HARD MODE

This mode is much harder than Normal Mode. The zombies are extremely difficult to kill, and Hunters have a higher decapitation rate. Guns are also weaker in this game, and characters have less stamina. You have

to be extremely careful in this mode. Try to use the FUEL CANTEEN on nearly every zombie you see, which means frequent trips to locations with oil. This is a challenge for those who managed to beat the RE2 TOFU mini game, the RE3 Nicholai survivor mode, and the RECVX Wesker battle game.

NORMAL MODE

Zombies are very hard to kill, but not as extremely difficult as Hard Mode. You'll want to do a lot of dodging as you play this game. Try to save ammo, as it will be valuable in the tunnels and lab area. Try using the FUEL CANTEEN only when absolutely needed, though. This is good for veteran players of the Resident Evil series.

EASY MODE

Zombies are fairly easy to kill in this game, and they don't damage you too much. Ammo is a lot more powerful, and zombies are also sometimes a lot dumber. Crimson Heads are still really difficult, so don't take them lightly. This is the mode good for those who haven't played any of the other 3 Resident Evil games.

INVISIBLE ENEMY MODE

Monsters are invisible in this mode, so you'll have to use hearing to guide you. You can't auto-aim any enemies, either. Listen for the footsteps of a zombie, but that isn't very useful.

1: LOOK "CLOSELY"

If you notice, zombies aren't "invisible." They're really just clear, transparent polygon models running around. And with every polygon model comes a "jaggy." Yes, the jaggies that the PlayStation 2 loves so much makes GREAT use in Resident Evil: Rebirth. When they run, look for something "moving" in the air. This should be obvious. The jaggies in the clear polygon models show up , and you should be able to see passed a zombie.

2: REMEMBER WHERE THEY WERE IN THE MAIN GAME!

They are in the same place as the main game. And since you need to beat the game a few times before you get this mode (unless you imported/borrowed/bought/stole a save from your friend), you should remember where all the respective zombies are.

3: FOOTSTEPS AREN'T THAT USEFUL

I thought this would be the deciding factor, but it isn't. The footsteps of the zombies sound the same regardless of location, so they aren't helpful at all.

4: MIRRORS!

Yes, the zombies are invisible, but they have reflections, too. (HINT, HINT).

5: TAKE YOUR TIME!

Time isn't money here (unless you wanna Vincent Merken your way through the game). Take your sweet ass time studying where a zombie could be.

6: TAKE EVERY WEAPON/HEALING ITEM YOU SEE!

Since you will more than likely get bitten/slashed/eaten, healing items are a must. And so is weaponry.

REAL-SURVIVAL MODE

The only difference is that item box items don't transfer to other item boxes. So if you leave something in one box, you will have to go back to that same item box you claim it again. You can view items in the boxes from the map. Only veteran Resident Evil players should take this mode on, as it is very difficult, even for a vet like me.

ONE TOUGH ZOMBIE

Forest Speyer, the zombie of one of the members of the Bravo Team, will follow you throughout the game. He is strapped onto explosives, so if you shoot him, you'll get blown up, ending the game. Try to avoid shooting him.

D. HEALTH

Throughout the game are healing items that will help you recover from injuries induced by the monsters and object in the game. They are limited, and the different medicines have different effects. Use them wisely. Along with weapons, these are your best friends.

HEALTH STANDARDS

FINE (GREEN) = 100% HEALTH

Little to no damage suffered.

CAUTION (YELLOW) = 75% HEALTH

Some damage suffered.

CAUTION (ORANGE) = 50% HEALTH

A lot of damage suffered.

DANGER (RED) = 25% HEALTH

Extreme amount of damage suffered. Near death.

POISON (RED/YELLOW/ORANGE/RED) = 100%-25% HEALTH

Poisoned by a monster, gradually loses health.

[NOTE: The color depends on what health you're on.]

|1. RED + GREEN = FULL HEALTH|

+-----+
| This herb looks like a small red and green dot on a piece of paper. |
+-----+

|2. GREEN + GREEN + GREEN = FULL HEALTH|

+-----+
|This herb looks like one big green dot on a piece of paper. |

-----+

|3. GREEN + GREEN = 50% HEALTH|
-----+

|This herb looks like 2 small green dots on a piece of paper.|
-----+

|4. GREEN + BLUE = 25% HEALTH AND POISON HEAL|
-----+

|This herb looks like a small blue and green dot on a piece of paper.|
-----+

|5. BLUE = POISON HEAL|
-----+

|This is a blue leaf-like herb.|
-----+

|6. GREEN = 25% HEALTH|
-----+

|This is a green leaf-like herb.|
-----+

|7. GREEN + GREEN + BLUE = 50% HEALTH AND POISON HEAL|
-----+

|This looks like 2 small green dots and a blue dot on a piece of paper.|
-----+

|8. GREEN + RED + BLUE = FULL HEALTH AND POISON HEAL|
-----+

|This herb looks like one big brown dot on a piece of paper.|
-----+

|10. FIRST AID SPRAY = FULL HEALTH|
-----+

|This is a silver can with a spray nozzle on it.|
-----+

E. MOVEMENT

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JILL VALENTINE

Jill is a much slower runner than she is in Resident Evil 3: Nemesis, and it shows. Gone are her uncanny abilities to dodge enemies. She also runs a little slower than Chris. Avoiding enemies in this game actually isn't very hard; you just have to learn how to use the Auto Turn whenever a zombie has you.

CHRIS REDFIELD

He runs faster than Jill, but the same as her applies. Avoiding enemies in this game actually isn't very hard; you just have to learn how to use the Auto Turn whenever a zombie has you.

F. DIFFERENCES BETWEEN CHRIS AND JILL

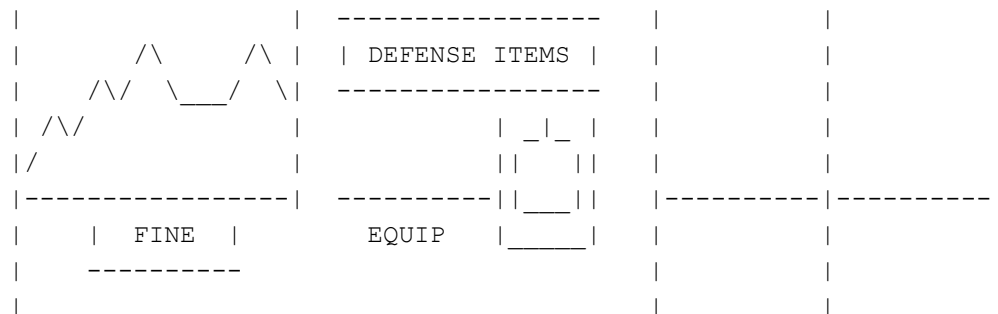
Their adventures both change in certain areas, and Chris has no lockpick. He only has 6 slots, as opposed to Jill's 8. Jill hangs out with Barry Burton, while Chris hangs out with Rebecca Chambers. Chris Redfield also has the Lighter from the start, and the Flame Thrower, while Jill has the Lockpick, and Grenade Launcher. Chris must use Old Keys instead of the Lockpick, and Jill must find the Lighter herself.

For the walkthrough purposes, Chris will be using the FUEL CANTEEN more often than Jill because Chris can't afford to carry health items with his limited spots. Crimson Head zombies tend to do a lot of damage with their Hunter-like slashes, and such, should be avoided like the plague. It will be less of a problem with Jill with the Grenade Launcher (on the easier modes), since her Incendiary Rounds can kill zombies and keep them from becoming Crimson Heads.

G. ITEM SCREEN

Believe it or not, I have gotten mail on how the item screen is used. This is primarily for Resident Evil newbies who can't use the item screen. It's quite self-explanatory, actually. All you really need to do is select what you want and go there by highlighting and then confirming with the A Button.

JILL VALENTINE'S ITEM SCREEN



| |
| |

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DIFFERENCE: Chris has 6 item slots, and an "ITEM LIST" under those 6 slots, while Jill has 8 slots and no "ITEM LIST" header underneath those 8 slots.

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3. C H A R A C T E R S

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7hrja

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CHRIS REDFIELD

AGE: 25

Chris Redfield is a tough guy. He has a sister named Claire, whom you see in Resident Evil 2: Dual Shock/Value Plus/Platinum (in Extreme Battle Mode), and Resident Evil CODE: Veronica X. He is very protective, and is willing to go out of his way to save others he cares about. He also used to be in the Air Force, and can pilot any sort of air craft. If you are a veteran of Resident Evil, I suggest you start with him. If not, then you're better off starting with Jill.

STARTING ITEMS: SURVIVAL KNIFE
LIGHTER

EXCLUSIVE ITEMS: OLD KEY
FLASH GRENADE
FLAME THROWER

PARTNER: Rebecca Chambers, Albert Wesker

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JILL "JIRU" VALENTINE

AGE: 23

Jill is the smart type in the STARS Alpha Team. She is very good with the piano and knows how to mix chemicals. She's not as tough as Chris, in terms of stamina, but a lot smarter. She works pretty well with guns and knives, but not as good as Chris though. She also runs a lot slower. Jill can be arrogant at times, as evidence by her attitude in Resident Evil 3: Nemesis. If you are not a veteran of Resident Evil, I suggest you start with her. If not, then you're better off starting with Chris.

USELESS FACT ABOUT JILL

So where'd "Jiru" come from? That's her name in Japanese... Those Katakana lessons sure come in handy! Her name is Jiru because the Japanese language doesn't use the "L" sound. And if you're wondering what Claire is called... she is called "Kurea."

STARTING ITEMS: HANDGUN
SURVIVAL KNIFE

EXCLUSIVE ITEMS: GRENADE LAUNCHER
ACID ROUNDS
INCENDIARY SHELLS
GRENADE SHELLS
LOCKPICK

PARTNER: Barry Burton

=====

BARRY BURTON

AGE: 38

Barry loves his family so much. He'll do ANYTHING to keep his family safe. During the game, he becomes very helpful to Jill. But he seems to be hiding a secret and Jill eventually finds out. Will he make it? You control that...

=====

REBECCA CHAMBERS

AGE: 18

Rebecca is the young medic of STARS Bravo Team. She is well trained and pretty smart for her age. She is a rookie at her work, but she can be well trusted. Her gun ability is amazingly good for her age. But she can get hurt a lot easier than Chris and Jill. Besides Chris and Jill, she's the only other character you control. Apparently, Rebecca Chambers went through hell before this game even started, in BioHazard/Resident Evil Zero. Apparently, she doesn't like to show it.

STARTING ITEMS: HANDGUN
FIRST AID SPRAY
LIGHTER

EXCLUSIVE ITEMS: None

PARTNER: Chris Redfield

=====

ALBERT WESKER

AGE: 38

Wesker is the cool type guy. He wears shades and never seems to take them off. When he gets to the mansion, he gets a little... shady. He vanishes every now and then and refuses to talk in detail to Chris and Jill. Is there something up his sleeve?

=====

RICHARD AIKEN

AGE: 23

Richard Aiken is found near a corridor where a giant snake has bitten him. After you cure him with serum, he might be of some help. He is a really annoying guy, personally. His voice acting is mediocre, and he can be stupid at times, especially in Chris' game.

=====

BRAD VICKERS

AGE: 35

Brad Vickers is the pilot of the S.T.A.R.S. Alpha Team. As evidenced by the introduction FMV, he is a wimp, and runs away after the other team members are attacked by zombie dogs. A decent shooter at best, Brad Vickers faces an unhappy death 3 months later, by an evil Tyrant, called "Nemesis." After that, he was murdered again by Leon Kennedy, only Leon shot him as a zombie. After the Raccoon City nuke, he is no more.

ENRICO MARINI

Age: 41

Enrico Marini is the leader of Bravo Team. He is a great leader, and is unfortunately murdered after discovering a secret about the entire affair of the game. He lead Bravo Team greatly.

=====

4. W A L K T H R O U G H - J I L L V A L E N T I N E

=====

pswij

A. MANSION AREA

SECTIONS

ENTER THE MANSION
=====

ITEMS: SHIELD
DAGGER KNIFE
INK RIBBON
BLUE GEMSTONE
BOOK OF CURSE
MANSION MAP
OIL CANTEEN

LOOKING AROUND
=====

ITEMS: SWORD KEY
SHOTGUN
ACID ROUNDS
HANDGUN MAGAZINE
DOG COLLAR
DOG WHISTLE
FAKE KEY
ARMOR KEY
LIGHTER
ACID ROUNDS
MASK W/OUT ALL
BATTERY PACKS

DEATH MASK HUNT
=====

ITEMS: DEATH MASK I
SHOTGUN II
SHEILD KEY
DEATH MASK II
DEATH MASK III
WIND CREST
HERBICIDE
LURE OF A BEE
GOLD
BEE SPECIMAN
JEWELRY BOX
WOODEN EMBLEM

GETTING OUT

=====

ITEMS: MUSICAL SCORE
MUSICAL SCORE (2)
MOONLIGHT SONATA
GOLD EMBLEM
ARMOR KEY
STONE AND METAL OBJECT

ENTER THE MANSION

=====

DINING ROOM

Learn the controls, and grab the INK RIBBON on the table. Then go to where Barry is. After the cut-scene, head through the nearby door.

=====

KENNETH ROOM

Turn to Jill's left and then you'll see the very first zombie. Run back to the DINING ROOM.

=====

DINING ROOM

After the cut-scene, head back to the MAIN HALL.

=====

MAIN HALL

Search behind the staircase, and upstairs. Then go back and talk to Barry. After he leaves, go to the door to the right, opposite the door leading to the DINING ROOM.

=====

STATUE ROOM

There is an opening to the left covered by a dresser, which you should push to the right. Head into the opening. On the shelf, grab the shining item. It is the DAGGER KNIFE, and it comes in handy. On your way back, a zombie will attack you, but if you almost get bitten, Jill will automatically use the DAGGER KNIFE so you can evade the zombie. EVADE THE THING, or KILL IT.

You can kill it by pushing the dresser in front of the opening, trapping it. Then use the KNIFE and KNIFE away at it.

To get the MANSION MAP, push the dresser back in front of the opening. Using A, climb on top of the dresser, and jump down on the opposite side. Then push the dresser towards the statue, until it stops. Climb on it, and then head to the shining item on the statue. Grab it, and its the MANSION MAP.

Return to the MAIN HALL.

=====

MAIN HALL

Head up the stairs, and to the door directly on top of the staircase.

=====

GRAVEYARD

Is this the GRAVEYARD that was cut from the PSX BioHazard? Who knows. Wander the graveyard until you see a casket. Inspect it, and there's an indentation of an arrowhead. Inspect a gate you see, and its locked. There is an item behind it. Return to the MAIN HALL.

=====

MAIN HALL

Take the stairs to JILL'S left. Take the double doors into the UPPER DINING ROOM.

=====

UPPER DINING ROOM

You might want to kill that zombie on the left. The KNIFE is somewhat effective. The CODE: Veronica X method of slashing at the legs is really difficult, so just try to dodge. See the statue? Push it forward and then push it over the gap in the railing. It'll fall down. Circle the UPPER DINING ROOM and grab the DAGGER KNIFE. Do not waste it. Head back to the MAIN HALL.

=====

MAIN HALL

Return to the DINING ROOM.

=====

DINING ROOM

Head to where the statue fell? Run there and pick up the BLUE GEMSTONE. Return to the KENNETH ROOM.

=====

KENNETH ROOM

Head left and watch for the zombie on the other side of the hall. Head to the door left of where Kenneth was killed. Search him for an item called "KENNETH'S TAPE."

=====

FAR LEFT STAIRS

Circle the hall, until you reach the stairs. Near the birdcage is a HANDGUN MAGAZINE. Grab the 2 GREEN HERBS. Head yourself if you must. Up the stairs is a door you should go through.

=====

Z HALL

If you check the map, the place looks like a Z. Head down the hall, and kill any zombies you may see. Down the hall, you should see a shiny item. Grab the GOLDEN ARROW. Examine it so it becomes an ARROWHEAD." Under the big mirror near where you found the SPEAR are HANDGUN MAGAZINES. Go to the door on the map that leads to the UPPER DINING HALL.

=====

UPPER DINING HALL

Head back to the MAIN HALL.

=====

MAIN HALL

Return to the graveyard.

=====

GRAVEYARD

Head to where you saw the Spear indentation. Use the ARROWHEAD on the casket. Stairs will be revealed. Go down them.

=====

MACHINERY ROOM

Wander through this room until you see a BOOK OF CURSE. Grab it. Examine the BOOK in your item list. You'll notice by the entrance 4 faces above 4 tombs. Remember that for later. Return to the GRAVEYARD.

=====

GRAVEYARD

Return to the MAIN HALL.

=====

MAIN HALL

Head to the STATUE ROOM.

=====

STATUE ROOM

Examine the BOOK, and turn it around. You'll see the SWORD KEY. Take it, and read the book. Take the SWORD KEY and use it on the door.

=====

L HALL

Head through, and you'll hear a window crack. Run through, and push the far cabinet back to get HANDGUN MAGAZINE. Head to the M HALL.

=====
M HALL

Run to the nearest door and use your SWORD KEY. Enter.

=====
DOG AREA

Run down and grab the GREEN HERBS. Grab the HERBICIDE from the wheelbarrow, too. Return to the M Hall.

=====
M HALL

Use the SWORD KEY on the next door. Enter the BATHROOM.

=====
BATHROOM

Look around, and drain the tub. Grab the DAGGER KNIFE from the tub. Return to the M HALL.

=====
M HALL

Run toward the next door. Enter the CEILING ROOM.

=====
CEILING ROOM

Run across to the other door leading to the SHOTGUN RACK ROOM.

=====
SHOTGUN RACK ROOM

Take the INK RIBBON. Then take the SHOTGUN. After you take it, leave.

=====
CEILING ROOM

The ceiling begins to drop.

=====
M HALL

You are back in the M HALL. Head through the double doors nearest you.

=====
DOOR HALL

Head to the door to Jill's right.

=====
RIGHT STAIRS

Kill the zombie, and enter the LEFT STAIRS SAVE ROOM.
=====

RIGHT STAIRS SAVE ROOM

Grab the OIL CANTEEN you find, along with some GRENADE. Deposit both into the ITEM BOX. Near the TYPEWRITER is an oil container. Fill your OIL CANTEEN with OIL so you can burn any zombies you kill. Save the game, and head out.

=====

LOOKING AROUND

=====

RIGHT STAIRS

Climb the stairs. Kill the zombies, or dodge them, and head right. Turn left at the corner, and enter into the U HALL.

=====

U HALL

Dodge all the zombies, and turn right into the door. This is the STUDY.

=====

STUDY

Grab the DOG WHISTLE and the LIGHTER. Exit the way you came.

=====

U HALL

Run all the way to the end, passing all doors until you get to the very last one. Dodge all zombies, and head into the MAIN HALL.

=====

MAIN HALL

Barry will give you ACID ROUNDS. Run across the room into the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Run to the right of Jill, to the second door on the end. She is in the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY

Head to the nearest door, without entering the stair area.

=====

STAIN GLASS BALCONY

In front of that Stain Glass, equip the SHOTGUN and use the Dog Whistle. Dogs will attack you, so kill them quickly. Grab the shining item on the floor. It is a DOG COLLAR. Inspect it, and you pull out some sort of JEWEL. Inspect the JEWEL in all areas and you get an IMITATION KEY. Return to the LEFT STAIRS HALLWAY.

=====
LEFT STAIRS HALLWAY
Return to the UPPER DINING ROOM.

=====
UPPER DINING ROOM
Head to the Z HALL.

=====
Z HALL
Run to the door you first entered this room from, and turn right. Enter the door you see. It is the BLADE ROOM.

=====
BLADE ROOM
Run to the ARMOR KEY you eventually see. Grab it. Now the first puzzle occurs.

| !!! BLADE PUZZLE !!! |
| |
|Take the FAKE KEY and USE it in the opening where you took the |
ARMOR KEY. The blade that's going after you should stop.

Take the ARMOR KEY. Leave for the Z HALL.

=====
Z HALL
Run toward the UPPER DINING HALL.

=====
UPPER DINING HALL
Take the door next to the one you just came through, into the LEFT STAIRS.

=====
LEFT STAIRS
Head down the stairs you see after dispatching the zombies. A super-zombie might go after you, so be very careful. At the bottom, head into the door nearest you.

=====
LEFT STAIRS SAVE ROOM
Prepare any of your items if necessary. Then leave.

=====
LEFT STAIRS HALLWAY
Run across the hallway, and head back up the staircase. Return to the UPPER DINING HALL.

=====

UPPER DINING HALL
Head over to the MAIN HALL.

=====

MAIN HALL
Head down the stairs, and to the DINING HALL.

=====

DINING HALL
Head to the KENNETH ROOM.

=====

KENNETH ROOM
From this hall, head all the way right, and turn left at the corner.
Head down the stairs, and unlock the door. Head back up the staircase,
and to the door you just passed. Unlock it with the ARMOR KEY. But do
not go through yet. Head to the DINING ROOM.

=====

DINING ROOM
From here, head to the MAIN HALL.

=====

MAIN HALL
Head upstairs to the UPPER DINING HALL.

=====

UPPER DINING HALL
From here, go to the LEFT STAIRS.

=====

LEFT STAIRS
From here, take the stairs down, and run down passed the LEFT STAIRS
SAVE ROOM. Head to the door nearby, using the SWORD KEY. When the
options YES and NO come up, select YES so you can discard the SWORD KEY.
Head inside.

=====

STORAGE ROOM
Do not grab the BROKEN SHOTGUN. Just grab the BATTERY PACK. Leave.

=====

LEFT STAIRS HALLWAY
Head to the door to the right of Jill, unlocking it with the ARMOR KEY.

=====

F HALL

Notice on the map that this hall looks like an F? OK, run down a bit and grab the BATTERY PACK. Then head further down, turn the corner and enter the VINE ROOM.

=====

VINE ROOM

Run over to the machine pumping the water and use the HERBICIDE. Once it is submerged into the water, examine the machine again and select YES. Then select the first option you see. The vines will then die from the HERBICIDE. Grab the MASK W/OUT ALL you see on the wall.

=====

DEATH MASK HUNT

NOTE: There are many GREEN HERBS here. Due to the overwhelming difficulty of this game, it is suggested you only take them when you run out of healing supplies. They will still be here when you return from the GUARDHOUSE, and by then, this place will be a Hunter festival. Pick these GREEN HERBS up when you return from the GUARDHOUSE, or when you really, really need them.

Head back to the F HALL.

=====

F HALL

Run back to the door you used to get to this hall for the first time, and turn left. Run down, and zombies will bust in from the windows! IGNORE THEM and run. Turn the next left you see, and head through the nearest door. Grab the DAGGER KNIFE, and head to the TIGER STATUE ROOM nearby.

=====

TIGER STATUE ROOM

Head to the TIGER STATUE and use the BLUE GEMSTONE. You will get SHOTGUN SHELLS. Head back to the F HALL.

=====

F HALL

The zombies that popped through the window are on the left. Let them bite you, and use DAGGER KNIFE or BATTERY PACK against one of them to save ammo. Head into the door nearby.

=====

BEDROOM

Head to the desk across the room, passed the bed. On the bed is a HANDGUN MAGAZINE. On the desk is a diary. After reading it, a zombie attacks you. Kill it (you will probably need a DAGGER KNIFE). Exit.

=====

F HALL

Head to the door to the right, and kill the zombies you haven't killed.

Head through the door on the right. It leads to the KENNETH ROOM.

=====

KENNETH ROOM

Head to the DINING HALL.

=====

DINING HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head upstairs. Head to the door to the right of the one leading to the U HALL. Unlock it with the ARMOR KEY, but do not go through yet. Head to the U HALL.

=====

U HALL

Unlock the single door nearby using the ARMOR KEY. Before entering it, unlock the double doors you see nearby with the ARMOR KEY. Head to the RIGHT STAIRS.

=====

RIGHT STAIRS

Here, go to the door passed the staircase leading down and unlock it with the door. Do not enter it yet. Head down into the DOOR HALL.

=====

DOOR HALL

Unlock the door down the hall, near the open space, using the ARMOR KEY. When the YES or NO option comes up, select YES so you can discard the ARMOR KEY. Do not go through, yet. Return to the RIGHT STAIRS.

=====

RIGHT STAIRS

Return to the U HALL.

=====

U HALL

Return to the single door you unlocked a few minutes ago.

=====

RICHARD ROOM

You'll see Richard Aiken here. You'll have to get him SERUM. Head outside to the U HALL.

=====

U HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head into the door you just unlocked. It leads to the FOREST BALCONY.

=====

FOREST BALCONY

Run across. Grab the HANDGUN MAGAZINE you see. Run down and you'll see a familiar person: Forest Speyer. (Barry will be here if you used the BROKEN SHOTGUN in the SHOTGUN RACK ROOM, and give you the GRENADE LAUNCHER). Grab the GRENADE LAUNCHER from him if you didn't see Barry here, and run down. Grab the GREEN HERBS. Forest will then attack you, so use the SHOTGUN or the GRENADE LAUNCHER to kill this tough zombie. Exit back into the MAIN HALL.

=====

MAIN HALL

Head into the first floor, and into the DINING ROOM.

=====

DINING ROOM

Head into the KENNETH ROOM.

=====

KENNETH ROOM

Head into the F HALL.

=====

F HALL

Head into the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY

Head into the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Grab the SERUM from the shelf and rearrange your items. Make sure you have the HANDGUN, SHOTGUN, GRENADE LAUNCHER, LIGHTER, GREEN HERB, SERUM, MASK and the ARMOR KEY. Return to the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY

Return to the F HALL.

=====

F HALL

Head to the KENNETH ROOM.

=====

KENNETH ROOM

Return to the DINING ROOM.

=====

DINING ROOM

Return to the MAIN HALL.

=====

MAIN HALL

Return to the U HALL.

=====

U HALL

Head into the RICHARD ROOM.

=====

RICHARD ROOM

Heal Richard. After you heal him (he doesn't die from poison this time, like in the original version), head to the door to the left of Richard. Grab the 2 GREEN HERBS, too.

=====

SMALL L HALL

This is a smaller L HALL. Kill the zombie you see, and run to the door passed it (to the left of the door you used to enter this hall).

=====

SMALL DINING ROOM

This is a SMALL DINING ROOM. Grab the HANDGUN MAGAZINE on the table. Then go to the candles you see on the table and light them with the LIGHTER (I told you to go get the LIGHTER back in the LEFT STAIRS SAVE ROOM). See the display shelf? Push it to the right to reveal a secret annex room. There is a zombie, so kill it! Examine the display shelf in this annex for a MUSICAL SCORE. Return to the SMALL L HALL.

=====

SMALL L HALL

Return to the RICHARD ROOM.

=====

RICHARD ROOM

Return to the U HALL.

=====

U HALL

Head into the double doors into the KNIGHT ROOM.

=====

KNIGHT ROOM

The knight statues move, but do not worry. Nothing in this room can kill

you.

```
-----  
| !!! KNIGHT PUZZLE !!! |  
| Your objective is to push all the statues back into their normal |  
| position. |  
| |  
| -Have Jill push the FAR LEFT first. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| -Have Jill push the FAR RIGHT STATUE next. |  
| -Have Jill push the FAR LEFT STATUE again. |  
| -Have Jill push the CLOSER LEFT STATUE. |  
| -Have Jill push the FAR RIGHT statue again. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| -Have Jill push the CLOSER LEFT STATUE again. |  
| -Have Jill push the CLOSER RIGHT STATUE next. |  
| |  
| Voila! Examine the center podium, and press the button. |  
| A painting slides. |  
| |  
| Grab it, and it is a JEWELLRY BOX. |  
| |  
-----
```

We will solve it later. For now, insert it in the ITEM BOX. To do that, head to the RIGHT STAIRS SAVE ROOM.

=====

U HALL
Head to the RIGHT STAIRS.

=====

RIGHT STAIRS
Return to the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM
Save, and deposit the GRENADE GUN and JEWELRY BOX. Barry has also left some items here for you, like FIRST AID SPRAY, HANDGUN MAGAZINE and INCENDIARY SHELLS. Deposit them. Head back out.

=====

RIGHT STAIRS
Apparently, we can't get back into the DOOR HALL anymore, so head up the stairs, and to the you had unlocked earlier.

=====

DEER HEAD ROOM
Head to the door to the right first. Grab the RED HERB and GREEN HERB.

=====

BEDROOM 2
Another bedroom, another nightmare. Grab the FIRST AID BOX. CHECK it to

find FIRST AID SPRAY. Return to the DEER HEAD ROOM.

=====

DEER HEAD ROOM

Take the door to the right.

=====

WASP ROOM

Grab the file on the desk, and read it (if you can). Near the desk is a display of bugs. Grab the FISHHOOK. Run to the display to the right of the door and grab the LURE OF A BEE. Combine it with the FISHHOOK you found. Head to the display to the left of the door and grab the BEE SPECIMAN. After grabbing it, use the GOLD BEE SPECIMAN and attach it to the bug display. Head back to the bug display on the right of the door and use the BEE SPECIMAN. Then press the button.

..suddenly, the BEE SPECIMAN comes to life! Kill it!

Grab the WIND CREST you see. Return to the RIGHT STAIRS.

NOTE: Barry might be here destroying part of a book.

=====

RIGHT STAIRS

Head to the U HALL.

=====

U HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head to the GRAVEYARD.

=====

GRAVEYARD

Head down the stairs to the MACHINERY ROOM.

=====

MACHINERY ROOM

Remember the 4 tombstones I told you to remember? Well, use the MASK W/OUT ALL from the VINE ROOM on the first tombstone. You'll see a really, really disturbing cut-scene. Afterwards, return to the GRAVEYARD.

=====

GRAVEYARD

Head to the MAIN HALL.

=====

MAIN HALL

Head into the DINING ROOM.

DINING ROOM

Head for the fireplace and grab the WOODEN EMBLEM. If you have 2 spaces available in your inventory, then grab it (make sure one of your 6 or less items is the MUSICAL SCORE). Head into the KENNETH ROOM.

GETTING OUT

KENNETH ROOM

Head into the single door you unlocked (NOT the one you unlocked at the bottom of the stairs).

PIANO ROOM

Head to the area passed the piano. There is a shelf. Push it to the left to reveal MUSICAL SCORE (2). Combine that with the MUSICAL SCORE to make MOONLIGHT SONATA. Use the MOONLIGHT SONATA on the piano. After a wall rises, head into the annex and grab the GOLD EMBLEM. Replace it with the WOODEN EMBLEM. If you didn't get the WOODEN EMBLEM, replace the GOLD EMBLEM and go get it. Return to the KENNETH HALL.

KENNETH HALL

Head to the DINING ROOM.

DINING ROOM

Place the GOLD EMBLEM above the fireplace where the WOODEN EMBLEM used to be.

| !!! CLOCK PUZZLE !!! |
| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
| clock is at 6:00, press B and you will get a SHIELD KEY. |

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Head to the DOG HALL.

=====

DOG HALL

Head to the M HALL.

=====

M HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head to the single door you unlocked. It is the CROW HALL.

=====

CROW HALL

There is a puzzle abound.

```
| !!! PICTURE PUZZLE !!! |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored|
| GREEN. Adjust the painting from both sides to make the above |
| colors correspond. Then press the woman painting. |
```

The wall rises, leading to the area behind the locked gate in the GRAVEYARD. Grab the DEATH MASK I. Unlock the door leading to the GRAVEYARD.

=====

GRAVEYARD

Head down the stairs into the MACHINERY ROOM.

=====

MACHINERY ROOM

Attach DEATH MASK I into the 4th tomb. Again, another disturbing cut-scene. Head back to the CROW HALL.

=====

CROW HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head to the RIGHT STAIRS.

=====

RIGHT STAIRS

Kill the CRIMSON HEAD. Head to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM
Make sure you have the GRENADE LAUNCHER. Leave.

=====
RIGHT STAIRS
Head upstairs into the U HALL.

=====
U HALL
Head into the RICHARD ROOM.

=====
RICHARD ROOM
Head into the SMALL L HALL.

=====
SMALL L HALL
Climb the small stairs and use the SHIELD KEY to unlock the door.
Dispose of the SHIELD KEY.

=====
ATTIC
A boss awaits...

=====
BOSS # 1: YAWN
DIFFICULTY: HARD
Use the Acid Rounds you got from Barry, and start shooting it with the
GRENADE LAUNCHER. Half way through the battle, Richard will interfere.
Shoot the Snake some more, and Richard will leave the battle. When you
run out of ammo, grab the SHOTGUN that is on the floor, and keep
shooting it. Eventually, the YAWN should run away.

During the fight, the Yawn attacks with its mouth, so keep moving. If
you get hit by the Yawn, you will get POISONED.

ALTERNATE STRATEGY: To avoid having to battle Yawn, run over to the back
of the room where the DEATH MASK II is. Grab it, and get the hell out as
fast as you can.

=====
[NOTE: With Yawn gone, there will be a wave of "Crimson Head" zombies
around the mansion. They are resurrected zombies of ones you've killed.
Watch out, and keep the Shotgun equipped. They are as fast as Hunters,
and even slash you like Hunters.]

Do not forget to grab the DEATH MASK II in the small hole in the corner.

=====
RICHARD ROOM
Head over to the RIGHT STAIRS.

=====
RIGHT STAIRS
Head to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM
Withdraw the JEWELRY BOX. Go to the item screen and the CHECK option.

| !!! JEWELRY BOX PUZZLE !!! |
| |
| Press both buttons which resemble half of a heart shape. The box |
will open. Inside is the DEATH MASK III.

With MASK IV, our next destination is that MACHINERY ROOM. Head to the RIGHT STAIRS.

=====
RIGHT STAIRS
Head to the U HALL.

=====
U HALL
Head to the MAIN HALL.

=====
MAIN HALL
Head to the GRAVEYARD.

=====
GRAVEYARD
Head to the MACHINERY ROOM.

=====
MACHINERY ROOM
Insert DEATH MASK II into tomb 3 and DEATH MASK III into tomb 2. The big casket above will fall, and a SUPER CRIMSON HEAD will fight you. Use the GRENADE LAUNCHER to quickly kill it, because this is a tough zombie. At least 6 INCENDIARY SHELLS are needed to put this guy down.

Check the casket for a STONE AND METAL OBJECT. There are also SHOTGUN SHELLS. Return to the GRAVEYARD.

=====
GRAVEYARD
Head through the gate to the CROW HALL.
=====

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the small hall across from the door you are at. Head through the door you see, into the EXIT HALL.

EXIT HALL

Run down this outside hallway until you see a door. A zombie dog will also show up, so kill it. Near the door is an engraving. Put the STONE AND METAL OBJECT in it. Head through the door.

Well, we've finished PART 1 of Jill's mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

LISA TREVOR

- ITEMS: BATTERY PACK
- FIRST AID SPRAY
- SUN CREST
- STAR CREST
- MOON CREST
- MAGNUM

GUARDHOUSE

- ITEMS: KEY FOR ROOM 001
- RED BOOK
- CONTROL ROOM KEY
- KEY FOR ROOM 003
- INSECTICIDE SPRAY
- SELF DEFENSE GUN
- MAGNUM BULLETS
- SHOTGUN SHELLS
- GALLERY KEY

LISA TREVOR

SHED

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

=====

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY

Run back to the SHED.

=====

SHED

Head through the DOUBLE DOORS.

=====

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

=====

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

=====

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

=====

GUARDHOUSE

=====

GUARDHOUSE ENTRANCE

Snakes will pour in on Jill, so watch out. Grab any HERBS you see.

Head through the door at the end.

=====

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

=====

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS, GRENADE LAUNCHER/AMMO, and a couple of HERBS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

=====

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

=====

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the INCENDIARY SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

- 2: BLUE
- 3: RED
- 4: PURPLE
- 5: ORANGE
- 6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BOX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

=====

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room except for the RED BOOK. Leave.

=====

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that

can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

=====

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM. You should here a mysterious cut-scene involving Barry.

=====

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

=====

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Jill's feet into the water and go through the double doors.

=====

SHARK TANK

In here is a shark called NEPTUNE. Run back out through the way you came.

=====

SECRET WATER TUNNEL

Return to the 002 ROOM.

=====

002 ROOM

Head into the 002 BATHROOM.

=====

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

=====

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

=====

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

=====

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN
MAGAZINES here. Head into the bathroom.

=====

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

=====

001 ROOM

Head out.

=====

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

=====

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

=====

SECRET WATER TUNNEL

Head to the SHARK TANK.

=====

SHARK TANK

Run to the door that is red on the map of this room. Unlock it with the
CONTROL ROOM KEY. Head inside.

=====

CONTROL ROOM

In here, there will be a difficult puzzle.

	!!!CONTROL ROOM PUZZLE!!!	
	Go down the ladder. Then go to the white board on the table and	
	find the number on it, either being 1, 2 or 3. Now go to the giant	
	window. Once the shark breaks it and the countdown starts. Press	
	the computer switch that is near the window. Then turn around	
	(using the C-Stick) and make a diagonal run (\ this direction)	
	and press the computer switch there. From that console, you'll	
	then want to head directly left to where a lever is and hit that	
	one. Then head into the adjacent hallway and turn left so you see	
	some sort of a tank that has the colors red and green	
	(which are really lights). When it asks you to press either	

| BUTTONS 1, 2 or 3, press the number which was on the board. |
| Return to the second computer console you pressed and press it |
| again. Then return to the lever and then switch it again. Then go |
| back to where the shark is banging and press that switch. The |
| SHARK TANK will be drained. |

Go back to the adjacent hallway and take the door directly to the right.
Then run to the previously water-blocked door.

=====

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

=====

SHARK TANK

With the water drained, run over to the platform and then attempt
to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Jill? Push it into
the Aqua Ring. See the lever to the left? Switch it and then the Neptune
shark gets electrocuted. Thanks to the billions of people who sent it
in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door
you previously went to.

=====

WATER ROOM

Run through here. Head for the next door you didn't go through.

=====

WATER HALLWAY 2

Grab the Magnum Rounds. Head for the door at the end up the ladder.

=====

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

=====

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

=====

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door.
Luckily, Jill need not explore that (though Chris was not as lucky).
Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY.
Run back out to GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole.
Use the INSECTICIDE SPRAY through the hole to kill those bastards.
Return to the GALLERY.

=====

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the
desk. Then head to the 003 in the same room and open it up.

=====

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and
then place the RED BOOK inside.

!!!RED BOOK PUZZLE!!!	
The goal of this perverted puzzle is to align all the books for	
form a nude woman. To do this, select a book and when you do,	
select the book to swap places with it. Eventually you will form	
a nude woman.	

Once the puzzle is solved, head through the door to your next boss
fight.

=====

PLANT 42 ROOM

You're next boss fight awaits...

=====

BOSS # 4: PLANT 42

DIFFICULTY: Easy

Your goal: Head up the stairs and shoot the thing with INCENDIARY
SHELLS. Continuously shoot it until it shrivels up and dies. Hurrah!

It can poison you and constrict you in its vines... so be careful. Other
than that, this boss shouldn't pose much difficulty. 10-12 INCENDIARY
SHELLS should put the thing down.

ALTERNATE WAY: In Jill Valentine's game, to avoid having to fight Plant
42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup
the lighter and clear up three item spaces.

2. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.

4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

=====

GALLERY

Run to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

=====

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Restock on GRENADE LAUNCHER ammo. The next section is tough. Make sure

you have your HELMET KEY. Save, too.

=====

GUARDHOUSE HALLWAY
Exit to the outside.

=====

GUARDHOUSE ENTRANCE
Run back down to the GUARDHOUSE GARDEN.

=====

GUARDHOUSE GARDEN
Run to the lift and ride it the POND ROOM.

=====

POND ROOM
Run across the pond and dodge the snakes. Head back to the GARDEN.

=====

GARDEN
Head to the SHED.

=====

SHED
There are many items here thanks to Barry. Grab them all, especially the ACID ROUNDS, because a new monster is going to show up. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

=====

C. RETURN TO MANSION

RETURN TO MANSION

=====

ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
MO DISK
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2

SEARCHING AROUND

=====

- ITEMS: MEDAL OF WOLF
- MEDAL OF EAGLE
- GREEN HERB
- RED HERB
- BLUE HERB
- BATTERY
- EMBLEM KEY
- BROACH

RETURN TO MANSION

=====

EXIT HALL

Run down the hall and head into the DOOR ROOM. Note that if Richard died, the RADIO will be found here.

=====

DOOR ROOM

There is a Hunter here. Kill it. Head into the RIGHT STAIRS.

=====

RIGHT STAIRS

There is a Hunter here. Kill it. Head into the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

=====

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into the door.

=====

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room using the HELMET KEY.

=====

WALL HALL

There is no snake here this time. There is a puzzle, though.

```
| !!!WALL PUZZLE!!! |
| | | | | | | | | |
| OK. See the statue? Push it in through the opening into the main |
| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
```

| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
| A secret passage will open. |

Jump down the hole. To the left is a BATTERY PACK. To the right is a
LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE.

GRAVE

Head in, and you'll see a grave. Press the button. Grab the diaries
while you are at it. Head down.

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the Spiders.

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it.
Then take the only other door in this room.

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH
ROOM.

-Head to the elevator.

This next optional part (though the RED GEMSTONE isn't optional) is
required for players who want to save Chris Redfield and get a better
ending. Skip the optional section if you want to get Chris Redfield
killed.

=====OPTIONAL=====

=====OPTIONAL=====

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that
there is a Sweeper here. Sweepers, as you'll remember from Resident Evil
CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid
Rounds, or your Magnum. The door to the F HALL will also be torn down,
so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT
STAIRS.

=====

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

We have to unload here. You will also want to save the game. Exit.

=====

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

=====

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the GRENADE SHELLS near the right deer head.

	!!! YELLOW GEM PUZZLE !!!	
	See those drawer cabinets near the center table? Push them toward	
	the deer heads nearby. Then turn the lights off with the switch	
	next to the door. Now attempt to pull the YELLOW GEMSTONE from	
	the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD	
	and grab the RED GEMSTONE. [If you run out of item space, return	
	to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM-	
	-STONE AND GRAB IT! Puzzle solved!	

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

=====

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

=====

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

=====

KENNETH F HALL

Run to the door that leads to the TIGER STATUE ROOM.

=====

TIGER STATUE ROOM

Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK.
Exit.

=====

KENNETH F HALL

Return to the LEFT STAIRS.

=====

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

=====

LEFT STAIRS

Head for the KENNETH F HALL.

=====

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to
the KITCHEN.

=====

=====
=====END-OPTIONAL=====

=====
=====END-OPTIONAL=====

=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride
the elevator down.

=====

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are 2 GREEN
HERBS here. Head back passed the elevator and kill the zombie nearby.
Down from where you killed the zombie, there is a door for you to head
through.

=====

STORAGE ROOM

In here are ACID ROUNDS, BATTERY PACK and the BATTERY! You can now power
up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do
two more tasks. Exit.

=====

TORCH LIT TUNNEL

Head to Jill's left, through a door.

=====

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

=====

BLADE ROOM

Head up passed where you left the FAKE KEY. Passed it is a door. Unlock it with the HELMET KEY.

=====

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

=====

SEARCHING AROUND

=====

BLADE ROOM

Head to the Z HALL.

=====

Z HALL

Head for the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Head for the MAIN HALL.

=====

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

=====

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

=====

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
| | |
Thanks to Daniel Engel for the solution!!

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

=====

REST ROOM

Exit to the MAIN HALL.

=====

MAIN HALL

Head for the GRAVEYARD.

=====

GRAVEYARD

Head to the gate leading to the CROW HALL.

=====

CROW HALL

Head for the other door in this hallway.

=====

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

=====

BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see.

Grab the BATTERY PACK, too. Exit.

=====

DOOR HALL

Head for the EXIT HALL.

=====

EXIT HALL

Head out to the SHED.

=====

SHED

Head to the GARDEN.

=====

GARDEN

Head to the POND ROOM.

=====

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

=====

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby.
Then ride the lift up.

=====

GARDEN

We are in the GARDEN again. Head to the SHED.

=====

SHED

Head to the EXIT HALL.

=====

EXIT HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head for the RIGHT STAIRS.

=====

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game, too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels...

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS
=====

ITEMS: HEX CRANK
ACID ROUNDS
SHOTGUN SHELLS
SURVIVAL KNIFE

AVOIDING LISA
=====

ITEMS: CYLINDER
SHAFT
CYLINDER SHAFT
BROKEN FLAMETHROWER
JEWELRY BOX

MANSION ALTAR
=====

ITEMS: DAGGER KNIFE
STONE RING
STONE AND METAL OBJECT
STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

=====

TUNNEL 1
Head to the first door on the right.

=====

TUNNEL 2
Find the ACID ROUNDS on the floor of this tunnel. Head to the only door
in this tunnel.

=====

PIT ROOM
Head for the door with a HANDGUN MAGAZINE by it.

=====

ENRICO ROOM
Run forward. You'll see a cut-scene with Enrico. Search Enrico's body
for the HEX CRANK. Run down the hallway to Enrico's left. Head for the
door at the end. A Hunter may come in, so run away from it. You may want
to equip something powerful right now.

=====

PIT ROOM
We are back in the PIT ROOM. Head back to TUNNEL 2.

=====

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

=====

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you life, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

=====

BOULDER ROOM

Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

=====

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 6 FLAME ROUNDS to permanently kill it. It has its baby in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME ROUNDS, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME ROUNDS at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

=====

TUNNEL 3

Turn right and head through the door.

=====

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

=====

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to

turn it a second time. Now push it to the space right of the candles
(so it faces the player). You'll get this CYLINDER. Return to the
BOULDER ROOM 2.

=====
BOULDER ROOM 2
Return to TUNNEL 3.

=====
TUNNEL 3
Head into the GIANT SPIDER ROOM.

=====
GIANT SPIDER ROOM
Head back to BOULDER ROOM.

=====
BOULDER ROOM
Head back to TUNNEL 1.

=====
TUNNEL 1
In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head
to TUNNEL 2. Save if you like.

=====
TUNNEL 2
Head for the PIT ROOM.

=====

AVOIDING LISA

=====
PIT ROOM
Here, head over to the control panel you see at the end. Examine it to
get some sort of SHAFT. Combine it with the CYLINDER. It makes the
CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

=====
BOTTOM SHAFT
Run to the nearest door.

=====
LISA TUNNEL
That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Jill. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

=====

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

=====

LISA TUNNEL

Run back to where Barry is. Avoid Lisa Trevor at all costs.

=====

BOTTOM SHAFT

After Barry leaves, look for the ITEM BOX. Pack AT LEAST 2 OR 3 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

=====

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

=====

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

=====

MANSION ALTAR

=====

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Don't worry, as Lisa isn't here anymore. Head to the OUTSIDE PATHWAY 2.

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

=====

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY

Run back to the SHED.

=====

SHED

Head back to the EXIT HALL.

=====

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

=====

DOOR ROOM

Aim for the CROW HALL.

=====

CROW HALL

Run down the entire hallway to the GRAVEYARD.

=====

GRAVEYARD

Head for the MAIN HALL.

=====

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both

STONE AND METAL OBJECTS into the double doors. Head through.

=====

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

=====

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

=====

ALTAR ROOM

There is a cut-scene with Barry. Jill... Damn you're tough! And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Give Barry his gun back (or not if you want a bad ending). Then start shooting the hell out of the thing. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

=====

..anyway. Talk to Barry if he is still there. If not, grab BARRY'S 44 MAGNUM and BARRY'S PHOTOGRAPH on the ground.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

=====

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Jill discovers a lab beneath the mansion area, and all the traps Jill has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

NOTE: To switch discs, simply press the OPEN button on the GameCube, take out Disc 1, and put Disc 2 in, then close the lid for the GameCube to load Disc 2. Do NOT turn the GameCube off.

=====

E. LABORATORY AREA

SEARCHING AROUND

=====

- ITEMS: MO DISK 2
- INK RIBBONS
- GREEN HERBS
- SLIDE CARTRIDGE
- MO DISK 3
- LABORATORY KEY
- CAPSULE

ESCAPING

=====

- ITEMS: MASTER KEY
- FUSE UNIT
- SIGNAL ROCKETS

SEARCHING AROUND

=====

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

=====

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM. Head through the double doors.

=====

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO Disk. Head down the stairs. Head through the gate.

=====

O ROOM

Head to the door to your right.

=====

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

=====

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

=====

LAB HALL 1

Back to the O ROOM.

=====

O ROOM

Head to the only open double doors in this room.

=====

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in BioHazard 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

=====

O ROOM

Head back to the LAB HALL 1.

=====

LAB HALL 1

Head into the first door to the right.

=====

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the MO Disk on the desk's GameCube, too.

=====

LAB HALL 1

Head for the O ROOM.

=====

O ROOM

Return through the gates to the stairs.

=====

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

=====

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm... Grab the MO Disk from the shelf near the door.

See that blinking panel near where you got the MO Disk? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

=====

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

=====

O ROOM

Unlock the single door with the LABORATORY KEY.

=====

T HALL

Take the door directly across from the entrance (not the one to the left).

=====

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

=====

T HALL

Turn left. Head through the double doors.

=====

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

=====

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside. Run to the door at the end of this hall. Kill all Chimeras with the Magnum. Now return to CHIMERA HALL 1.

=====

ESCAPING

=====

CHIMERA HALL 1

Head for the T HALL.

=====

T HALL

Head for the O ROOM.

=====

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Enter.

=====

STOREROOM

Does this place remind me of Silent Hill? Anyway, push the shelf back and climb up the counter. Enter the vent.

=====

OPERATION ROOM

Head through the other vent you see in this room. Kill the Chimeras.

=====

STOREROOM

Find the GameCube-esque reader and insert an MO Disk inside. Then push the shelf away and exit.

=====

O ROOM

Back here, head for the LAB HALL 1.

=====

LAB HALL 1

Head for the first door on the right.

=====

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

=====

LAB HALL 1.

WALK to the O ROOM.

=====
O ROOM
WALK to the T HALL.

=====
T HALL
WALK to the CHIMERA HALL 1.

=====
CHIMERA HALL 1
WALK to where you put the CAPSULE. Put it back in. Run to the
CHIMERA HALL 2.

=====
CHIMERA HALL 2
Run through the hall to the POWER ROOM.

=====
POWER ROOM
Go to one of the 2 computer consoles you can access and press the
YES option. Then leave.

=====
CHIMERA HALL 2
Run for the CHIMERA HALL 1.

=====
CHIMERA HALL 1
Run for the T HALL.

=====
T HALL
Run to the other end of the hall into the elevator. Save in the
nearby SAVE ROOM if you want. Power up the elevator. If you gave Barry
his gun during the Lisa fight, he'll come in. If not, he won't be here.

=====
TYRANT ENTRANCE ROOM
Enter through the door at the end.

=====
TYRANT ROOM
Watch the cut-scene.

=====
BOSS # 9: TYRANT I
DIFFICULTY: HARD
After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting
the thing and dodging it. One hit can bring you down to Caution.

It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If he survived, wake Barry up, and head to the desk at the end of the room to unlock the door. If Barry didn't survive, grab the MASTER KEY. Leave.

=====

TYRANT ENTRANCE ROOM

Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Barry didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Chris, then follow the next orders.

=====

T HALL

Run to the O ROOM.

=====

O ROOM

Run to the LAB HALL 1.

=====

LAB HALL 1

Head for the 3 green switches and flip them. Head through the door.

=====

PRISON TUNNEL

Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

=====

JAIL CELL

Talk to Chris. Then leave.

=====

PRISON TUNNEL

Head back.

=====

LAB HALL 1

Head to the O ROOM.

=====

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the FIRST AID BOXES and open them. Grab the FUSE UNIT and ride the elevator. There are only 3 minutes until detonation if Barry is still alive.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it.

BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution. Barry will be helping you.

Once Brad drops the ROCKET LAUNCHER, Barry will get strangled. Shoot a rocket at it and the game ends.

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

GAME OVER...

Well, Jill has survived a nightmare nearly impossible to survive. Try to achieve a different ending, or grab a higher score. Watch the credits, and enjoy! If you want to know what happens next in the world of Resident Evil, pick up copies of Resident Evil 2 and Resident Evil 3: Nemesis (out on the GameCube now), because Raccoon City is where the next adventures take place.

F. JILL VALENTINE SPEED GUIDE (BY ORCA782)

RESIDENT EVIL: SPEED GUIDE

NINTENDO GAMECUBE

Version 1.0

By: Orca782

5/11/2002

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Contents:

1. Footnote/Legal Material
2. Getting Ready
3. Speed Walkthrough
4. Special Bonuses
5. Credits

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Footnote:

This guide is written by me, and only me. Don't take parts of the guide, or all of it, and represent it as your work, or anyone else's. Don't sell it on the streets, modify it, etc. Right now, the only site I want hosting this guide is Gamefaqs, so other sites, please don't ask. My email, in case you want to get in contact with me, is [vegittassj42\[at\]hotmail.com](mailto:vegittassj42@hotmail.com). Secondly, before any newbies come in here, I don't want to bust any cherries, so I will state that this guide, in order to be as fast as possible, is rife with spoilers (that means full of). Don't email or IM me hollering about how your life is ruined because you discovered that Jill died in the middle (she doesn't) etc. With that said, let's get going.

+++++

GETTING READY

Okay, here are a few things you need to know. As I said above, there will be a lot of spoilers, not really many about the plot, but lots of answers to puzzles, etc. This is a speed guide, so first off I'm not going to explain how I got the answers. If you take the regular slow route through, you will deduce them yourself. Also, you must play the game in normal or hard mode, as easy mode will give you no bonuses. Here are a few musts in this line of play:

1. Play as Jill.

Her inventory is larger than Chris' by a whole 2 spaces (which is a lot, believe me) and she has the lockpick, which bypasses a few doors Chris needs keys for. I also think her game is slightly faster due to Rebecca slowing things up in Chris' game.

2. People will Die.

In order to maintain speed, we will not be rescuing Chris from his cell. It is up to you as to whether you rescue Barry or not, it's slightly easier not to, because then you don't have to deal with the second tyrant.

3. Don't expect any free time:

In order to get a good time, you must skip all possible CG's (movies) so don't go through hoping to get a story from this. Our goal is the bonuses at the end, not the story itself. If you want story, play it the first time through slowly on easy. Also, don't pause, go to the bathroom while the game is on, etc. I'm not sure if the menu, map, or start screens take up time in the game, but I'm not going to risk it. Load the data, run through the game, save at one of the available saves if need be, but don't stop for a moment.

4. Don't pick up ammo, guns, or typewriter ribbons. I'm pretty sure a lot of time goes into picking up useless stuff. When I beat this the first time, I had maybe 10 more health items than I needed, and an armory in my save box. Basically, in the beginning of the game, up until you get the grenade launcher, pick up health, and maybe 2 clips, totaling 45 handgun ammo, with the ammo in the gun already. That's enough to kill only the necessary monsters. Also, if you get to a large health stash, don't pick up everything. There's a good chance you'll come back here, and need the health more then. When you get the grenade launcher, the game takes a large turn for the easier. Overall, always try to have only 3 slots used by weapons and health, which leaves 5 for puzzle items.

5. Grenade Launcher = Salvation
We will be using the grenade launcher glitch, as it makes the game a hundred percent easier. You can try the game without it, but it will be slower, because you will get grabbed more often, and you'll need to pick up other ammo and guns.

6. Shoot only when you see the whites of their eyes. Besides a few necessary kills, you will only need the handgun to incapacitate zombies to run past them. The grenade launcher flame rounds will save you after you get it, because they kill and incinerate zombies, making sure they don't return as red zombies (much harder to kill).

7. Don't go unnecessary places. The guide will give you the bare necessities of where to go, and I have taken this exact route and gotten a time of 2:30:xx, so I have gotten all the bonuses. Don't go into rooms unless they are in the faq, because most of them are unnecessary (weapons, health, etc).

8. Know the route you're going to take. When I did this game quickly, I'd do a part, then reset, after I knew exactly where to go, and do it fast. At the end of what I'd explored firsthand, I'd save. Then I'd slowly examine the next area. Reset, and do that area fast. I had 3 basic areas, the Mansion, the Garden (courtyard) and the Mines/Reactor. You don't have to do this process, as you have this guide. However, I would recommend reading over where you're going before you do it, so you don't have to hit start and read half a page every 4 seconds. It may also be good to trace your route on one of the maps provided by other gamefaqs contributors. (great job DEngel)

Good Luck!

+++++

SPEED WALKTHROUGH

+++++

Mansion (Part 1)

+++++

Skip the opening CG's and you'll end up in the Dinning Room. You'll be in here a lot. Anyway, run up towards Barry (don't touch that ink ribbon.... I said "DON'T") and a short CG will start. Skip it, and go to the door near the fireplace.

You are now in an Elongated Hall. Turn left, and run into the opening in the hall. Skip the gruesome CG and run off back the way you came (NO SHOOTING). Run back into the door you came from. Skip the CG. Now go into the Main Hall (the large double doors at the end of the Dinning Room).

In the Main Hall, skip the CG, run around behind the stairs, and then up them, and around the small section at the top, back down to the 1st floor. Skip the CG, and put away the LOCKPICK.

Back the Dinning Room. Run to the Elongated Hall, take the left, back to the zombie room, past your comrades body, to the door. Enter into the Far Left Stairs. Pick up the HERBs and the CLIP.

Enter the door at the top of the stairs. You are in the Yellow Hall. Pick up the herb right in front of you, no, that zombie won't get up YET. There are zombies in here, so just run past the first one (fat guy) and pick up the ARROW out of the statue. Near that statue, either run by or disable the 2nd zombie with a few shots. Pick up the CLIP of you wish. Leave via the door to the north in that square alcove. You are now in the Upper Dinning Room.

Run to the Main Hall (same way as in the lower Dinning hall) and to the picture door (the door at the top of the first set of stairs). Go out it, into the Small Garden. Run past the zombie, and to the Angel Plaque. (Basically just run out, and head left after going down the stairs). At the plaque, examine your ARROW, take the head off, and use it on the plaque. Enter the CRYPT.

Run all the way down the stairs, pick up the book in the corner, and run back up the stairs. Depending upon your luck, both zombies may now block your path. Either way, just run for the door you started at, and use herbs if you need to. Run to the door across from the door to the Upper Dinning Room, and examine the book you found. On the back is a key. You now have the SWORD KEY. Use the key and enter the Horseshoe Hall.

Run past the first door, past the second metal door, past the third door, all the way to the end of the hall. There may be zombies, just dodge them (shoot them to incapacitate if you must). Enter the Office. Pick up the whistle to the left of where you enter, and the lighter on the table. Leave by the door you did not enter by.

You are now in the Right Stairs. There are 2 zombies. Incapacitate or dodge the one to the right of where you start, and unlock the door. Don't go in. Run back, and down the stairs. There's another zombie here, just incapacitate him. Enter the room at the bottom of the stairs. This is the Right Save room. Stash your knife and your lighter. Leave, and exit via the door on the first floor that is partly

broken. (note: if you deter from this guide, notice that this door can be used I think a maximum of 2 times in this direction, so use it very sparingly).

You are now in the Short Hall. Go through the double doors near you. Now you are in the Sickle Hall. Go to the greenish door (looks more gardenlike than the other) at the end of the hall. You will go into the Outer Fence area. Pick up herbs if you need them, and the WEEDKILLER. Go back to the Sickle Hall, and enter the other door right near the Outer Fence door. This is the Checker Hall. Run down it, and enter the door at the end. This is the Statue Room. Just breeze through here also.

Skip the CG, and put the GRENADE ROUNDS in your inventory. You are, as you no doubt have figured out, in the Main Hall. Go to the Upper Dinning Room, and to the previously locked door (the leftmost one). Open it, and go into the Left Stairs area. Go into the first door you see (greenish also, with a pattern on it). You are now in the Upper Garden. There are green herbs, but not to pick up. You'll need them shortly. Make sure the pistol is full, and blow the whistle. In a few seconds, 2 dogs will come hurtling around the corner. Take them out as quickly as possible, and pick up the COLLAR. Use the green herbs if you need them.

Go back to the Left Stairs area. Run to the door at the end of the 2nd floor part of this area (past the zombies) and go in. You are in the Yellow Hall. Go into the part in the hall in front of you, take a right, and go to the door that was near the dead zombie before. If memory serves me right, he gets up this time, so just run past him. Enter the Third Floor Hall.

Run up the stairs, until you get to the stone block. Take the key, and after the short blood curdling CG, examine the COLLAR, press the button, take out the COIN, examine the back of it, and get the FAKE KEY. Place it in the spot of the real key, and the trap shuts itself off. You now have the ARMOR KEY. Run back to the Left Save area. Run down the stairs, down the hallway, and out the door at the end. If you feel the need, you can stop shortly to stash some health or ammo in your chest (save optional).

You are now in the Dark Hall. Run to the very end (straight) and go into the door there. (you can pick up the battery on the way if you wish). Use the WEEDKILLER in the water, and turn the switch to red. The plant will die. Pick up herbs if you need them, but leave at least some (3 recommended). Pick up the MASK. Go back to the Dark Hall.

Run to the door to your Left Save, but don't go in. Turn left, and run down this hall and go in that door. Zombies will break through the windows, but who cares, it isn't your house.

You are now in the Elongated Hall again. Run up, all the way to the end of the hall, and go down the stairs. Use the key to open the door, but don't go in. This will lose that key from your inventory, which frees up space. Run back, and enter the door to the Dinning Room (it's the only one on the right of the hall). Go into the Main Hall. Run up to the Horseshoe Hall. Now, go past the first door, to the metal doors. Go into the Armor Room.

Some knights will move away from the wall. Push the far back right one in first, then the close left one, then the close right one. The far

left one will push himself in, and then press the switch in the center of the room. Pick up the box. Examine it, and push the buttons on the front, then back to get another MASK.

Leave, and go back to the door you just ran past. Go in. This is the Snake Hall 1. Richard runs out (or is thrown out) with quite a bite mark on him. Leave, (skipping cg's of course) and run back to the Main Hall. Run to the Upper Dining room, then to the Left Stairs area, down the stairs to the Left Save. Get the SERUM, stash the MASKs, and pick up your LIGHTER. Run back the way you came.

Richard (if you did it fast enough) will be okay. Go through the other door in this hall, and enter into Snake Hall 2. There's a zombie, so incapacitate him. Go into the door that's not locked. This is the Small Dining room. Use the LIGHTER on the candles, and pick up the clip if you really need it. Push the bookcase to the right, and go in the back room. Either incapacitate the zombie, or play ring around the rosie with the table, and go in there to pick up the MUSIC.

Run back to the Main Hall. Go into the Dining Room (lower) and pick up the SHIELD off of the wall by the fireplace. Go into the Elongated Hall. Go right, to the second door. Enter into the Music Room. Go into the back area, and push the bookcase. Get the MUSIC HOLDER and combine it with the MUSIC. Now use the combination at the Piano, and a door will open. Go in and pick up the GOLD SHIELD. Put the SHIELD in it's place, and leave, back to the Dining Room.

Put the GOLD SHIELD in the wall where the old one was, and the clock will open. Go to it, and rotate the large gear two times either left or right. The clock will chime 6:00 and move. Get the SHIELD KEY. Go back to the Main Hall. If you are feeling tired, or unsure at this point, use the SAVE RIBBON on the table to save at the typewriter in the Dining Room.

Go up to the door next to the Horseshoe Hall (same wall) and open it. Go into the Crow Hall. Go to Forrest and pick up his GRENADE LAUNCHER. If you need them, pick up the herbs past this point. Kill Forrest or don't you're choice.

Go to the Horseshoe Hall now, and into the area with Richard (Snake Hall's 1 and 2). Go and unlock the door that was locked before, in Snake Hall 2. The key will be used up. Goody, free space. Go in, skip the two CG's. Make sure to run in, then up the side of the room farthest from the door, crossing over to pick up the MASK. Then run back the side of the room the snake is not on. Exit the room. No fuss, no mess, no poison, ammo loss, etc. Oh, yeah, we lost Richard, but he had it coming. Never go in that room again.

Go back to the Horseshoe Hall, go to the door just past the metal doors, which is now unlocked. You are in the Right Stairs area. Run down the stairs and to the Right Save area, and pick up the stuff Barry left for you. Now it is time for the GRENADE LAUNCHER ammo glitch. (note: This was not discovered by me, it is one of the codes here, and is frequently referenced on the message boards. The best I can do is credit Darkest Embers. Awesome job).

Take the grenade launcher and equip it, making sure it is in the upper left slot (you can switch it around with your item box).
Now, put everything you have into the item box.

Now take out either your fire or acid rounds (fire preferable). Equip the launcher with the opposite type of rounds, so the normal rounds just put in the box and leave there. Now, with those two items in your inventory, open the box. Put the rounds in the box. Then go over to them, and hit A twice, which should equip them to the launcher, with XXX amount. Leave the box, and check your inventory. You now have 240 grenade rounds. Sometimes this doesn't work. My most common error is not equipping the launcher, but sometimes it might be other things. Save before you do this, so as you can reload if you waste a lot of time.

Okay, now that you have an *** load of ammo, put everything except the GRENADE LAUNCHER maybe one health item, and the 3 MASKs in the box. You won't need nearly as much health now, because you can blow away anything in your path.

Go out the bottom door. It is now completely broken, and is a 1 way door. Go across the Short Hall, to the door. Go in. You are now in the Stain Glass Hall. Go to the first picture, and flip the switch. The picture should turn Orange. Run past the second two, and the hall will make a U turn. Now, flip the switch on the first two picture switches, making them Green and Purple respectively. Run to the end of the hall and flip the switch under the Woman's picture. Go out into the Small Garden, use the LOCK PICK on the door, pick up the 4th MASK and down into the Crypt.

Now, there are 4 MASKs and 4 stones for them. Use the corresponding mask for each spot. The coffin will fall. Go over to it, and watch the terrifying monster emerge (not really that bad...). Kill him and pick up the item in the coffin, as well as flipping the switch in there. The door will open, and you can leave. You now have CREST #1. Go back to the Stained Glass Hall, into the Short Hall, and go straight down the darkened area in front of the door you come out, and out that door into the Curved Hall. Use the CREST on the slot there, and go into the Small Shed. Pick up the health if you need it, and enter the smaller door.

++++++
Courtyard/Garden (Outside)
++++++

You are now in the Compass Garden. Go to the first compass and make it stop on West. Go to the second and make it stop on North. Go to the gate and exit this area. This is the Crow Garden. Run down it and out the gate. This is the Shed Garden. Run all the way down, to the Shed. Go in. Go all the way to the back of the Shed and pick up the CRANK S. Drop off the ARMOR KEY in the item box and never pick it up again.

Run back into the fireplace area of the Shed. Oooooooh, the door just opened, what was that. Run to the window (optional) near the bed and watch the retreating form of what seems to be a zombie. Run towards the fireplace, and at the 3 stairs you'll be knocked out. Skip the... Oh no! You can't skip this CG. Either run around, or knock Lisa out (not hard, 3 grenades). Leave the Shed. Run all the way down the Shed Garden, dodge the zombie, and out into the Crow Garden. Run down that too, and all the way back up to the Small Shed. Now go into the double doors.

You are at the Broken Fountain area. Get the herbs if you want them, and go to the double doors up the dual pairs of short stairs. Go into the Pool area. Use the CRANK on the machine to the left, and lower the

water. Go down the ladder, across the pool to the elevator. Take it down. You are now in the Waterfall area. Go across the room, all the while staying close to the waterfall, to the door and enter the Servant's Quarters Hall. Run down it, past all the snakes, to the Servant's Quarters.

+++++

Courtyard/Garden (Servant's Quarters)

+++++

Pick up a few herbs if you want, and go to the first open room. This is your Save Room from here on out. Put away all the excess herbs, the CRANK, and leave. (save optional). Go to the room at the end of this hall; Hall 1, and go in. This is the Billiards Room. The two spiders are mostly harmless, you can waste the first one if you wish. Get the RED BOOK from the lower area of the room, and that's the only necessary item. Leave everything else, you'll need the space.

Leave, and push the box next to the other two stacked up. Climb over the 3, and go into Hall 2. Go down this hall and into Room 002 (2nd door). Skip the 2 CG's and push the left bookcase against the wall, and the right one to the right. A ladder will come into view. Go into the bathroom and pick up the KEY 001. Leave, and go back to Hall 1. Go into Room 001 (only door on the north part of the screen). Go into the Bathroom and pick up the CONTROL KEY from the tub. Leave. Go back to the ladder in Room 002 and go down into the Long Hall.

Push the 3 boxes into the water and walk across. Pick up the herb, you'll need it. Enter into the Shark Tank, and run to the right. A few steps in and skip the CG, then the Sharks come for you. Just keep running. I'd say par is 1 hit, that's what I always get. If you're too slow the Great White will come up and swallow you. Go left into the inner area, then travel left again. Go up the stairs, and into the door there. PHEW!!!

Payback time. You are now in the Pressure Room. Use the herb to cure yourself, and go down the ladder. There are 3 panels here, in this type of set up: (The left is panel 1, top is panel 2 and right is panel 3).

```
_____  
I      2    I  
I1      3I  
I          I
```

Go in and hit panel 2. Surprise surprise, the Great White acts up. Go to panel 3 and press that switch, then to panel 1 and hit that one. The shutter will only lower halfway. Go back to the hall of this area, and to the Oil Pressure Machine. Hit switch #1 (It's usually 1 for me, but once it was 3. In any case, push all 3 if need be). The shutter will rise. Go back, hit panel 3, then panel 1, and you're safe. Then hit panel 2 and give the Sharks a taste of what it's like to be a land dweller.

Exit via the door with the porthole in it, into Tank 1. Go to the door to the far right, into area Tank 2. Go all the way to the end, and go up onto the platform near the Great White. Don't worry, he doesn't bite...yet.

Try to pick up the shining object. He'll come alive and knock it into the water. My preferred method here is to push the box near where you

came up into the water, then hit the switch near you and electrocute the sucker. Then go into the water and get the GALLERY KEY. Go back to Tank 1, and in the double doors there.

In this area, Tank 3, there is a ladder. Go up and out into the Long Hall. Go back up to Room 002. Go unlock the Gallery. In here, there is an insect problem. Go to the hall on the left, to the body, and get the INSECTICIDE. Run out, and over to the end of Hall 2. There is a MAP. Pick it up, and use the INSECTICIDE. Then run back to the Gallery. Go to the end of the hall with the guy in it, and get KEY 003. Open Room 003, and go in. Go to the bookcase, take out the white book and put in the RED BOOK. Make the picture into the woman laying down, and the bookcase will move. Go into the door.

Plant 42 Room. A giant flower, wonderful. Run up the stairs, and to a point where you can see what the plant is doing. When the bud is open, launch a grenade at it. 2 should end stage one, then repeat for stage 2 and watch it shrivel. Use health if need be, and go down to the fireplace. Pick up HELMET KEY and head back to the Mansion. Here's a quick route:

Gallery>>Hall2(skip CG) >>Hall1>>Servant's Quarters Hall (skip CG)>>Waterfall>>Pool>>Small Shed.

++++
Mansion (part 2)
++++

Go into the Curved Hall, then into the Short Hall. Go into the Right Stairs area (2nd door on the right), up the stairs, and to the room at the end of the hall. There are numerous Hunters here, so take them out with the GRENADE LAUNCHER, as they are a nasty foe. This is the Fireplace Room. Go straight through into the Statue Room. Get behind the statue, and push it all the way up to the door. The walls will close in, but behind the statue you are safe. After it is at the door, run back, and around the backside of the right wall. Run all the way up, to the switch. Hit it, turn around and run (remember that the C stick is used to quickly turn around). Run back to the Statue, and push on it's right side, so you push it left. After pushing it into the slot on the ground, the walls will pull back, and you can enter the door. Go in, pick up the DEFENSE DAGGER and go down the hole.

Pick up the EAGLE BOOK, examine it to get the EAGLE MEDALLION. Examine the stand there to get another ladder. Go into Sub Hall 1, and just run up, then left at the fork, into Sub Hall 2. Kill the zombies in the way, and go straight at the fork, turn on the power, then go back and go left at the fork. You are now in the Meat Storage. Kinda icky. Go right, and to the elevator, not to the door straight in front of where you enter. Hit the elevator twice, and go up. This is Hidden Hall 1. Go up when you enter, unless you need herbs, in which case head down. Kill the zombies, and go into the door that comes up first when traveling up. This is a store room. Don't bother with the ammo, just get the battery and leave. Continue down the hall, past the statue, and into the Yellow Hall.

Travel all the way down the Yellow Hall, and go to the Third Floor Hall (at the end of the hall, near the dead body, or where it used to be). Go to the end of this Third Floor Hall, and into the door. Okay, what's big and green and sounds like "SSSSSSSSS?" Well, he's back. Head down the ladder, and smoke this thing. 12 rounds max I think, and try not to get hit. I'm pretty sure you don't get poisoned any more (I didn't get

poisoned for 1 hit) but he will do considerable damage. After he's gone, get the book he knocked clean. Examine it for the WOLF MEDALLION. Go back to the Yellow Hall (via the Third Floor Hall).

Go to the Left Stairs (the door right across from the small hall opening) and go into the first door you see. In this Trophy Room, push the table near the deer against the wall, so it is easily accessible. Go near the door and turn off the lights. Now, run over to the Bull, so that the eagle follows you. Now, get as close to the eagle wall as possible, and run to the deer side, climb up and grab the RUBY. If done correctly, the eagle will be slower than you and it will come free.

Go to the Left Save area and drop the EAGLE MEDALLION and the WOLF MEDALLION. Pick up the CRANK S. again. Go out the bottom exit of the Left Stairs area, and into the Dark Hall. Head right, all the way down to the Elongated Hall. Head straight across to the Dinning Room (lower). Go into the Main Hall. Now, go to the door that is on the right side of the hall, near the Statue Room door. You'll need the key to unlock it. Once in, this is the Laboratory. Run to the door at the end of this area, into the Curtain Room. Waste the zombie and get the JEWELRY BOX. Use the RUBY on it, and solve the easy puzzle (solution also available at gamefaqs courtesy of DEngel).

Take your brand new EMBLEM KEY and go out of the Laboratory into the Main Hall. Go into the Statue Room, into the Checkered Hall, all the way over to the Sickle Hall. Go from here over to the Short Hall, and to the door with the emblem on it. Examine the EMBLEM KEY to get a key, and open the door. In here, take the EMBLEM 2 (part 1) and leave. Go out into the Curved Hall again.

Your EMBLEM 1 should still be here, no don't take it yet, just go back into the Small Shed. Go to the double doors again, into the Broken Fountain area. Go to the gate into the Pool area. Go across, all the way to the Elevator, and go down to the Waterfall. Head somewhat left from the elevator, and put the BATTERY in the wall. Take care of the dogs or crows if need be. Go up the elevator that now works. You are in the Broken Fountain area. Go into the Pool area again and use the CRANK on the machine to raise the water. Go back, and go down the elevator. Now the Waterfall is gone, and you can go under it, into the Mines area.

++++
Mines
++++

Okay, go in here, and down the ladder. This is your Save Hall now. Put the CRANK S away, never to be used again. Go back to the ladder, and go in the door near it. This is the Upper Elevator area. Go to a hall across the room, and in the door at the end of it into the Traitor Hall.

Here a former STARS member will die, and give you a CRANK H if you search him. Skip the CG as always, and go back to the Save Area. Use the CRANK on the hole in the wall, and the hall will rotate so it's usable.

Go down it into Boulder Hall 1. Go up to the boulder, then turn around, make sure you are parallel to the hall so you can run fast, and run. The boulder will dislodge itself, and you must run down the hall, then to the right to avoid it. Go into the smashed wall area, and open the door.

Spider Area. Well, it had to come sometime. 3 rounds should drop the giant spider, another 2 for the small one. Then, if you are using fire rounds, shoot like 6 at the door and it will come free. If not, use the knife in that room to slice the door free. Go into Boulder Hall 2.

Get the herbs if you need them, then go and use the CRANK on the hole in the wall 3 times. Then the boulder will break free, and just run to the left into the alcove. Go in the door, into the Puzzle Room.

Okay, this is a bit time consuming. Push the statue up along the wall until the screen camera angle changes. Then go and use the CRANK on the hole in the wall 2 times. The statue can now be pushed onto the circle. It will rotate once. Push it off, then on again for another rotation. Then push it into the spot in the wall. Take the GEAR that becomes available.

Go all the way back to the Save Area (it's a one way road, so no worries) and stash the CRANK H. You won't need it again either. Go into the Upper Elevator room, and go to the short hall into the Machine area. Examine the machine to get the GEAR 2. Combine the two and put them back in the machine. Punch in the code 4231. Get on the Elevator, and skip all the CGs.

This is the Lower Elevator area. Go to the one door, into the Lisa Hall.

When the road splits, go left. Lisa will appear. Then go back and go right, up, past the switch, to some stairs. To the left of the stairs is a door.

Go into the Transport Room. Push the box onto the carrier, and hit the button. Then leave.

Go down the stairs. Lisa won't appear immediately, but she's coming. Pick up one of the 2 herbs if you wish, then run back up the stairs, and back the way you came (right, past the switch). When the road forks, take the right path, (towards the screen) and come back to the Lower Elevator area. Go down the one ladder in this room.

This is the Compactor Room. Push the now available box down into the compactor area, and use the compactor on it. Take the BROKEN FLAMETHROWER and go back to the Lower Elevator area. If you didn't already have it, take the EMBLEM #2 part 1 from your item box. Go through the door to the Lisa Hall.

Go left then right to fake Lisa out again. Go up, pull the switch, go all the way, down the stairs, and put the BROKEN FLAMETHROWER in the holders. Enter the door.

This is the Lisa Home area. Go into the watery hall, just run past all the snakes, and up into the other side. Take the box, examine it for the EMBLEM #2 part 2. Combine the EMBLEM parts for the total piece. Go up all the ladders in this area and you will end up in the Shed.

Leave the Shed, and run down the Shed Garden, all the way back to the Mansion. Go down the Curved Hall, pick up the EMBLEM #1, go into the Stained Glass Hall, into the Small Garden, into the Main Hall. Now, go under the stairs, and finally you can put the 2 EMBLEMs in their slots.

Go down the stairs (Stair Area), save, take out the EAGLE MEDALLION and the WOLF MEDALLION, and go out the door at the bottom. Go down the Subterranean Hall, down the ladder. This is the Lisa Arena.

You're choice as to whether or not to give Barry his gun. The game's slightly easier and shorter if you don't. (Actually, for an optimum time I'd recommend not giving it to him). Shoot Lisa a few times, if she gets too close, but primarily just push the statues off the sides. They have to go off in a horizontal manner, not vertically. When all 4 are off, Lisa will go off the edge as well. If you killed Barry, take his gun (.44 MAGNUM) and get outta there. Go up the elevator.

Large Fountain: Put the EAGLE MEDALLION in the right side, and the WOLF MEDALLION in the left, and then go down the stairs of the fountain. Go into the elevator, and switch to "Resident Evil Disk 2!!!"

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+++++++  
Reactor  
+++++++
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Okay, this is Floor 1. Go down the ladder to Save Area 1. Put the MAGNUM away momentarily, and go through the doors. Kill the zombies in this area (Floor 2) and go down the stairs.

Here on Floor 3, kill the 2 zombies, and go in the hall to the right of where you came in (small hall) that ends up at double doors leading north. Go in.

Go to the Computer Terminal, and start it up. Put in:
Name: JOHN
Password: ADA

Then unlock floor 3 and floor 2. Floor 2 will ask for a password, it is CELL. After this, leave this room.

Go back up to Floor 2. Go in the room near the stairs (Projector Room) and go to the white terminal on the wall. Input the code 8462. A door will open. Go in, and take the REACTOR KEY. Take the HEALTH SPRAY if you need it.

Go to Floor 3 again, and go to the area directly across from where you enter. You will pass the big fan, and there will be a door leading up. Use the key here, but don't go in. Then use it on the door to the right, and do go in there.

Go straight, then at the break go down. Kill the zombies, and go in the room. This is the White Reactor. Go up, and left, to a small machine. You will go past a small fire. Pick up the FUEL CELL, then leave.

Go back to the door leading up to Floor 2, but instead take the door to the left of that. You will be in a small hall. Take the health if you need it. Go in the second door, into the Refueling Room. Kill the zombie, and use the machine to refill the FUEL CELL.

Okay, now we have virtually an unstable, activated grenade in our inventory. WALK all the way back to the White Reactor. Hopefully you incinerated all the zombies on the way. If you get attacked, do not fire. I found this out the hard way. I'm not sure if being attacked triggers it. Anyway, once back in the White Reactor use it on the machine.

Go back to where you entered White Reactor and travel left of the entrance instead, then up to another door. Go into the Red Reactor. Go left here, and go around until you enter Orange Reactor.

In here, go around the room to the terminal, and turn on the power. Then go back into the hall outside White Reactor. Go into the Save Room on the left (right across from the hall's first part). Pick up the .44 MAGNUM and drop off the GRENADE LAUNCHER. Pick up a few health items.

Then exit and head up to the elevator. Go to the right of it and hit the power, then go up. Go through the short hall into the Tyrant Room. Skip the CGs. With the .44 MAGNUM the Tyrant takes 1-3 shots I found. After he's gone, go around the room to a yellowish terminal and hit the switch. Depending upon whether or not you killed Barry, there will also be a EMERGENCY KEY near Wesker. (The room is shaped like this: (The - and I are paths, the D is the door and the * is the terminal).

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D      *
I      I
I      I
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I      I
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Now go back down the elevator, and up to Floor 1 (go down the hall to Floor 3 area, then up the stairs to Floor 2, then through Save Area 1 up the ladder to Floor 1) and open the door near the ladder.

In this long hall, skip the CG, pick up the FUSE, put it in the wall, and go out to the Heliport.

Pick up the ROCKETS (signal) and bring them into the main Helipad area. Use them, and skip all the CGs.

Congratulations, you should have a time of between 2:00 to 2:45.

BONUSES

For beating the game in this time I got:

ROCKET LAUNCHER

Not that hulky crappy one you normally get to kill the second Tyrant. This thing is smooth and suave. I take it everywhere! Plus it has infinite ammo. It is the strongest weapon I can find, seeing as it kills anything (ANYTHING) in the game in one hit.

(The list of 1-hits includes: Plant 42, Great White Shark, Giant Spider, Giant Snake (stage 1 and 2) Tyrant, Tyrant 2 (he dodges the first shot)). Sadly, Lisa does take more than one shot, as she needs to be knocked off (1 shot) and then to fall off (another shot). But you can incapacitate her at either of the first 2 sightings with one shot.

SAMURAI EDGE

An upgraded pistol that fires faster (quick bursts of 3) and is quite good. You can take out zombies, dogs, hunters even pretty quickly with this thing. It has a larger clip, and a larger slide, that's about it.

CLOSET KEY

A key to the closet mentioned in the memo in the Laboratory room. The closet is in the room with the Statue, in the back area behind the big

picture. For Jill the costumes are an ARMY one and her RE3 clothes.

Have Fun!!!

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Credits:

Gamefaqs: For a great site.

Capcom: For a fun game.

Dengel:For some great references.

Darkest Embers: For the Grenade Glitch.

AiRiC and other Message Board Members: Tips and the idea of this faq.

G. JILL VALENTINE HARD MODE WALKTHROUGH

ENTER THE MANSION

=====

ITEMS: SHIELD

DAGGER KNIFE

INK RIBBON

BLUE GEMSTONE

BOOK OF CURSE

MANSION MAP

OIL CANTEEN

LOOKING AROUND

=====

ITEMS: SWORD KEY

SHOTGUN

ACID ROUNDS

HANDGUN MAGAZINE

DOG COLLAR

DOG WHISTLE

FAKE KEY

ARMOR KEY

LIGHTER

ACID ROUNDS

MASK W/OUT ALL

BATTERY PACKS

DEATH MASK HUNT

=====

ITEMS: DEATH MASK I

SHOTGUN II

SHEILD KEY

DEATH MASK II

DEATH MASK III

WIND CREST

HERBICIDE

LURE OF A BEE
GOLD
BEE SPECIMAN
JEWELRY BOX
WOODEN EMBLEM

GETTING OUT

=====

ITEMS: MUSICAL SCORE
MUSICAL SCORE (2)
MOONLIGHT SONATA
GOLD EMBLEM
ARMOR KEY
STONE AND METAL OBJECT

ENTER THE MANSION

=====

DINING ROOM

Learn the controls, and grab the INK RIBBON on the table. Then go to where Barry is. After the cut-scene, head through the nearby door.

=====

KENNETH ROOM

Turn to Jill's left and then you'll see the very first zombie. Run back to the DINING ROOM.

=====

DINING ROOM

After the cut-scene, head back to the MAIN HALL.

=====

MAIN HALL

Search behind the staircase, and upstairs. Then go back and talk to Barry. After he leaves, go to the door to the DINING ROOM.

=====

DINING ROOM

Head to where the statue fell? Run there and pick up the BLUE GEMSTONE
Return to the KENNETH ROOM.

=====

KENNETH ROOM

Head left and watch for the zombie on the other side of the hall (avoid it). Head to the door left of where Kenneth was killed. Search him for an item called "KENNETH'S TAPE." Then take the door near Kenneth.

=====

FAR LEFT STAIRS

Circle the hall, until you reach the stairs. Grab the GREEN HERB. Heal

yourself if you must (unlikely). Up the stairs is a door you should go through.

=====

Z HALL

If you check the map, the place looks like a Z. Head down the hall, and dodge any zombies you may see (there are 2 of them in this hallway, one near the item you need to get, shoot it down, but don't waste ammo killing it). Down the hall, you should see a shiny item. Grab the GOLDEN ARROW. Examine it so it becomes an ARROWHEAD." Under the big mirror near where you found the GOLDEN ARROW are HANDGUN MAGAZINES. Go to the door on the map that leads to the UPPER DINING HALL.

=====

UPPER DINING HALL

Head back to the MAIN HALL via the double doors in this room.

=====

MAIN HALL

Go to the door directly above the staircase. It leads to a GRAVEYARD.

=====

GRAVEYARD

There are 2, easily avoidable zombies in this room. Head down the flight of stairs, avoiding the zombie, and then run left until you see a stone casket. Head to where you saw the ARROWHEAD indentation. Use the ARROWHEAD on the casket. Stairs will be revealed. Go down them.

=====

MACHINERY ROOM

Wander through this room until you see a BOOK OF CURSE on a stone podium. Grab it. Examine the BOOK OF CURSE in your item list. You'll notice by the entrance 4 faces above 4 tombs. Remember that for later. Return to the GRAVEYARD.

=====

GRAVEYARD

Return to the MAIN HALL.

=====

MAIN HALL

Head to the STATUE ROOM, which is behind the double doors to the right of the MAIN HALL.

=====

STATUE ROOM

Examine the BOOK, and turn it around. You'll see the SWORD KEY. Take it, and read the book. Take the SWORD KEY and use it on the door next to the chest drawer.

=====

L HALL

Head through, and you'll hear a window crack. Run to the second display case you see on your left and push it toward the screen for the first DAGGER KNIFE. Head to the M HALL, which is through the door at the end of the hallway.

=====

M HALL

Run to the nearest door and use your LOCKPICK. Enter.

=====

DOG AREA

Run down and grab the GREEN HERBS. Grab the HERBICIDE from the wheelbarrow, too. Return to the M HALL.

=====

M HALL

Run further down the hallway and enter the next door you see. Enter the BATHROOM.

=====

BATHROOM

Look around, and drain the tub. Grab the DAGGER KNIFE from the tub. Return to the M HALL.

=====

M HALL

Run toward the next door, to the left of Jill. Enter the CEILING ROOM.

=====

CEILING ROOM

Run across to the other door leading to the SHOTGUN RACK ROOM.

=====

SHOTGUN RACK ROOM

Take the INK RIBBON. Then take the SHOTGUN. After you take it, leave.

=====

CEILING ROOM

The ceiling begins to drop, so wait for a cut-scene to happen.

=====

M HALL

You are back in the M HALL. Head through the double doors across from you.

=====

DOOR HALL

Head to the first door to Jill's right.

=====

RIGHT STAIRS

Kill the zombie, and enter the RIGHT STAIRS SAVE ROOM, at the corner of the stairs.

=====

RIGHT STAIRS SAVE ROOM

Grab the FUEL CANTEEN you find. Deposit both into the ITEM BOX. Near the TYPEWRITER is an oil container. Fill your FUEL CANTEEN with OIL so you can burn any zombies you kill. Make sure you have at least 2 item spaces. Save the game, and head out.

=====

LOOKING AROUND

=====

RIGHT STAIRS

Climb the stairs. Dodge the zombies, and head right (use the DAGGER KNIFE to down the one guarding the door, then use the SHOTGUN on it; go for a head shot). Turn left at the corner, and enter into the U HALL.

=====

U HALL

Dodge all the zombies, and turn right into the door. This is the STUDY.

=====

STUDY

Grab the DOG WHISTLE and the LIGHTER. Exit the way you came.

=====

U HALL

Run all the way to the end, passing all doors until you get to the very last one. Dodge all zombies, and head into the MAIN HALL through the final door.

=====

MAIN HALL

Barry will give you ACID ROUNDS (hopefully you have enough item space). Run across the room into the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Run to the right of Jill, to the second door on the end. She is in the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY

Head to the nearest door, without entering the stair area.

=====

STAIN GLASS BALCONY

In front of that Stain Glass, equip the SHOTGUN and use the DOG WHISTLE. Dogs will attack you, so kill them quickly. Grab the shining item on the floor. It is a DOG COLLAR. Inspect it, and you pull out some sort of COIN. Inspect the COIN in all areas and you get an IMITATION KEY. Return to the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY

Return to the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Head to the Z HALL.

=====

Z HALL

Run to the door you first entered this room from, and turn right, passed the corpse (the corpse will come alive, so run through the door or decapitate it with the SHOTGUN). Enter the door you see. It is the BLADE ROOM.

=====

BLADE ROOM

Run to the ARMOR KEY you eventually see down the hall. Grab it. Now the first puzzle occurs.

```

-----
| !!! BLADE PUZZLE !!!                               |
|                                                     |
|Take the IMITATION KEY and USE it in the opening where you took |
|the ARMOR KEY. The blade that's going after you should stop.   |
-----

```

Take the ARMOR KEY. Leave for the Z HALL.

=====

Z HALL

Avoiding every zombie in here, run toward the UPPER DINING HALL (if you want, you can take the FAR LEFT STAIRS all the way to the MAIN HALL and to the UPPER DINING ROOM from there if there are too many zombies).

=====

UPPER DINING HALL

Take the door next to the one you just came through, into the LEFT STAIRS.

=====

LEFT STAIRS

Head down the stairs you see after dispatching/avoiding the zombies. A super-zombie might go after you, so be very careful. At the bottom, head into the door nearest you.

=====

LEFT STAIRS SAVE ROOM

Prepare any of your items if necessary. Then leave.

=====

LEFT STAIRS HALLWAY

Run across the hallway, and head back up the staircase. Return to the UPPER DINING HALL.

=====

UPPER DINING HALL

Head over to the MAIN HALL.

=====

MAIN HALL

Head down the stairs, and to the DINING HALL.

=====

DINING HALL

Head to the KENNETH ROOM.

=====

KENNETH ROOM

From this hall, head all the way right, and turn left at the corner. (avoid the zombie, it shouldn't be too hard; you can shoot it down if you have the HANDGUN ammo) Head down the stairs, and unlock the door. Head back up the staircase, and to the door you just passed. Unlock it with the ARMOR KEY. But do not go through yet. Head to the DINING ROOM.

=====

DINING ROOM

From here, head to the MAIN HALL.

=====

MAIN HALL

Head upstairs to the UPPER DINING HALL.

=====

UPPER DINING HALL

From here, go to the LEFT STAIRS.

=====

LEFT STAIRS

From here, take the stairs down, and run down passed the LEFT STAIRS SAVE ROOM. Head to the door nearby, using the SWORD KEY. When the

options YES and NO come up, select YES so you can discard the SWORD KEY.
Head inside.

=====

STORAGE ROOM

Do not grab the BROKEN SHOTGUN (you don't need it). Just grab the
BATTERY PACK. Leave.

=====

LEFT STAIRS HALLWAY

Head to the door to the right of Jill, unlocking it with the ARMOR KEY.

=====

F HALL

Notice on the map that this hall looks like an F? Head further down,
turn the corner and enter the VINE ROOM.

=====

VINE ROOM

Run over to the machine pumping the water and use the HERBICIDE. Once it
is submerged into the water, examine the machine again and select YES.
Then select the first option you see (RED). The vines will then die from
the HERBICIDE. Grab the MASK W/OUT ALL you see on the wall.

=====

DEATH MASK HUNT

=====

NOTE: There are many GREEN HERBS here. Due to the overwhelming
difficulty of this game, it is suggested you only take them when you run
out of healing supplies. They will still be here when you return from
the GUARDHOUSE, and by then, this place will be a Hunter festival. Pick
these GREEN HERBS up when you return from the GUARDHOUSE, or when you
really, really need them.

Head back to the F HALL.

=====

F HALL

Run back to the door you used to get to this hall for the first time,
and turn left. Run down, and zombies will bust in from the windows!
IGNORE THEM and run. Turn the next left you see, and head through the
nearest door. Head to the TIGER STATUE ROOM nearby.

=====

TIGER STATUE ROOM

Head to the TIGER STATUE and use the BLUE GEMSTONE. You will get SHOTGUN
SHELLS. Head back to the F HALL.

=====

F HALL

The zombies that popped through the window are on the left. Let them bite you, and use DAGGER KNIFE or BATTERY PACK against one of them to save ammo. Head into the door nearby.

=====

BEDROOM

Head to the desk across the room, passed the bed. On the bed is a HANDGUN MAGAZINE. On the desk is a diary. After reading it, a zombie attacks you. Avoid it (you will probably need a DAGGER KNIFE). Exit.---

=====

F HALL

Head to the door to the right, and kill the zombies you haven't killed. Head through the door on the right. It leads to the KENNETH ROOM.

=====

KENNETH ROOM

Head to the DINING HALL.

=====

DINING HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head upstairs. Head to the door to the right of the one leading to the U HALL. Unlock it with the ARMOR KEY, but do not go through yet. Head to the U HALL.

=====

U HALL

Unlock the single door nearby using the ARMOR KEY. Before entering it, unlock the double doors you see nearby with the ARMOR KEY. Head to the RIGHT STAIRS.

=====

RIGHT STAIRS

Here, go to the door passed the staircase leading down and unlock it with the door. Do not enter it yet. Head down into the DOOR HALL.

=====

DOOR HALL

Unlock the door down the hall, near the open space, using the ARMOR KEY. When the YES or NO option comes up, select YES so you can discard the ARMOR KEY. Do not go through, yet. Return to the RIGHT STAIRS.

=====

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the single door you unlocked a few minutes ago.

RICHARD ROOM

You'll see Richard Aiken here. You'll have to get him SERUM. Head outside to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head into the door you just unlocked. It leads to the FOREST BALCONY.

FOREST BALCONY

Run across. Run down and you'll see a familiar person: Forest Speyer. (Barry will be here if you used the BROKEN SHOTGUN in the SHOTGUN RACK ROOM, and give you the GRENADE LAUNCHER). Grab the GRENADE LAUNCHER from him if you didn't see Barry here, and run down. Grab the GREEN HERBS. Forest will then attack you, so run back to the MAIN HALL immediately. Exit back into the MAIN HALL.

MAIN HALL

Head into the first floor, and into the DINING ROOM.

DINING ROOM

Head into the KENNETH ROOM.

KENNETH ROOM

Head into the F HALL.

F HALL

Head into the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head into the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM from the shelf and rearrange your items. Make sure you

have the HANDGUN, SHOTGUN/GRENADE LAUNCHER, LIGHTER, GREEN HERB, SERUM,
MASK W/OUT ALL and the ARMOR KEY. Return to the LEFT STAIRS HALLWAY.

=====

LEFT STAIRS HALLWAY
Return to the F HALL.

=====

F HALL
Head to the KENNETH ROOM.

=====

KENNETH ROOM
Return to the DINING ROOM.

=====

DINING ROOM
Return to the MAIN HALL.

=====

MAIN HALL
Return to the U HALL.

=====

U HALL
Head into the RICHARD ROOM.

=====

RICHARD ROOM
Heal Richard. After you heal him (he doesn't die from poison this time,
like in the original version), head to the door to the left of Richard.
Grab the 2 GREEN HERBS, too (if you have the space).

=====

SMALL L HALL
This is a smaller L HALL. Kill the zombie you see, and run to the door
passed it (to the left of the door you used to enter this hall).

=====

SMALL DINING ROOM
This is a SMALL DINING ROOM. Then go to the candles you see on the table
and light them with the LIGHTER (I told you to go get the LIGHTER back
in the LEFT STAIRS SAVE ROOM). See the display shelf? Push it to the
right to reveal a secret annex room. There is a zombie, so kill it or
use a DAGGER KNIFE to put it down)! Examine the display shelf in this
annex for a MUSICAL SCORE. Return to the SMALL L HALL.

=====

SMALL L HALL
Return to the RICHARD ROOM.

=====
RICHARD ROOM
Return to the U HALL.

=====
U HALL
Head into the double doors into the KNIGHT ROOM.

=====
KNIGHT ROOM
The knight statues move, but do not worry. Nothing in this room can kill you.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Jill push the FAR RIGHT first. |
| -Have Jill push the CLOSER LEFT STATUE next. |
| -Have Jill push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |

We will solve it later. For now, insert it in the ITEM BOX. To do that, head to the RIGHT STAIRS SAVE ROOM.

=====
U HALL
Head to the RIGHT STAIRS.

=====
RIGHT STAIRS
Return to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM
Save, and deposit the GRENADE LAUNCHER and JEWELRY BOX. Barry has also left some items here for you, like FIRST AID SPRAY, and HANDGUN MAGAZINES. Deposit them. Head back out.

=====
RIGHT STAIRS
Apparently, we can't get back into the DOOR HALL anymore, so head up the stairs, and to the door you had unlocked earlier.

=====

DEER HEAD ROOM

Head to the door to the right first. Grab the RED HERB and GREEN HERB, and mix them together.

=====

BEDROOM 2

Another bedroom, another nightmare. Grab the FIRST AID BOX. CHECK it (the top of it) to find FIRST AID SPRAY. Return to the DEER HEAD ROOM.

=====

DEER HEAD ROOM

Take the door to the right.

=====

WASP ROOM

Grab the file on the desk, and read it (if you can). Near the desk is a display of bugs. Grab the FISHHOOK. Run to the display to the right of the door and grab the LURE OF A BEE. Combine it with the FISHHOOK you found. Head to the display to the left of the door and grab the BEE SPECIMAN. After grabbing it, use the GOLD BEE SPECIMAN and attach it to the bug display. Head back to the bug display on the right of the door and use the BEE SPECIMAN. Then press the button.

..suddenly, the BEE SPECIMAN comes to life! Kill it!

Grab the WIND CREST you see. Return to the RIGHT STAIRS.

=====

RIGHT STAIRS

Head to the U HALL.

=====

U HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head to the GRAVEYARD.

=====

GRAVEYARD

Head down the stairs to the MACHINERY ROOM.

=====

MACHINERY ROOM

Remember the 4 tombstones I told you to remember? Well, use the MASK W/OUT ALL from the VINE ROOM on the first tombstone. You'll see a really, really disturbing cut-scene. Afterwards, return to the GRAVEYARD.

=====

GRAVEYARD
Head to the MAIN HALL.

=====

MAIN HALL
Head into the DINING ROOM.

=====

DINING ROOM
Head for the fireplace and grab the WOODEN EMBLEM. If you have 2 spaces available in your inventory, then grab it (make sure one of your 6 or less items is the MUSICAL SCORE). Head into the KENNETH ROOM.

=====

GETTING OUT

KENNETH ROOM
Head into the single door you unlocked (NOT the one you unlocked at the bottom of the stairs).

=====

PIANO ROOM
Head to the area passed the piano. There is a shelf. Push it to the left to reveal MUSICAL SCORE (2). Combine that with the MUSICAL SCORE to make MOONLIGHT SONATA. Use the MOONLIGHT SONATA on the piano. After a wall rises, head into the annex and grab the GOLD EMBLEM. Replace it with the WOODEN EMBLEM. If you didn't get the WOODEN EMBLEM, replace the GOLD EMBLEM and go get it. Return to the KENNETH HALL.

=====

KENNETH HALL
Head to the DINING ROOM.

=====

DINING ROOM
Place the GOLD EMBLEM above the fireplace where the WOODEN EMBLEM used to be.

	!!! CLOCK PUZZLE !!!	
	The clock's internal parts will be revealed. Head to them. When	
	examining the clock, opt to move the HOUR HAND twice. When the	
	clock is at 6:00, press B and you will get a SHIELD KEY.	

Return to the MAIN HALL.

=====

MAIN HALL

Head to the STATUE ROOM.

=====

STATUE ROOM

Head to the DOG HALL.

=====

DOG HALL

Head to the M HALL.

=====

M HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head to the single door you unlocked. It is the CROW HALL.

=====

CROW HALL

There is a puzzle abound.

| !!! PICTURE PUZZLE !!! |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored|
| GREEN. Adjust the painting from both sides to make the above |
colors correspond. Then press the woman painting.

The wall rises, leading to the area behind the locked gate in the GRAVEYARD. Grab the DEATH MASK I. Unlock the door leading to the GRAVEYARD.

=====

GRAVEYARD

Head down the stairs into the MACHINERY ROOM.

=====

MACHINERY ROOM

Attach DEATH MASK I into the 4th tomb. Again, another disturbing cut-scene. Head back to the CROW HALL.

=====

CROW HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head to the RIGHT STAIRS.

=====
RIGHT STAIRS

Kill the CRIMSON HEAD. Head to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM

Make sure you have the GRENADE LAUNCHER. Leave.

=====
RIGHT STAIRS

Head upstairs into the U HALL.

=====
U HALL

Head into the RICHARD ROOM.

=====
RICHARD ROOM

Head into the SMALL L HALL.

=====
SMALL L HALL

Climb the small stairs and use the SHIELD KEY to unlock the door.
Dispose of the SHIELD KEY.

=====
ATTIC

A boss awaits...

=====
BOSS # 1: YAWN

DIFFICULTY: VERY HARD

Spend a few seconds avoiding the thing. Half way through the battle, Richard will interfere. Avoid the Snake some more, and Richard will leave the battle. When you run out of ammo, grab the ASSAULT SHOTGUN that is on the floor, and then run to the back area of the room. Grab the DEATH MASK II you see. Then exit the room!

During the fight, the Yawn attacks with its mouth, so keep moving. If you get hit by the Yawn, you will get POISONED.

=====
[NOTE: With Yawn gone, there will be a wave of "Crimson Head" zombies around the mansion. They are resurrected zombies of ones you've killed. Watch out, and keep the Shotgun equipped. They are as fast as Hunters, and even slash you like Hunters.]

=====
RICHARD ROOM

Head over to the RIGHT STAIRS.

=====
RIGHT STAIRS
Head to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM
Withdraw the JEWELRY BOX. Go to the item screen and the CHECK option.

| !!! JEWELRY BOX PUZZLE !!! |
| |
| Press both buttons which resemble half of a heart shape. The box |
will open. Inside is the DEATH MASK III.

With DEATH MASK III, our next destination is that MACHINERY ROOM. Head to the RIGHT STAIRS.

=====
RIGHT STAIRS
Head to the U HALL.

=====
U HALL
Head to the MAIN HALL.

=====
MAIN HALL
Head to the GRAVEYARD.

=====
GRAVEYARD
Head to the MACHINERY ROOM.

=====
MACHINERY ROOM
Insert DEATH MASK II into tomb 3 and DEATH MASK III into tomb 2. The big casket above will fall, and a SUPER CRIMSON HEAD will fight you. Use the GRENADE LAUNCHER to quickly kill it, because this is a tough zombie. At least 3 GRENADE SHELLS are needed to put this guy down.

[NOTE: I think that zombie is the late George Trevor. Eerie.]

Check the casket for a STONE AND METAL OBJECT. There are also SHOTGUN SHELLS. Return to the GRAVEYARD.

=====
GRAVEYARD
Head through the gate to the CROW HALL.
=====

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the small hall across from the door you are at. Head through the door you see, into the EXIT HALL.

EXIT HALL

Run down this outside hallway until you see a door. A zombie dog will also show up, so kill it. Near the door is an engraving. Put the STONE AND METAL OBJECT in it. Head through the door.

Well, we've finished PART 1 of Jill's mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

LISA TREVOR

- ITEMS: BATTERY PACK
- FIRST AID SPRAY
- SUN CREST
- STAR CREST
- MOON CREST
- MAGNUM

GUARDHOUSE

- ITEMS: KEY FOR ROOM 001
- RED BOOK
- CONTROL ROOM KEY
- KEY FOR ROOM 003
- INSECTICIDE SPRAY
- SELF DEFENSE GUN
- MAGNUM BULLETS
- SHOTGUN SHELLS
- GALLERY KEY

LISA TREVOR

SHED

Head down to the shining items, and grab both the BATTERY PACK and the FIRST AID SPRAY. You will need both. Head through the door down the small stairs. It is the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY

Run down this pathway until you see spinning arrows. Brad or Barry will contact you through the radio. On the red arrow, move it to the WEST POSITION. When you get to the blue arrow, turn it NORTH. The gate will unlock. Keep your weapons handy.

=====

CROW GRAVEYARD

Another graveyard? And it has crows! Run down and turn right when there is a space between the tombstones. You'll run into 2 large tombstones. Insert the WIND CREST into the right tombstone. 3 new CRESTS are revealed. Grab them. If you cannot grab all 3, grab as many as you can and take them to the left tombstone.

=====

Check the back of each crest before inserting them into the left tombstone. Your reward is the MAGNUM! This is needed for PART 3.

Return to the main part of the graveyard and turn right through the gate.

=====

OUTSIDE PATHWAY 2

Run down this pathway after a weird cut-scene. You'll see a COTTAGE. Go through. Use the map to guide you if you cannot find the COTTAGE.

=====

COTTAGE

[WARNING: An unbeatable monster is about to arrive.]

Enter, and run up the stairs. Grab the COURTYARD MAP and run passed the bed. There is an ITEM BOX nearby. SAVE at the TYPEWRITER!!!!!!!!!!!!!! Grab the SQUARE CRANK.

Now attempt to leave and you will see a cut-scene. After the cut-scene, a boss fight hits.

=====

BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 2 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

=====

OUTSIDE PATHWAY 2
Run back to the CROW GRAVEYARD.

=====

CROW GRAVEYARD
Run back to the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY
Run back to the SHED.

=====

SHED
Head through the DOUBLE DOORS.

=====

GARDEN
Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

=====

POND ROOM
Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

=====

GUARDHOUSE GARDEN
There are crows here. Avoid them. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

=====

GUARDHOUSE

=====

GUARDHOUSE ENTRANCE
Snakes will pour in on Jill, so watch out. Grab any HERBS you see. Head through the door at the end.

=====

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

=====

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, BATTERY PACK and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS, GRENADE LAUNCHER/AMMO, and a couple of HERBS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your FUEL CANTEEN, too. Now that we are set, head outside.

=====

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

=====

SPIDER POOL ROOM

Ahhh! Spiders! Avoid the thing before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

- 2: BLUE
- 3: RED
- 4: PURPLE
- 5: ORANGE
- 6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BOX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

=====

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room except for the RED BOOK. Leave.

=====

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

=====

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM. You should here a mysterious cut-scene involving Barry.

=====

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

=====

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Jill's feet into the water and go through the double doors. Grab the GREEN HERB, too.

=====

SHARK TANK

In here is a shark called NEPTUNE. Run back out through the way you came.

=====

SECRET WATER TUNNEL

Return to the 002 ROOM.

=====

002 ROOM

Head into the 002 BATHROOM.

=====

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

=====

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

=====

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

=====

001 ROOM

Inside here is some weird little SELF DEFENSE GUN. Head into the

bathroom.

=====
001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

=====
001 ROOM

Head out.

=====
GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

=====
GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

=====
002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

=====
SECRET WATER TUNNEL

Head to the SHARK TANK.

=====
SHARK TANK

Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

=====
CONTROL ROOM

In here, there will be a difficult puzzle.

| !!!CONTROL ROOM PUZZLE!!! |
| | |
| Go down the ladder. Then go to the white board on the table and |
| find the number on it, either being 1, 2 or 3. Now go to the giant |
| window. Once the shark breaks it and the countdown starts. Press |
| the computer switch that is near the window. Then turn around |
| (using the C-Stick) and make a diagonal run (\ this direction) |
| and press the computer switch there. From that console, you'll |
| then want to head directly left to where a lever is and hit that |
| one. Then head into the adjacent hallway and turn left so you see |
| some sort of a tank that has the colors red and green |
| (which are really lights). When it asks you to press either |
| BUTTONS 1, 2 or 3, press the number which was on the board. |
| Return to the second computer console you pressed and press it |
| again. Then return to the lever and then switch it again. Then go |
| back to where the shark is banging and press that switch. The |

| SHARK TANK will be drained. |

Go back to the adjacent hallway and take the door directly to the right.
Then run to the previously water-blocked door.

=====

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: See that green box in front of Jill? Push it into the Aqua Ring, toward the shark. See the lever to the left? Switch it and then the Neptune Shark gets electrocuted. Thanks to the billions of people who sent it in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the Magnum Rounds. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole.
Use the INSECTICIDE SPRAY through the hole to kill those bastards.
Return to the GALLERY.

=====

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

=====

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

| !!!RED BOOK PUZZLE!!! |
| | |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
a nude woman.

Once the puzzle is solved, head through the door to your next boss fight.

=====

PLANT 42 ROOM

You're next boss fight awaits...

=====

BOSS # 4: PLANT 42

DIFFICULTY: Easy

Your goal: To avoid having to fight Plant 42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup the lighter and clear up three item spaces.
2. Enter the Employee Lounge were the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.
3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.
4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with

water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the WATER ROOMS to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

=====

GALLERY

Run to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

=====

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Restock on GRENADE LAUNCHER ammo. The next section is tough. Make sure you have your HELMET KEY. Save, too.

=====

GUARDHOUSE HALLWAY

Exit to the outside.

=====

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

=====

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

=====

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

=====

GARDEN

Head to the SHED.

=====

SHED

There are many items here thanks to Barry. Grab them all, especially the DAGGER KNIFE, because a new monster is going to show up. Head into the EXIT HALL.

=====

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

=====

C. RETURN TO MANSION

RETURN TO MANSION

=====

- ITEMS: RED GEMSTONE
- YELLOW GEMSTONE
- JEWELRY BOX
- FIRST AID SPRAY
- LAST BOOK, VOL. 1
- LAST BOOK, VOL. 2

SEARCHING AROUND

=====

- ITEMS: MEDAL OF WOLF
- MEDAL OF EAGLE
- GREEN HERB
- RED HERB
- BLUE HERB
- BATTERY
- EMBLEM KEY
- BROACH

RETURN TO MANSION

=====

EXIT HALL

Run down the hall and head into the DOOR ROOM.

=====

DOOR ROOM

There is a Hunter here. Kill it. Head into the RIGHT STAIRS.

=====

RIGHT STAIRS

There is a Hunter here. Kill it. Head into the RIGHT STAIRS
SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

=====

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into
the door.

=====

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room
using the HELMET KEY.

=====

WALL HALL

There is no snake here this time. There is a puzzle, though.

```

| !!!WALL PUZZLE!!! |
| | |
| OK. See the statue? Push it in through the opening into the main |
| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
| A secret passage will open. |

```

Jump down the hole. To the left is a BATTERY PACK. To the right is a
LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE.

=====

GRAVE

Head in, and you'll see a grave. Press the button. Grab the diaries
while you are at it. Head down.

=====

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the Spiders.

=====

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it. Then take the only other door in this room.

=====

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH ROOM.

-Head to the elevator.

=====

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that there is a Sweeper here. Sweepers, as you'll remember from Resident Evil CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid Rounds, or your Magnum. The door to the F HALL will also be torn down, so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT STAIRS.

=====

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

We have to unload here. You will also want to save the game. Exit.

=====

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

=====

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the GRENADE SHELLS near the right deer head.

| !!! RED GEM PUZZLE !!! |

| |

| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head (don't do it, however). Now QUICKLY RUN TO THE OTHER |
| DEER HEAD and grab the RED GEMSTONE. [If you run out of item space |
|, return to the save room and unload.] |

With the RED GEMSTONE in hand, return to the LEFT STAIRS.

=====

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

=====

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the
GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN.
The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH
F HALL.

=====

KENNETH F HALL

Return to the LEFT STAIRS.

=====

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

=====

LEFT STAIRS

Head for the KENNETH F HALL.

=====

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to
the KITCHEN.

=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride
the elevator down.

=====

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

=====

STORAGE ROOM

In here are SHOTGUN SHELLS, MAGNUM ROUNDS BATTERY PACK and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit.

=====

TORCH LIT TUNNEL

Head to Jill's left, through a door.

=====

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

=====

BLADE ROOM

Head up passed where you left the FAKE KEY. Passed it is a door. Unlock it with the HELMET KEY.

=====

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

=====

SEARCHING AROUND

=====

BLADE ROOM

Head to the Z HALL.

=====

Z HALL

Head for the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Head for the MAIN HALL.

=====

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

=====

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

=====

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

```
| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
| Thanks to Daniel Engel for the solution!! |
-----
```

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

=====

REST ROOM

Exit to the MAIN HALL.

=====

MAIN HALL

Head for the GRAVEYARD.

=====

GRAVEYARD

Head to the gate leading to the CROW HALL.

=====
CROW HALL

Head for the other door in this hallway.

=====
DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

=====
BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see. Grab the BATTERY PACK, too. Exit.

=====
DOOR HALL

Head for the EXIT HALL.

=====
EXIT HALL

Head out to the SHED.

=====
SHED

Head to the GARDEN.

=====
GARDEN

Head to the POND ROOM.

=====
POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

=====
GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby. Then ride the lift up.

=====
GARDEN

We are in the GARDEN again. Head to the SHED.

=====
SHED

Head to the EXIT HALL.
=====

EXIT HALL
Head to the DOOR HALL.

=====

DOOR HALL
Head for the RIGHT STAIRS.

=====

RIGHT STAIRS
Head for the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM
Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game,
too. Exit.

=====

RIGHT STAIRS
Travel to the DOOR HALL.

=====

DOOR HALL
Head for the EXIT HALL.

=====

EXIT HALL
Head to the SHED.

=====

SHED
Head to the GARDEN.

=====

GARDEN
Head for the POND ROOM.

=====

POND ROOM
Run to where you used the SQUARE CRANK back in MISSION 2. The pond will
fill with water, effectively opening up that passageway behind the
waterfall. Return to the GARDEN.

=====

GARDEN
Run to the lift in this room, and ride it down.

=====

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels...

=====

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

=====

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

- ITEMS: HEX CRANK
- ACID ROUNDS
- SHOTGUN SHELLS
- SURVIVAL KNIFE

AVOIDING LISA

=====

- ITEMS: CYLINDER
- SHAFT
- CYLINDER SHAFT
- BROKEN FLAMETHROWER
- JEWELRY BOX

MANSION ALTAR

=====

- ITEMS: DAGGER KNIFE
- STONE RING
- STONE AND METAL OBJECT
- STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

=====

TUNNEL 1

Head to the first door on the right.

=====

TUNNEL 2

Find the ACID ROUNDS on the floor of this tunnel. Head to the only door in this tunnel.

=====

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

=====

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

=====

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

=====

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

=====

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you life, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

=====

BOULDER ROOM

Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

=====

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 15 GRENADE ROUNDS to permanently kill it. It has its babies in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve GRENADE SHELLS, then grab it. If you don't care to waste GRENADE SHELLS, do not grab it.

There should be a door covered in web. Launch some FLAME ROUNDS at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

=====

TUNNEL 3

Turn right and head through the door.

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2

Return to TUNNEL 3.

TUNNEL 3

Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

BOULDER ROOM

Head back to TUNNEL 1.

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2

Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

=====

BOTTOM SHAFT

Run to the nearest door.

=====

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Jill. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

=====

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

=====

LISA TUNNEL

Run back to where Barry is. Avoid Lisa Trevor at all costs.

=====

BOTTOM SHAFT

After Barry leaves, look for the ITEM BOX. Pack AT LEAST 2 OR 3 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

=====

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward

where you headed for the CRATE ROOM. Flip the switch. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

=====

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

=====

MANSION ALTAR

=====

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

=====

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY

Run back to the SHED.

=====

SHED

Head back to the EXIT HALL.

=====

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

=====

DOOR ROOM

Aim for the CROW HALL.

=====
CROW HALL

Run down the entire hallway to the GRAVEYARD.

=====
GRAVEYARD

Head for the MAIN HALL.

=====
MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

=====
LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

=====
SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

=====
ALTAR ROOM

There is a cut-scene with Barry. Jill... Damn you're tough! And... another Lisa boss.

=====
BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Do not give Barry his gun back.

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Watch out, as Lisa can hit you and you'll fall into the pit. Thanks to KANE79 for this tip.

=====
Grab BARRY'S 44 MAGNUM and BARRY'S PHOTOGRAPH on the ground.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

=====
LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in

the lake. Ride the lift down.

=====

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Jill discovers a lab beneath the mansion area, and all the traps Jill has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

=====

E. LABORATORY AREA

SEARCHING AROUND

=====

- ITEMS: INK RIBBONS
- GREEN HERBS
- SLIDE CARTRIDGE
- LABORATORY KEY
- CAPSULE

ESCAPING

=====

- ITEMS: MASTER KEY
- FUSE UNIT
- SIGNAL ROCKETS

SEARCHING AROUND

=====

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

=====

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM. Head through the double doors.

=====

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Head down the stairs. Head through the gate.

=====

O ROOM

Head to the door to your right.

=====

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

=====

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

=====

LAB HALL 1

Back to the O ROOM.

=====

O ROOM

Head to the only open double doors in this room.

=====

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in BioHazard 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

=====

O ROOM

Head back to the LAB HALL 1.

=====

LAB HALL 1

Head into the first door to the right.

=====

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Then exit.

=====

LAB HALL 1

Head for the O ROOM.

=====

O ROOM

Return through the gates to the stairs.

=====

STAIRS

Head to the now unlocked door near the top of the stairs.

=====

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm...

See that blinking panel on the wall? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game (if you took "KENNETH'S TAPE.")

Leave.

=====

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

=====

O ROOM

Unlock the single door with the LABORATORY KEY.

=====

T HALL

Take the door directly across from the entrance (not the one to the left).

=====

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

=====

T HALL

Turn left. Head through the double doors.

=====

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head for the T HALL.

=====

T HALL

Head for the O ROOM.

=====

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Do not enter, however. Now head for the LAB HALL 1.

=====

LAB HALL 1

Head for the first door on the right.

=====

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

=====

LAB HALL 1.

WALK to the O ROOM.

=====

O ROOM

WALK to the T HALL.

=====

T HALL

WALK to the CHIMERA HALL 1.

=====

CHIMERA HALL 1

WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA HALL 2.

=====

CHIMERA HALL 2

Run through the hall to the POWER ROOM.

=====

POWER ROOM

Go to one of the 2 computer consoles you can access and press the YES option. Then leave.

=====

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

=====

CHIMERA HALL 1

Run for the T HALL.

=====

T HALL

Run to the other end of the hall into the elevator. Save in the nearby
SAVE ROOM if you want. Power up the elevator. The ride it up.

=====

TYRANT ENTRANCE ROOM

Enter through the door at the end.

=====

TYRANT ROOM

Watch the cut-scene.

=====

BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting
the thing and dodging it. One hit can bring you down to Caution.

It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep
shooting. The Tyrant is much tougher than Lisa, but not as invincible
as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If he
survived, wake Barry up, and head to the desk at the end of the room to
unlock the door. Grab the MASTER KEY on the ground. Leave.

=====

TYRANT ENTRANCE ROOM

Run to the elevator. Ride it to the T HALL.

=====

T HALL

Run to the O ROOM.

=====

O ROOM

Head to the STAIRS.

=====

STAIRS

Head up the stairs and through the door.

=====

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

=====

LABORATORY ENTRANCE

Head for the double locked doors.

=====

ESCAPE TUNNEL

Run through. Grab the FIRST AID BOXES and open them. Grab the FUSE UNIT and ride the elevator.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it. Then the game will finally end.

GAME OVER...

Congratulations! You have beaten Resident Evil for Nintendo GameCube on Hard Mode! Congratulate yourself, watch the credits and watch what you earned!

5. W A L K T H R O U G H - C H R I S R E D F I E L D

564nf

A. MANSION AREA

- ITEMS: INK RIBBON
- HANDGUN
- HANDGUN MAGAZINE
- KENNETH'S FILM
- GREEN HERB
- ARROWHEAD
- GOLDEN ARROW
- MANSION KEY (SWORD KEY)
- OLD KEY
- DOG WHISTLE
- FLASH GRENADE
- DAGGER KNIFE
- COLLAR
- COIN
- IMITATION KEY
- ARMOR KEY
- FIRST AID BOX
- SERUM
- SHOTGUN SHELLS
- SHOTGUN
- RED HERB
- OLD KEY (2)
- OLD KEY (3)
- OLD KEY (4)
- OLD KEY (5)
- CHEMICAL

HERBICIDE
BLUE GEMSTONE
DEATH MASK I
DEATH MASK II
DEATH MASK III
MASK W/OUT ALL
MUSICAL SCORE I
MUSICAL SCORE II
MOONLIGHT SONATA (MUSICAL SCORE III)
WOODEN EMBLEM
FISHOOK
LURE OF A BEE
BEE SPECIMAN
LURE OF A BEE II
WIND CREST
GOLD EMBLEM
SHIELD KEY
DEATH MASK III
STONE AND METAL OBJECT

=====

DINING HALL

Head to your item screen. You are starting out with a SURVIVAL KNIFE.
Arm it. Grab the INK RIBBON nearby. Head to the only other door in this
DINING ROOM.

=====

KENNETH HALL

Turn to Chris' left to find the first zombie. Run back to the DINING
HALL.

=====

DINING HALL

Run back to the MAIN HALL.

=====

MAIN HALL

Look for the HANDGUN after the cut-scene. Then return to the DINING
HALL.

=====

DINING HALL

Head for the KENNETH HALL.

=====

KENNETH HALL

The zombie you ran from will be on the right side of the room. Kill it.
As you'll learn from this zombie, it takes nearly 10 bullets to kill it.
Head for Kenneth's body. Grab KENNETH'S FILM. It will not take up any
item space. Head for the nearest door to the left.

=====

LEFT HALLWAY

Run across this hallway. At the birdcage is a HANDGUN MAGAZINE. There are also 2 GREEN HERBS. Combine them to create MIXED HERBS. Head up the stairs through the door.

=====

Z HALL

This hall resembles a Z. Turn right and kill the zombie nearest you, using the HANDGUN. Continue down the hall, and you will see a GOLDEN ARROW. Use the "examine" option on the item screen to examine the GOLDEN ARROW. You will get an ARROWHEAD. There is a HANDGUN MAGAZINE nearby. Grab it. Head for the door at the end.

=====

UPPER DINING HALL

Ignore the zombie here for now and turn to Chris' left. Grab the shining item called the DAGGER. Read the file about DAGGERS. Circle the other side of the room until you are at a statue. Kill the zombie nearby. Push the statue left, and then through the gap in the railing so it falls to the lower floor. Then head for the double doors.

=====

MAIN HALL

Head down the stairs to the door at the top of the steps leading to the lower floor.

=====

GRAVEYARD

Head down the stairs and turn left. When you get to a casket, use the ARROWHEAD. Head down the stairs to the CRYPT.

=====

CRYPT

Head for the end of the room. Grab the BOOK OF CURSE. In the BOOK OF CURSE, "examine" the back to get a MANSION KEY. Check the back of the MANSION KEY to rename it as a SWORD KEY. Head back to the GRAVEYARD.

=====

GRAVEYARD

Return to the MAIN HALL.

=====

MAIN HALL

Head to the double doors to the right of the hall.

=====

STATUE ROOM

See the drawer? Move it right. Then head through the hallway. Grab the DAGGER at the end. Run back, avoid zombie and head for the statue. Use the SWORD KEY at the door.

=====

DOG HALL

Run to the second display case and push it toward the screen. Grab the DAGGER. Run to the last display case and push it toward the screen. You'll get a HANDGUN MAGAZINE. Head for the next hall.

=====

M HALL

Head for the second door you see. It's a bathroom.

=====

BATHROOM

Drain the tub, and kill the zombie. Look in the tub for an OLD KEY. You might not be able to get it yet. We'll need to visit an item box first. Exit.

=====

M HALL

Head for the double doors in this hallway.

=====

EXIT HALL

Head through the nearest door.

=====

RIGHT STAIRS

Run forward and kill the zombie. Near the stairs is a door. Go through.

=====

RIGHT STAIRS SAVE ROOM

Grab the FUEL CANTEEN, the HANDGUN MAGAZINE, the FILE and OLD KEY. Fill up the FUEL CANTEEN with the kerosene case near the door. Deposit it.

=====

RIGHT STAIRS

Return to the EXIT HALL.

=====

EXIT HALL

Head for the M HALL.

=====

M HALL

Head for the BATHROOM.

=====

BATHROOM

Grab the OLD KEY.

=====

M HALL

Return to the EXIT HALL.

EXIT HALL

Return to the RIGHT STAIRS.

RIGHT STAIRS

Climb the right stairs. Then kill the nearby zombie. Then head for the door passed the knob less one.

U HALL

Turn right from the door and go through the door at the end.

STUDY

Turn right from the door and grab the DOG WHISTLE and the HANDGUN MAGAZINE. Exit the way you came.

Z HALL

Run down passed the door you went through. Pass 2 sets of doors until you are at the end of the hall. Unlock the door with the SWORD KEY, and then go through.

MAIN HALL

Run clear across the hall to the UPPER DINING HALL.

UPPER DINING HALL

Run to the right side of the room, and to the second door. Unlock it with the SWORD KEY.

LEFT STAIRS

Run to the stairway and kill the zombie. If you have the FUEL CANTEEN, soak it in kerosene and use the LIGHTER in Chris' standard inventory. A zombie should be coming up the staircase, so kill that, too. Unlock the door nearest the zombie you just killed. But do not go through it. Head for the white door nearest the door you just passed through, and use an OLD KEY to unlock it. Go through.

STAIN GLASS BALCONY

Run to Chris' left to the stain glass. Use the DOG WHISTLE here. 2 dogs will run up to Chris. Kill them with the HANDGUN as fast as you can. If you get hurt, run over to the GREEN HERB PLANTER across from the door and heal yourself. Grab the COLLAR the dead dog drops. If you can't,

attempt to leave the room. You'll be able to dispose the DOG WHISTLE. Come back in and grab it. Run down to where the dog appeared from. At the end is a door to unlock. Unlock it, but do not go through yet, because it only leads to the MAIN HALL. Return to the LEFT STAIRS.

=====

LEFT STAIRS

Run down the staircase, and then take the door near the dead body.

=====

LEFT STAIRS SAVE ROOM

Go to your inventory and examine the COLLAR. Press the button, and you'll get a COIN. Examine the coin and check the other side of it to become an IMITATION KEY. Head to your item box and grab the FUEL CANTEEN if you do not have it. Then exit.

=====

LEFT STAIRS

Run down the hall to a door on the right hand side. Unlock it with your last OLD KEY. Enter the room.

=====

STORAGE

To the left of Chris is a FLASH GRENADE. The FLASH GRENADE is a defense item, and it is a grenade. Refill your FUEL CANTEEN in the kerosene case near the desk. Then exit.

=====

LEFT STAIRS

Run to the 2 zombies you killed earlier in this room. Use the FUEL CANTEEN and the LIGHTER on them. That way, they will not return as Crimson Heads. Return to the STORAGE.

=====

STORAGE

Fill your FUEL CANTEEN again. Then exit.

=====

LEFT STAIRS

Climb the stairs. Then head through that unlocked door to the left of the stairs.

=====

Z HALL

Use the FUEL CANTEEN and the LIGHTER on the zombie you killed earlier, unless you decapitated it. Then, if the Crimson Head doesn't rise, use the FUEL CANTEEN and LIGHTER on the body. Then head to the door ahead of the body.

=====

BLADE ROOM

Run up the stairs until you see an ARMOR KEY. Grab it. Suddenly, a blade comes after you.

| !!! BLADE PUZZLE !!! |
| | |
|Take the IMITATION KEY and USE it in the opening where you took |
the ARMOR KEY. The blade that's going after you should stop.

Exit the room with the ARMOR KEY.

=====

Z HALL

Run back to the LEFT STAIRS via the door you unlocked.

=====

LEFT STAIRS

A zombie will run through the door from the STAIN GLASS BALCONY. Kill it. Then run to the STORAGE.

=====

STORAGE

Refill the FUEL CANTEEN. Now grab the BROKEN SHOTGUN. Exit.

=====

LEFT STAIRS

Take the door right of the STORAGE door. Unlock it with the ARMOR KEY. Go through.

=====

F HALL

Grab the FLASH GRENADE in front of Chris. Then turn right all the way to the closest door to the right. It is the BEDROOM.

=====

BEDROOM

Grab the HANDGUN MAGAZINE on the bed. Use the FUEL CANTEEN and the LIGHTER on the body below. Then run over to the desk and read the KEEPER'S DIARY. Examine the closet doors behind the desk and you will see a zombie. Kill it. Then grab the OLD KEY. You probably will not be able to grab it. We will come back for it later. Exit.

=====

F HALL

Take the door right of the BEDROOM door. Unlock it. Go through.

=====

KENNETH HALL

Run to the DINING ROOM.

=====

DINING ROOM

Run to the MAIN HALL.

=====

MAIN HALL

Run over to the U HALL.

=====

U HALL

Unlock the single and double doors in this hallway. Then go through the single door.

=====

RICHARD ROOM

Run forward. You'll see a cut-scene with Rebecca Chambers and Richard Aiken. Exit.

=====

U HALL

Take the double doors you unlocked earlier.

=====

KNIGHT ROOM

There is a puzzle here.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Chris push the FAR LEFT first. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the FAR RIGHT STATUE next. |
| -Have Chris push the FAR LEFT STATUE again. |
| -Have Chris push the CLOSER LEFT STATUE. |
| -Have Chris push the FAR RIGHT statue again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the CLOSER LEFT STATUE again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |

If you cannot grab the JEWELRY BOX, then leave it for now. Exit.

=====

U HALL

Run to the RIGHT STAIRS.

=====

RIGHT STAIRS

Since you burned the dead zombies, there should be no Crimson heads here. But if you didn't, it is more than likely that a Crimson Head or 2 will be in this room. Run to the door left of the stairs and simply unlock them. Do not enter them. At the bottom of the stairs might be a note from Wesker. Run to the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

There should be a HANDGUN MAGAZINE, FIRST AID SPRAY and SHOTGUN SHELLS here. Grab them all, and manage them with the item box. Refill your FUEL CANTEEN here, but deposit it. Right now you should have the following:

- HANDGUN
- HANDGUN MAGAZINE
- BROKEN SHOTGUN
- SWORD KEY
- ARMOR KEY

Run to the RIGHT STAIRS.

=====

RIGHT STAIRS

Go to the DOOR HALL.

=====

DOOR HALL

Head to the door at a diagonal direction from the door you just came through. Unlock it with the ARMOR KEY. Enter.

=====

CROW HALL

There is a puzzle here.

	!!! PICTURE PUZZLE !!!	
	The painting with the sword must be colored orange/red on both	
	sides (because the paintings appear on both sides). The middle	
	painting must be colored purple. The last painting must be colored	
	GREEN. Adjust the painting from both sides to make the above	
	colors correspond. Then press the woman painting.	

The wall should rise. There should be a DEATH MASK there, but you can't grab it because of limited space. Come back for it later. Exit.

=====

DOOR HALL

Head to the RIGHT STAIRS.

=====

RIGHT STAIRS

Head for the U HALL.

=====

U HALL

Head for the MAIN HALL.

=====

MAIN HALL

Head for the UPPER DINING ROOM.

=====

UPPER DINING ROOM

Head for the LEFT STAIRS.

=====

LEFT STAIRS

Head for the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

Grab the SERUM near the item box. Then exit.

=====

LEFT STAIRS

Head for the UPPER DINING HALL.

=====

UPPER DINING HALL

Head for the MAIN HALL.

=====

MAIN HALL

Run for the U HALL.

=====

U HALL

Run to the RICHARD ROOM.

=====

RICHARD ROOM

Give Richard the serum. If he died, too late, sorry. You won't be brought to the LEFT STAIRS SAVE ROOM. If Richard lives, you will be transported to the LEFT STAIRS SAVE ROOM. This walkthrough will follow as if Richard died.

Exit the room.

=====

U HALL

You have the serum with you... it will come in handy. Head for the MAIN HALL.

=====

MAIN HALL

Head for the DINING ROOM.

=====

DINING ROOM

Run through here to the KENNETH HALL.

=====

KENNETH HALL

Kill the zombie to the right. Then go to the F HALL.

=====

F HALL

Turn the first right in Chris' perspective and grab the DAGGER. Then go to the BEDROOM.

=====

BEDROOM

Grab that OLD KEY you left behind. Exit.

=====

F HALL

Return to the KENNETH HALL.

=====

KENNETH HALL

Turn left and unlock the door nearby with the ARMOR KEY. Do not enter yet. Pass that door, turn a corner, and head down the stairs. Unlock that door, too, with the SWORD KEY. Dump the SWORD KEY. Enter the door.

=====

KITCHEN

Head to the locked door. Grab the OLD KEY. Grab the HANDGUN MAGAZINE on the butcher table, as well as the DAGGER. Exit. A zombie will come and get you, so shoot it, or use a DAGGER.

=====

KENNETH HALL

Head to the DINING HALL.

=====

DINING HALL

Head for the MAIN HALL.

=====

MAIN HALL

Aim for the U HALL.

=====

U HALL

Aim for the RIGHT STAIRS.

=====

RIGHT STAIRS

Go to the door you just unlocked.

=====

DEER ROOM

Unlock the door to the left with an OLD KEY. But enter the room to the right first.

=====

RESEARCHER'S BEDROOM

Next to the candle is a vital OLD KEY. Grab the FIRST AID BOX if you like, and then leave.

=====

DEER ROOM

Head to the RIGHT STAIRS.

=====

RIGHT STAIRS

Head for the U HALL.

=====

U HALL

Head for the MAIN HALL.

=====

MAIN HALL

Go to the STATUE ROOM.

=====

STATUE ROOM

Go to the DOG HALL.

=====

DOG HALL

Run to the M HALL.

=====

M HALL

Head to the nearest door. Unlock it with an OLD KEY.

=====

OUTSIDE AREA

Run around and grab the CHEMICAL, which is really HERBICIDE. Exit.

=====

M HALL

There are zombies here now, so kick their asses with that HANDGUN. Then enter the DOOR HALL.

=====

DOOR HALL

Head for the CROW HALL.

=====

CROW HALL

Run to the outside area and to the locked gate. Unlock it with an OLD KEY. Then go through the door.

=====

GRAVEYARD

Run back to the MAIN HALL.

=====

MAIN HALL

Run to the DINING ROOM.

=====

DINING ROOM

If you have at least one empty item space, go to the broken statue and grab the BLUE GEMSTONE. Go through to the KENNETH HALL.

=====

KENNETH HALL

Take the door to the F HALL.

=====

F HALL

Go to where you collected the DAGGER. There is a door nearby. Enter it.

=====

TIGER STATUE ROOM

Use the BLUE GEMSTONE on the Tiger Statue. Grab the SHOTGUN SHELLS. Exit.

=====

F HALL

Make 3 right turns from the door. Passed the windows should be a door. Go through.

=====

VINE ROOM

Run to the water pumping machine to the right of the door. Use the HERBICIDE there. Then pump the water, flipping the switch to the red. Run passed the dead vines and grab the DEATH MASK. Exit.

=====

F HALL

Head to the KENNETH HALL. Zombies will pop through the windows on your way, but ignore them.

=====

KENNETH HALL

Run to the DINING ROOM.

=====

DINING ROOM

Run to the MAIN HALL.

=====

MAIN HALL

Run to the GRAVEYARD.

=====

GRAVEYARD

Run down the long stairs to the CRYPT.

=====

CRYPT

Use the DEATH MASK on the first tombstone. Then watch a gross cut-scene. Run up to the GRAVEYARD.

=====

GRAVEYARD

Run to the CROW HALL.

=====

CROW HALL

Pick up the DEATH MASK II. Then return to the GRAVEYARD.

=====

GRAVEYARD

Run down to the CRYPT.

=====

CRYPT

Use the DEATH MASK II on the 4th tombstone. You'll see another gruesome scene. Run up to the GRAVEYARD.

=====
GRAVEYARD
Run to the CROW HALL.

=====
CROW HALL
Run to the DOOR HALL.

=====
DOOR HALL
Run to the M HALL.

=====
M HALL
Run to the single door nearby.

=====
CEILING ROOM
Run to the other door in this room.

=====
SHOTGUN ROOM
Grab the DAGGER. Then run over to the rack and grab the SHOTGUN. Then use the BROKEN SHOTGUN, which replaces the SHOTGUN. Then leave.

=====
CEILING ROOM
Run out.

=====
M HALL
Run to the DOOR HALL.

=====
DOOR HALL
Run to the RIGHT STAIRS.

=====
RIGHT STAIRS
Run to the RIGHT STAIRS SAVE ROOM.

=====
RIGHT STAIRS SAVE ROOM
Save your game if you like. Recover any health needed, and free up one item box space. We have one more ARMOR KEY door. Exit.

=====

RIGHT STAIRS

Run to the U HALL.

=====

U HALL

Run to the KNIGHT ROOM.

=====

KNIGHT ROOM

Grab the JEWELRY BOX you left here. The solution to the puzzle is here.

| !!! JEWELRY BOX PUZZLE !!! |
| | |
| Press both buttons which resemble half of a heart shape. The box |
will open. Inside is the MASK W/OUT ALL.

Then exit.

=====

U HALL

Run to the MAIN HALL.

=====

MAIN HALL

Run to the left and unlock that final door. Do not enter it at all, though. Dump the ARMOR KEY. Then return to the U HALL.

=====

U HALL

Run to the RICHARD ROOM.

=====

RICHARD ROOM

Run to the other door in this hallway.

=====

SMALL T HALL

Turn left, kill the zombie and run to the door at the end.

=====

SMALL DINING ROOM

Use the LIGHTER on the candles on the table. Then push the curio to the right. Enter, and kill the zombie. Grab the MUSICAL SCORE from the curio inside this secret annex, and then leave the room.

=====

SMALL T HALL

Run to the RICHARD ROOM.

=====

RICHARD ROOM
Run to the U HALL.

=====

U HALL
Run to the MAIN HALL.

=====

MAIN HALL
Run to the GRAVEYARD.

=====

GRAVEYARD
Run down to the CRYPT.

=====

CRYPT
Use the MASK W/OUT ALL on the second tombstone. Watch another gross cut-
scene, and return to the GRAVEYARD.

=====

GRAVEYARD
Return to the MAIN HALL.

=====

MAIN HALL
Go to the DINING ROOM.

=====

DINING ROOM
Go to the KENNETH HALL.

=====

KENNETH HALL
Turn right, and head for the door on the left.

=====

PIANO ROOM
Go passed the piano to a small branch of the room. Push the shelf right,
and grab the MUSICAL SCORE. Combine it with your other MUSICAL SCORE to
get the MOONLIGHT SONATA (it is still called MUSICAL SCORE, but
whatever). Head to the piano and use it. Rebecca will come into the
room. Let Rebecca practice.

Exit.

=====

KENNETH HALL

Run to the DINING ROOM.

=====

DINING ROOM

Go to the fireplace and grab the WOODEN EMBLEM. Then go to the MAIN HALL.

=====

MAIN HALL

Go to the U HALL.

=====

U HALL

Go to the RIGHT STAIRS.

=====

RIGHT STAIRS

Go to the DEER ROOM.

=====

DEER ROOM

Take the door to the left.

=====

INSECT RESEARCH ROOM

Go to the desk and grab a file. Near the desk is a FISHHOOK. Grab it from the display. Then run to the bee display board right of the door and grab the LURE OF A BEE. Combine the LURE OF A BEE with the FISHHOOK. Run to the board left of the door and grab the BEE SPECIMAN. Use the LURE OF A BEE on the left board, and the BEE SPECIMAN on where the LURE OF A BEE used to be. Then press the switch. Grab the WIND CREST. Exit,

=====

DEER ROOM

Exit.

=====

RIGHT STAIRS

Return to the U HALL.

=====

U HALL

Return to the MAIN HALL.

=====

MAIN HALL

Go to the DINING ROOM.

=====

DINING ROOM

Go to the KENNETH HALL.

=====

KENNETH HALL

Run to the PIANO ROOM. Make sure you have the WOODEN EMBLEM with you.

=====

PIANO ROOM

After solving the bee puzzle, Rebecca will now be able to play the piano. Once the wall rises, go inside, grab TREVOR'S DIARY and the GOLD EMBLEM. Use the WOODEN EMBLEM on the spot where the GOLD EMBLEM used to be. The wall will rise. Return to the KENNETH HALL.

=====

KENNETH HALL

Run to the DINING ROOM.

=====

DINING ROOM

Use the GOLD EMBLEM above the fireplace. Then run over to the clock for your next puzzle.

!!! CLOCK PUZZLE !!!	
The clock's internal parts will be revealed. Head to them. When	
examining the clock, opt to move the HOUR HAND twice. When the	
clock is at 6:00, press B and you will get a SHIELD KEY.	

Return to the MAIN HALL.

=====

MAIN HALL

Run to the U HALL.

=====

U HALL

Head for the RICHARD ROOM.

=====

RICHARD ROOM

Run to the SMALL T HALL.

=====

SMALL T HALL

Run up the steps, and use the SHIELD KEY to unlock the door. Then enter.

=====

ATTIC

Your first boss awaits..

=====

BOSS # 1: YAWN

DIFFICULTY: EASY

Simply run over to the isolated corner and grab the DEATH MASK III. Then run out of the room. Since Chris doesn't have the GRENADE LAUNCHER like Jill, it is hard to kill this boss, so you're better off just getting in and out as fast as you can.

=====

Exit the room.

=====

SMALL T HALL

If the YAWN hit Chris during the battle, he will be poisoned. If you saved Richard, Rebecca will come in for you, and you'll control her (take her to the LEFT STAIRS SAVE ROOM for the SERUM). If Richard wasn't saved, then Chris will have to get it himself.

Go to the RICHARD ROOM.

=====

RICHARD ROOM

Run to the U HALL.

=====

U HALL

Run to the RIGHT STAIRS.

=====

RIGHT STAIRS

Run to the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Head to the item box and use the SERUM. Then exit.

=====

RIGHT STAIRS

Head to the U HALL.

=====

U HALL

Head to the MAIN HALL.

=====

MAIN HALL

Head for the GRAVEYARD.

=====

GRAVEYARD

Head down the long stairs to the CRYPT. Have the SHOTGUN equipped.

=====

CRYPT

Attach DEATH MASK III to the final tombstone. Then a Super Crimson head will attack you. Aim the SHOTGUN at its head for a quick decapitation, or shoot it out. This is a really fast zombie, and can kill you in a few hits. Grab the STONE AND METAL OBJECT from the casket, and the SHOTGUN SHELLS nearby, then climb the long stairs.

=====

GRAVEYARD

Take the door to the CROW HALL.

=====

CROW HALL

Head for the DOOR HALL.

=====

DOOR HALL

Head for the small branch of this hallway, and out the door at the end.

=====

EXIT HALL

A zombie dog will pop in, so kill it. Then head over to the locked door. Nearby to the left is an engraving. Use the STONE AND METAL OBJECT on it and the door will unlock. Go through...

=====

Well, we've finished PART 1 of Chris' mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

=====

B. GUARDHOUSE AREA

ITEMS: FLASH GRENADE

FIRST AID SPRAY

SUN CREST

STAR CREST

MOON CREST

MAGNUM

KEY FOR ROOM 001

RED BOOK

CONTROL ROOM KEY

INSECTICIDE SPRAY

SELF DEFENSE GUN

=====

BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

=====

GUARDHOUSE ENTRANCE

Snakes will pour in on Chris, so watch out. Grab any HERBS you see.
Head through the door at the end.

=====

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

=====

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

=====

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

=====

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the SHOTGUN SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

- 2: BLUE
- 3: RED
- 4: PURPLE
- 5: ORANGE
- 6: GREEN

If you remember that solution, then a door code will be insanelly easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BIX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

=====

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room including the RED BOOK. Leave.

=====

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

=====

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM.

=====

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

=====

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Chris' feet into the water and go through the double doors.

=====

SHARK TANK

Richard will be in here if you saved him earlier. In here is a shark called NEPTUNE. Run back out through the way you came.

=====

SECRET WATER TUNNEL

Return to the 002 ROOM.

=====

002 ROOM

Head into the 002 BATHROOM.

=====

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

=====

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

=====

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

=====

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN MAGAZINES here. Head into the bathroom.

=====

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

=====

001 ROOM

Head out.

=====

GUARDHOUSE HALLWAY

Take to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Deposit any HANDGUN and HANDGUN MAGAZINES you may have, since Chris' item slots are limited. Then exit.

=====

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

=====

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

=====

SECRET WATER TUNNEL

Head to the SHARK TANK.

=====

SHARK TANK

Shoot the nearest shark with the DEFENSE GUN. Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

=====

CONTROL ROOM

In here, there will be a difficult puzzle.

| !!!CONTROL ROOM PUZZLE!!! |
| | |
| Go down the ladder. Then go to the white board on the table and |
| find the number on it, either being 1, 2 or 3. Now go to the giant |
| window. Once the shark breaks it and the countdown starts. Press |
| the computer switch that is near the window. Then turn around |
| (using the C-Stick) and make a diagonal run (\ this direction) |
| and press the computer switch there. From that console, you'll |
| then want to head directly left to where a lever is and hit that |
| one. Then head into the adjacent hallway and turn left so you see |
| some sort of a tank that has the colors red and green |
| (which are really lights). When it asks you to press either |
| BUTTONS 1, 2 or 3, press the number which was on the board. |
| Return to the second computer console you pressed and press it |
| again. Then return to the lever and then switch it again. Then go |
| back to where the shark is banging and press that switch. The |
SHARK TANK will be drained.

Go back to the adjacent hallway and take the door directly to the right.
Then run to the previously water-blocked door.

=====

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

=====

SHARK TANK

With the water drained, run over to the platform and then attempt
to grab the GALLERY KEY. If Richard lived, then RICHARD'S SHOTGUN should
be on the floor. On the platform, try to grab the GALLERY KEY. But then
the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Chris? Push it into
the Aqua Ring. See the lever to the left? Switch it and then the Neptune
shark gets electrocuted. Thanks to the billions of people who sent it
in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door
you previously went to.

=====

WATER ROOM

Run through here. Head for the next door you didn't go through.

=====

WATER HALLWAY 2

Grab the MAGNUM ROUNDS. Head for the door at the end up the ladder.

=====

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

=====

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Run back to GUARDHOUSE HALLWAY 1.

=====

GUARDHOUSE HALLWAY 1

Run to the GUARDHOUSE SAVE ROOM.

=====

GUARDHOUSE SAVE ROOM

Deposit the DEFENSE GUN and the MAGNUM ROUNDS and grab the RED BOOK. If you want, grab the HANDGUN and HANDGUN MAGAZINE. Then exit.

=====

GUARDHOUSE HALLWAY 1

Head for GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

=====

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door. Unfortunately, Chris (or Rebecca, rather) will have to explore that area (though Jill didn't). The password to enter is for Rebecca, though. Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

=====

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

=====

GALLERY

Run to where the wasps were and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

=====

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

| !!!RED BOOK PUZZLE!!! |
| | |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
a nude woman.

Once the puzzle is solved, head through the door to your next boss fight.

=====

PLANT 42 ROOM

You're next boss fight awaits...

=====

BOSS # 4: PLANT 42

DIFFICULTY: Hard

Upon entry, Chris will get attacked by the Plant 42. You will then be put in control of Rebecca Chambers.

[NOTE: If you don't have the PLANT 42 REPORT file with you, Chris will be forced to take on Plant 42 alone. The reason that Rebecca won't come is because the Plant 42 report is required to trigger the event.]

If you are in control of Rebecca Chambers, simply follow these steps.

1. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

2. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter (635, but it could be random). CVXFREAK also got 536 on HARD MODE.

3. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

4. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't

have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

Now we are back to Chris. Now use all your ammo to fight and kill it. It can take anywhere from 10 SHOTGUN SHELLS to 20. Watch out for its attacks, but it should be really, really easy to dodge.

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Watch a cut-scene with Rebecca. In the room where Rebecca made the V-Jolt is where she will stay for awhile. If you were injured in the fight with PLANT 42, go there to heal yourself. Note that if Richard died from the Yawn, Rebecca will hand you her radio. Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Reorganize your items to have this:

HANDGUN

HANDGUN MAGAZINE

MAGNUM

MAGNUM ROUNDS

HELMET KEY

The next section is tough. Make sure you have your HELMET KEY. Save, too. Keep the MAGNUM equipped.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

=====

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

=====

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

=====

GARDEN

Head to the SHED.

=====

SHED

There are many items here thanks to Wesker. Grab them all, especially the SHOTGUN SHELLS, because a new monster is going to show up. If you can't get all of the items, then return to Lisa's COTTAGE and use the item box there to manage your items. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

=====

C. RETURN TO MANSION

ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
MO DISK
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2
MEDAL OF WOLF
MEDAL OF EAGLE
GREEN HERB
RED HERB
BLUE HERB
BATTERY
EMBLEM KEY
BROACH

=====

EXIT HALL

Run down the hall and head into the DOOR ROOM.

=====

DOOR ROOM

There is a Hunter here. Kill it with the MAGNUM. It should take only one bullet. Head into the RIGHT STAIRS.

=====

RIGHT STAIRS

There is a Hunter here. Kill it with the MAGNUM, or use the SHOTGUN. Head into the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

=====

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into the door.

=====

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room using the HELMET KEY.

=====

WALL HALL

There is no snake here this time. There is a puzzle, though.

	!!!WALL PUZZLE!!!	
	OK. See the statue? Push it in through the opening into the main	
	part of the room. Push it all the way. When the walls stop moving,	
	head back to the door and head behind the right wall. Run all the	
	way and flip the switch. Run back the way you came and to where	
	you pushed the statue. Push it left before the walls consume you.	
	A secret passage will open.	

Jump down the hole. To the left is a FLASH GRENADE.

=====

GRAVE

Head in, and you'll see a grave. Press the button. To the right is a LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE. Grab the diary on the grave, too. Head down.

=====

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the Spiders.

=====

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it.
Then take the only other door in this room.

=====

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH ROOM.

-Head to the elevator.

This next optional part (though the RED GEMSTONE isn't optional) is required for players who want to save Jill Valentine and get a better ending. Skip the optional section if you want to get Jill Valentine killed.

=====

=====OPTIONAL=====

=====OPTIONAL=====

=====

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that there is a Sweeper here. Sweepers, as you'll remember from Resident Evil CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid Rounds, or your Magnum. The door to the F HALL will also be torn down, so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT STAIRS.

=====

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

=====

LEFT STAIRS SAVE ROOM

We have to unload here, especially the MEDAL OF EAGLE. You will also want to save the game. Exit.

=====

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

=====

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the SHOTGUN

SHELLS near the right deer head.

| !!! YELLOW GEM PUZZLE !!! |
| |
| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |
| and grab the RED GEMSTONE. [If you run out of item space, return |
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |
-STONE AND GRAB IT! Puzzle solved!

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

=====
LEFT STAIRS
Run down to the LEFT STAIRS SAVE ROOM.

=====
LEFT STAIRS SAVE ROOM
Unload if you have too many item spaces. Then exit.

=====
LEFT STAIRS
On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

=====
KENNETH F HALL
Run to the door that leads to the TIGER STATUE ROOM.

=====
TIGER STATUE ROOM
Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK. Exit.

=====
KENNETH F HALL
Return to the LEFT STAIRS.

=====
LEFT STAIRS
Run to the LEFT STAIRS SAVE ROOM.

=====
LEFT STAIRS SAVE ROOM
Deposit the MO DISK into the item box. Exit.

=====
LEFT STAIRS
Head for the KENNETH F HALL.

=====
KENNETH F HALL
Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

=====
=====END-OPTIONAL=====

=====
KITCHEN
Now that we are all back together, we can now explore the elevator. Ride the elevator down.

=====
TORCH LIT TUNNEL
Kill the zombie from the first branch of this room. There are 2 GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

=====
STORAGE ROOM
In here are SHOTGUN SHELLS, MAGNUM ROUNDS and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit. (Feel free to return to the Item Box)

=====
TORCH LIT TUNNEL
Head to Jill's left, through a door.

=====
Z HALL
Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

=====
BLADE ROOM
Head up passed where you left the IMITATION KEY. Passed it is a door. Unlock it with the HELMET KEY.

=====
LIBRARY
Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

Your goal: Shoot the thing with SHOTGUN SHELLS. Watch out for its bite and poisonous attacks. Once you run out of SHOTGUN SHELLS, shoot it with the HANDGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

BLADE ROOM

Head to the Z HALL.

Z HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

```
| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
| Thanks to Daniel Engel for the solution!! |
-----
```

Once you solve the puzzle, you will have a BROACH, which will turn into

the EMBLEM KEY. Exit.

=====

REST ROOM

Exit to the MAIN HALL.

=====

MAIN HALL

Head for the GRAVEYARD.

=====

GRAVEYARD

Head to the gate leading to the CROW HALL.

=====

CROW HALL

Head for the other door in this hallway.

=====

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

=====

BEDROOM

You'll hear Rebecca scream. If you want to save her, head out again.

=====

SAVING REBECCA

=====

DOOR HALL

Run to the RIGHT STAIRS.

=====

RIGHT STAIRS

Run to the U HALL upstairs.

=====

U HALL

Run to the door to the right immediately.

=====

STUDY

After the cut-scene, kill that Hunter by any means possible. You'll end up saving Rebecca.

=====

END SAVING REBECCA

=====

After saving her, return to the BEDROOM you were in when you heard her
scream.

NOTE: Pick up the SQUARE CRANK from the Item Box if you already haven't.
Save, too.

=====
BEDROOM
See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see.
Grab the FLASH GRENADE, too. Exit.
=====

DOOR HALL
Head for the EXIT HALL.
=====

EXIT HALL
Head out to the SHED.
=====

SHED
Head to the GARDEN.
=====

GARDEN
Head to the POND ROOM.
=====

POND ROOM
Head across the pond and down the lift to the GUARDHOUSE GARDEN.
=====

GUARDHOUSE GARDEN
Head over to the broken lift and attach the BATTERY to the slot nearby.
Then ride the lift up.
=====

GARDEN
We are in the GARDEN again. Head to the SHED.
=====

SHED
Head to the EXIT HALL.
=====

EXIT HALL

Head to the DOOR HALL.

=====

DOOR HALL

Head for the RIGHT STAIRS.

=====

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

=====

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game, too. Exit.

=====

RIGHT STAIRS

Travel to the DOOR HALL.

=====

DOOR HALL

Head for the EXIT HALL.

=====

EXIT HALL

Head to the SHED.

=====

SHED

Head to the GARDEN.

=====

GARDEN

Head for the POND ROOM.

=====

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

=====

GARDEN

Run to the lift in this room, and ride it down.

=====

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels...

=====

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

=====

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

- ITEMS: HEX CRANK
- FLAME THROWER
- SHOTGUN SHELLS
- SURVIVAL KNIFE

AVOIDING LISA

=====

- ITEMS: CYLINDER
- SHAFT
- CYLINDER SHAFT
- BROKEN FLAMETHROWER
- JEWELRY BOX

MANSION ALTAR

=====

- ITEMS: DAGGER KNIFE
- STONE RING
- STONE AND METAL OBJECT
- STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

=====

TUNNEL 1

Head to the first door on the right.

=====

TUNNEL 2

Find the SHOTGUN SHELLS on the floor of this tunnel. Head to the only door in this tunnel.

=====

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

=====

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

=====

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

=====

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

=====

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you like, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

=====

BOULDER ROOM

Nearby is a FLAME THROWER. Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

=====

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Unload the FLAME THROWER on this bastard, and eventually it should die. There is a SURVIVAL KNIFE on top of the barrels in the corner.

-OR-

Run to the webbing on the door, hack at it with the SURVIVAL KNIFE or FLAME THROWER and run through. Thanks to a reader (forgot who, sorry) who submitted this cheat.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME THROWER %, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME THROWER % at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

=====

TUNNEL 3

Turn right and head through the door, by attaching the FLAME THROWER to the right of it on the panel.

=====

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

=====

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

=====

BOULDER ROOM 2

Return to TUNNEL 3.

=====

TUNNEL 3

Head into the GIANT SPIDER ROOM.

=====

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

=====

BOULDER ROOM

Head back to TUNNEL 1.

=====

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

=====

TUNNEL 2

Head for the PIT ROOM.

=====

AVOIDING LISA

=====

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift! Ride it down!

=====

BOTTOM SHAFT

Run to the nearest door.

=====

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Chris. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

=====

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

=====

LISA TUNNEL

Run back to where the lift is. Avoid Lisa Trevor at all costs.

=====

BOTTOM SHAFT

Look for the ITEM BOX. Pack AT LEAST 2 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump

down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

=====

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch on the wall. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

=====

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

=====

MANSION ALTAR

=====

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

=====

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

=====

OUTSIDE PATHWAY

Run back to the SHED.

=====

SHED

Head back to the EXIT HALL.

=====

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one

you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

=====

DOOR ROOM

Aim for the CROW HALL.

=====

CROW HALL

Run down the entire hallway to the GRAVEYARD.

=====

GRAVEYARD

Head for the MAIN HALL.

=====

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

=====

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

=====

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

=====

ALTAR ROOM

There is a cut-scene with Wesker. And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Then start shooting the hell out of the thing along with Wesker. When it falls over, keep shooting it. Once she falls, its all over!
Yipeee!!!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks to KANE79 for this tip.

=====

..anyway. Talk to Wesker if he is still there, which is more than likely.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

=====

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Chris discovers a lab beneath the mansion area, and all the traps Chris has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

=====

- ITEMS: MO DISK 2
- INK RIBBONS
- GREEN HERBS
- SLIDE CARTRIDGE
- MO DISK 3
- LABORATORY KEY
- CAPSULE

ESCAPING

=====

- ITEMS: MASTER KEY
- FUSE UNIT
- SIGNAL ROCKETS

SEARCHING AROUND

=====

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

=====

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM or SHOTGUN, depending on what you have ammo for. Head through the double doors.

=====

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO DISK. Head down the stairs. Head through the gate.

=====

O ROOM

Head to the door to your right.

=====

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

=====

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

=====

LAB HALL 1

Back to the O ROOM.

=====

O ROOM

Head to the only open double doors in this room.

=====

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in Resident Evil 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

=====

O ROOM

Head back to the LAB HALL 1.

=====

LAB HALL 1

Head into the first door to the right.

=====

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the

MO Disk on the desk's GameCube, too.

=====

LAB HALL 1

Head for the O ROOM.

=====

O ROOM

Return through the gates to the stairs.

=====

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

=====

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm... Grab the MO DISK from the shelf near the door.

See that blinking panel near where you got the MO DISK? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

=====

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

=====

O ROOM

Unlock the single door with the LABORATORY KEY.

=====

T HALL

Take the door directly across from the entrance (not the one to the left).

=====

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

=====

T HALL

Turn left. Head through the double doors.

=====

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

=====

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside. Run to the door at the end of this hall. Kill all Chimeras with the Magnum. Now return to CHIMERA HALL 1.

=====

ESCAPING

=====

CHIMERA HALL 1

Head for the T HALL.

=====

T HALL

Head for the O ROOM.

=====

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Enter.

=====

STOREROOM

Does this place remind me of Silent Hill? Anyway, push the shelf back and climb up the counter. Enter the vent.

=====

OPERATION ROOM

Head through the other vent you see in this room. Kill the Chimeras.

=====

STOREROOM

Find the GameCube-esque reader and insert an MO DISK inside. Then push the shelf away and exit.

=====

O ROOM

Back here, head for the LAB HALL 1.

=====

LAB HALL 1

Head for the first door on the right.

=====

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK.
WALK to the LAB HALL 1. WALK.

=====

LAB HALL 1.

WALK to the O ROOM.

=====

O ROOM

WALK to the T HALL.

=====

T HALL

WALK to the CHIMERA HALL 1.

=====

CHIMERA HALL 1

WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA
HALL 2.

=====

CHIMERA HALL 2

Run through the hall to the POWER ROOM.

=====

POWER ROOM

Go to one of the 2 computer consoles you can access and press the YES
option. Then leave.

=====

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

=====

CHIMERA HALL 1

Run for the T HALL.

=====

T HALL

Run to the other end of the hall into the elevator. Save in the nearby
SAVE ROOM if you want. Power up the elevator. If you saved Rebecca from
the Hunter, she'll come in. If not, she won't be here.

=====

TYRANT ENTRANCE ROOM

Enter through the door at the end.

=====

TYRANT ROOM

Watch the cut-scene.

=====

BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from the gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If she survived, wake Rebecca up, and head to the desk at the end of the room to unlock the door. If Rebecca didn't survive, grab the MASTER KEY. Leave.

=====

TYRANT ENTRANCE ROOM

Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Rebecca didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Jill, then follow the next orders.

=====

T HALL

Run to the O ROOM.

=====

O ROOM

Run to the LAB HALL 1.

=====

LAB HALL 1

Head for the 3 green switches and flip them. Head through the door.

=====

PRISON TUNNEL

Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

=====

JAIL CELL

Talk to Chris. Then leave.

=====

PRISON TUNNEL

Head back.

=====

LAB HALL 1

Head to the O ROOM.

=====

O ROOM

Head to the STAIRS.

=====

STAIRS

Head up the stairs and through the door.

=====

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

=====

LABORATORY ENTRANCE

Head for the double locked doors.

=====

ESCAPE TUNNEL

Run through. Grab the SHOTGUN SHELLS and FIRST AID BOXES and open them. Grab the FUSE UNIT at the end and ride the elevator. There are only 3 minutes until detonation if Rebecca is still alive.

=====

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it. If Rebecca is alive, then you'll have to fight the Tyrant. If Rebecca is dead, then you won't have to fight a boss battle, thus ending the game.

=====

BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your HANDGUN (since you might not have any SHOTGUN SHELLS left other than the ones you just picked up). Start shooting the thing and dodging it. One hit can bring you down to Caution. Rebecca will be helping you.

Once Brad drops the ROCKET LAUNCHER, Rebecca will get strangled. Shoot a rocket at it and the game ends.

[NOTE: The Tyrant might hit the rocket away if it is free from strangling Rebecca. Shoot another rocket at it to kill it.]

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You

will get a slightly different ending if you get Barry killed.]

=====

GAME OVER...

=====

Well, Chris has survived a nightmare nearly impossible to survive. Try to achieve a different ending, or grab a higher score. Watch the credits, and enjoy! If you want to know what happens next in the world of Resident Evil, pick up copies of Resident Evil 2 and Resident Evil 3: Nemesis, because Raccoon City is where the next adventures take place.

=====

=====

5.1. I N V I S I B L E M O D E W A L K T H R O U G H S

=====

7777s

After an overwhelming number of complaints, I've no choice but to include an Invisible Mode guide within this guide. Sorry to those who have to do some extra scrolling down.

A. JILL VALENTINE

A. MANSION AREA

SECTIONS

ENTER THE MANSION

=====

ITEMS: SHIELD

DAGGER KNIFE

INK RIBBON

BLUE GEMSTONE

BOOK OF CURSE

MANSION MAP

OIL CANTEEN

LOOKING AROUND

=====

ITEMS: SWORD KEY

SHOTGUN

ACID ROUNDS

HANDGUN MAGAZINE

DOG COLLAR

DOG WHISTLE

FAKE KEY

ARMOR KEY

LIGHTER
ACID ROUNDS
MASK W/OUT ALL
BATTERY PACKS

DEATH MASK HUNT

=====

ITEMS: DEATH MASK I
SHOTGUN II
SHEILD KEY
DEATH MASK II
DEATH MASK III
WIND CREST
HERBICIDE
LURE OF A BEE
GOLD
BEE SPECIMAN
JEWELRY BOX
WOODEN EMBLEM

GETTING OUT

=====

ITEMS: MUSICAL SCORE
MUSICAL SCORE (2)
MOONLIGHT SONATA
GOLD EMBLEM
ARMOR KEY
STONE AND METAL OBJECT

ENTER THE MANSION

DINING ROOM

Learn the controls, and grab the INK RIBBON on the table. Then go to where Barry is. After the cut-scene, head through the nearby door.

KENNETH ROOM

Turn to Jill's left and then you'll see the very first zombie. Run back to the DINING ROOM.

DINING ROOM

After the cut-scene, head back to the MAIN HALL.

MAIN HALL

Search behind the staircase, and upstairs. Then go back and talk to Barry. After he leaves, go to the door to the right, opposite the door leading to the DINING ROOM.

STATUE ROOM

There is an opening to the left covered by a dresser, which you should push to the right. Head into the opening. On the shelf, grab the shining item. It is the DAGGER KNIFE, and it comes in handy. On your way back, a zombie will attack you, but if you almost get bitten, Jill will automatically use the DAGGER KNIFE so you can evade the zombie. EVADE THE THING, or KILL IT.

You can kill it by pushing the dresser in front of the opening, trapping it. Then use the KNIFE and KNIFE away at it.

To get the MANSION MAP, push the dresser back in front of the opening. Using A, climb on top of the dresser, and jump down on the opposite side. Then push the dresser towards the statue, until it stops. Climb on it, and then head to the shining item on the statue. Grab it, and its the MANSION MAP.

Return to the MAIN HALL.

MAIN HALL

Head up the stairs, and to the door directly on top of the staircase.

GRAVEYARD

Is this the GRAVEYARD that was cut from the PSX BioHazard? Who knows. Wander the graveyard until you see a casket. Inspect it, and there's an indentation of an arrowhead. Inspect a gate you see, and its locked. There is an item behind it. Return to the MAIN HALL.

MAIN HALL

Take the stairs to JILL'S left. Take the double doors into the UPPER DINING ROOM.

UPPER DINING ROOM

You might want to kill that zombie on the left. The KNIFE is somewhat effective. The CODE: Veronica X method of slashing at the legs is really difficult, so just try to dodge. See the statue? Push it forward and then push it over the gap in the railing. It'll fall down. Circle the UPPER DINING ROOM and grab the DAGGER KNIFE. Do not waste it. Head back to the MAIN HALL.

MAIN HALL

Return to the DINING ROOM.

DINING ROOM

Head to where the statue fell? Run there and pick up the BLUE GEMSTONE. Return to the KENNETH ROOM.

KENNETH ROOM

Head left and watch for the zombie on the other side of the hall. Head to the door left of where Kenneth was killed. Search him for an item called "KENNETH'S TAPE."

FAR LEFT STAIRS

Circle the hall, until you reach the stairs. Near the birdcage is a HANDGUN MAGAZINE. Grab the 2 GREEN HERBS. Head yourself if you must. Up the stairs is a door you should go through.

Z HALL

If you check the map, the place looks like a Z. Head down the hall, and kill any zombies you may see. Down the hall, you should see a shiny item. Grab the GOLDEN ARROW. Examine it so it becomes an ARROWHEAD." Under the big mirror near where you found the SPEAR are HANDGUN MAGAZINES. Go to the door on the map that leads to the UPPER DINING HALL.

UPPER DINING HALL

Head back to the MAIN HALL.

MAIN HALL

Return to the graveyard.

GRAVEYARD

Head to where you saw the Spear indentation. Use the ARROWHEAD on the casket. Stairs will be revealed. Go down them.

MACHINERY ROOM

Wander through this room until you see a BOOK OF CURSE. Grab it. Examine the BOOK in your item list. You'll notice by the entrance 4 faces above 4 tombs. Remember that for later. Return to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Examine the BOOK, and turn it around. You'll see the SWORD KEY. Take it, and read the book. Take the SWORD KEY and use it on the door.

L HALL

Head through, and you'll hear a window crack. Run through, and push the far cabinet back to get HANDGUN MAGAZINE. Head to the M HALL.

M HALL

Run to the nearest door and use your SWORD KEY. Enter.

DOG AREA

Run down and grab the GREEN HERBS. Grab the HERBICIDE from the wheelbarrow, too. Return to the M Hall.

M HALL

Use the SWORD KEY on the next door. Enter the BATHROOM.

BATHROOM

Look around, and drain the tub. Grab the DAGGER KNIFE from the tub. Return to the M HALL.

M HALL

Run toward the next door. Enter the CEILING ROOM.

CEILING ROOM

Run across to the other door leading to the SHOTGUN RACK ROOM.

SHOTGUN RACK ROOM

Take the INK RIBBON. Then take the SHOTGUN. After you take it, leave.

CEILING ROOM

The ceiling begins to drop.

M HALL

You are back in the M HALL. Head through the double doors nearest you.

DOOR HALL

Head to the door to Jill's right.

RIGHT STAIRS

Kill the zombie, and enter the LEFT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Grab the OIL CANTEEN you find, along with some GRENADE. Deposit both into the ITEM BOX. Near the TYPEWRITER is an oil container. Fill your OIL CANTEEN with OIL so you can burn any zombies you kill. Save the game, and head out.

LOOKING AROUND

RIGHT STAIRS

Climb the stairs. Kill the zombies, or dodge them, and head right. Turn left at the corner, and enter into the U HALL.

U HALL

Dodge all the zombies, and turn right into the door. This is the STUDY.

STUDY

Grab the DOG WHISTLE and the LIGHTER. Exit the way you came.

U HALL

Run all the way to the end, passing all doors until you get to the very last one. Dodge all zombies, and head into the MAIN HALL.

MAIN HALL

Barry will give you ACID ROUNDS. Run across the room into the UPPER DINING ROOM.

UPPER DINING ROOM

Run to the right of Jill, to the second door on the end. She is in the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head to the nearest door, without entering the stair area.

STAIN GLASS BALCONY

In front of that Stain Glass, equip the SHOTGUN and use the Dog Whistle. Dogs will attack you, so kill them quickly. Grab the shining item on the floor. It is a DOG COLLAR. Inspect it, and you pull out some sort of JEWEL. Inspect the JEWEL in all areas and you get an IMITATION KEY. Return to the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Return to the UPPER DINING ROOM.

UPPER DINING ROOM

Head to the Z HALL.

Z HALL

Run to the door you first entered this room from, and turn right. Enter the door you see. It is the BLADE ROOM.

BLADE ROOM

Run to the ARMOR KEY you eventually see. Grab it. Now the first puzzle occurs.

| !!! BLADE PUZZLE !!! |
| | |
|Take the FAKE KEY and USE it in the opening where you took the |

|ARMOR KEY. The blade that's going after you should stop. |

Take the ARMOR KEY. Leave for the Z HALL.

Z HALL

Run toward the UPPER DINING HALL.

UPPER DINING HALL

Take the door next to the one you just came through, into the LEFT STAIRS.

LEFT STAIRS

Head down the stairs you see after dispatching the zombies. A super-zombie might go after you, so be very careful. At the bottom, head into the door nearest you.

LEFT STAIRS SAVE ROOM

Prepare any of your items if necessary. Then leave.

LEFT STAIRS HALLWAY

Run across the hallway, and head back up the staircase. Return to the UPPER DINING HALL.

UPPER DINING HALL

Head over to the MAIN HALL.

MAIN HALL

Head down the stairs, and to the DINING HALL.

DINING HALL

Head to the KENNETH ROOM.

KENNETH ROOM

From this hall, head all the way right, and turn left at the corner. Head down the stairs, and unlock the door. Head back up the staircase, and to the door you just passed. Unlock it with the ARMOR KEY. But do not go through yet. Head to the DINING ROOM.

DINING ROOM

From here, head to the MAIN HALL.

MAIN HALL

Head upstairs to the UPPER DINING HALL.

UPPER DINING HALL

From here, go to the LEFT STAIRS.

LEFT STAIRS

From here, take the stairs down, and run down passed the LEFT STAIRS SAVE ROOM. Head to the door nearby, using the SWORD KEY. When the options YES and NO come up, select YES so you can discard the SWORD KEY. Head inside.

STORAGE ROOM

Do not grab the BROKEN SHOTGUN. Just grab the BATTERY PACK. Leave.

LEFT STAIRS HALLWAY

Head to the door to the right of Jill, unlocking it with the ARMOR KEY.

F HALL

Notice on the map that this hall looks like an F? OK, run down a bit and grab the BATTERY PACK. Then head further down, turn the corner and enter the VINE ROOM.

VINE ROOM

Run over to the machine pumping the water and use the HERBICIDE. Once it is submerged into the water, examine the machine again and select YES. Then select the first option you see. The vines will then die from the HERBICIDE. Grab the MASK W/OUT ALL you see on the wall.

DEATH MASK HUNT

NOTE: There are many GREEN HERBS here. Due to the overwhelming difficulty of this game, it is suggested you only take them when you run out of healing supplies. They will still be here when you return from the GUARDHOUSE, and by then, this place will be a Hunter festival. Pick these GREEN HERBS up when you return from the GUARDHOUSE, or when you really, really need them.

Head back to the F HALL.

F HALL

Run back to the door you used to get to this hall for the first time, and turn left. Run down, and zombies will bust in from the windows! IGNORE THEM and run. Turn the next left you see, and head through the nearest door. Grab the DAGGER KNIFE, and head to the TIGER STATUE ROOM nearby.

TIGER STATUE ROOM

Head to the TIGER STATUE and use the BLUE GEMSTONE. You will get SHOTGUN SHELLS. Head back to the F HALL.

F HALL

The zombies that popped through the window are on the left. Let them bite you, and use DAGGER KNIFE or BATTERY PACK against one of them to save ammo. Head into the door nearby.

BEDROOM

Head to the desk across the room, passed the bed. On the bed is a HANDGUN MAGAZINE. On the desk is a diary. After reading it, a zombie attacks you. Kill it (you will probably need a DAGGER KNIFE). Exit.

F HALL

Head to the door to the right, and kill the zombies you haven't killed. Head through the door on the right. It leads to the KENNETH ROOM.

KENNETH ROOM

Head to the DINING HALL.

DINING HALL

Head to the MAIN HALL.

MAIN HALL

Head upstairs. Head to the door to the right of the one leading to the U HALL. Unlock it with the ARMOR KEY, but do not go through yet. Head to the U HALL.

U HALL

Unlock the single door nearby using the ARMOR KEY. Before entering it, unlock the double doors you see nearby with the ARMOR KEY. Head to the RIGHT STAIRS.

RIGHT STAIRS

Here, go to the door passed the staircase leading down and unlock it with the door. Do not enter it yet. Head down into the DOOR HALL.

DOOR HALL

Unlock the door down the hall, near the open space, using the ARMOR KEY. When the YES or NO option comes up, select YES so you can discard the ARMOR KEY. Do not go through, yet. Return to the RIGHT STAIRS.

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the single door you unlocked a few minutes ago.

RICHARD ROOM

You'll see Richard Aiken here. You'll have to get him SERUM. Head outside to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head into the door you just unlocked. It leads to the FOREST BALCONY.

FOREST BALCONY

Run across. Grab the HANDGUN MAGAZINE you see. Run down and you'll see a familiar person: Forest Speyer. (Barry will be here if you used the BROKEN SHOTGUN in the SHOTGUN RACK ROOM, and give you the GRENADE LAUNCHER). Grab the GRENADE LAUNCHER from him if you didn't see Barry here, and run down. Grab the GREEN HERBS. Forest will then attack you, so use the SHOTGUN or the GRENADE LAUNCHER to kill this tough zombie. Exit back into the MAIN HALL.

MAIN HALL

Head into the first floor, and into the DINING ROOM.

DINING ROOM

Head into the KENNETH ROOM.

KENNETH ROOM

Head into the F HALL.

F HALL

Head into the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY

Head into the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM from the shelf and rearrange your items. Make sure you have the HANDGUN, SHOTGUN, GRENADE LAUNCHER, LIGHTER, GREEN HERB, SERUM, MASK and the ARMOR KEY. Return to the LEFT STAIRS HALLWAY.

LEFT STAIRS HALLWAY
Return to the F HALL.

F HALL
Head to the KENNETH ROOM.

KENNETH ROOM
Return to the DINING ROOM.

DINING ROOM
Return to the MAIN HALL.

MAIN HALL
Return to the U HALL.

U HALL
Head into the RICHARD ROOM.

RICHARD ROOM
Heal Richard. After you heal him (he doesn't die from poison this time, like in the original version), head to the door to the left of Richard. Grab the 2 GREEN HERBS, too.

SMALL L HALL
This is a smaller L HALL. Kill the zombie you see, and run to the door passed it (to the left of the door you used to enter this hall).

SMALL DINING ROOM
This is a SMALL DINING ROOM. Grab the HANDGUN MAGAZINE on the table. Then go to the candles you see on the table and light them with the LIGHTER (I told you to go get the LIGHTER back in the LEFT STAIRS SAVE ROOM). See the display shelf? Push it to the right to reveal a secret annex room. There is a zombie, so kill it! Examine the display shelf in this annex for a MUSICAL SCORE. Return to the SMALL L HALL.

SMALL L HALL
Return to the RICHARD ROOM.

RICHARD ROOM
Return to the U HALL.

U HALL
Head into the double doors into the KNIGHT ROOM.

KNIGHT ROOM
The knight statues move, but do not worry. Nothing in this room can kill you.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Jill push the FAR LEFT first. |
| -Have Jill push the CLOSER RIGHT STATUE next. |
| -Have Jill push the FAR RIGHT STATUE next. |
| -Have Jill push the FAR LEFT STATUE again. |
| -Have Jill push the CLOSER LEFT STATUE. |

| -Have Jill push the FAR RIGHT statue again. |
| -Have Jill push the CLOSER RIGHT STATUE next. |
| -Have Jill push the CLOSER LEFT STATUE again. |
| -Have Jill push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELLRY BOX. |

We will solve it later. For now, insert it in the ITEM BOX. To do that,
head to the RIGHT STAIRS SAVE ROOM.

U HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Return to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Save, and deposit the GRENADE GUN and JEWELRY BOX. Barry has also left
some items here for you, like FIRST AID SPRAY, HANDGUN MAGAZINE and
INCENDIARY SHELLS. Deposit them. Head back out.

RIGHT STAIRS

Apparently, we can't get back into the DOOR HALL anymore, so head up the
stairs, and to the you had unlocked earlier.

DEER HEAD ROOM

Head to the door to the right first. Grab the RED HERB and GREEN HERB.

BEDROOM 2

Another bedroom, another nightmare. Grab the FIRST AID BOX. CHECK it to
find FIRST AID SPRAY. Return to the DEER HEAD ROOM.

DEER HEAD ROOM

Take the door to the right.

WASP ROOM

Grab the file on the desk, and read it (if you can). Near the desk is a
display of bugs. Grab the FISHHOOK. Run to the display to the right of
the door and grab the LURE OF A BEE. Combine it with the FISHHOOK you
found. Head to the display to the left of the door and grab the BEE
SPECIMAN. After grabbing it, use the GOLD BEE SPECIMAN and attach it to
the bug display. Head back to the bug display on the right of the door
and use the BEE SPECIMAN. Then press the button.

..suddenly, the BEE SPECIMAN comes to life! Kill it!

Grab the WIND CREST you see. Return to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head down the stairs to the MACHINERY ROOM.

MACHINERY ROOM

Remember the 4 tombstones I told you to remember? Well, use the MASK W/OUT ALL from the VINE ROOM on the first tombstone. You'll see a really, really disturbing cut-scene. Afterwards, return to the GRAVEYARD.

GRAVEYARD

Head to the MAIN HALL.

MAIN HALL

Head into the DINING ROOM.

DINING ROOM

Head for the fireplace and grab the WOODEN EMBLEM. If you have 2 spaces available in your inventory, then grab it (make sure one of your 6 or less items is the MUSICAL SCORE). Head into the KENNETH ROOM.

GETTING OUT

KENNETH ROOM

Head into the single door you unlocked (NOT the one you unlocked at the Bottom of the stairs).

PIANO ROOM

Head to the area passed the piano. There is a shelf. Push it to the left to reveal MUSICAL SCORE (2). Combine that with the MUSICAL SCORE to make MOONLIGHT SONATA. Use the MOONLIGHT SONATA on the piano. After a wall rises, head into the annex and grab the GOLD EMBLEM. Replace it with the WOODEN EMBLEM. If you didn't get the WOODEN EMBLEM, replace the GOLD EMBLEM and go get it. Return to the KENNETH HALL.

KENNETH HALL

Head to the DINING ROOM.

DINING ROOM

Place the GOLD EMBLEM above the fireplace where the WOODEN EMBLEM used to be.

| !!! CLOCK PUZZLE !!! |
| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
clock is at 6:00, press B and you will get a SHIELD KEY.

Return to the MAIN HALL.

MAIN HALL

Head to the STATUE ROOM.

STATUE ROOM

Head to the DOG HALL.

DOG HALL

Head to the M HALL.

M HALL

Head to the DOOR HALL.

DOOR HALL

Head to the single door you unlocked. It is the CROW HALL.

CROW HALL

There is a puzzle abound.

```
-----  
| !!! PICTURE PUZZLE !!! |  
| The painting with the sword must be colored orange/red on both |  
| sides (because the paintings appear on both sides). The middle |  
| painting must be colored purple. The last painting must be colored|  
| GREEN. Adjust the painting from both sides to make the above |  
| colors correspond. Then press the woman painting. |  
-----
```

The wall rises, leading to the area behind the locked gate in the GRAVEYARD.

Grab the DEATH MASK I. Unlock the door leading to the GRAVEYARD.

GRAVEYARD

Head down the stairs into the MACHINERY ROOM.

MACHINERY ROOM

Attach DEATH MASK I into the 4th tomb. Again, another disturbing cut-scene. Head back to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Kill the CRIMSON HEAD. Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Make sure you have the GRENADE LAUNCHER. Leave.

RIGHT STAIRS

Head upstairs into the U HALL.

U HALL

Head into the RICHARD ROOM.

RICHARD ROOM

Head into the SMALL L HALL.

SMALL L HALL

Climb the small stairs and use the SHIELD KEY to unlock the door.
Dispose of the SHIELD KEY.

ATTIC

A boss awaits...

=====

BOSS # 1: YAWN

DIFFICULTY: HARD

Use the Acid Rounds you got from Barry, and start shooting it with the GRENADE LAUNCHER. Half way through the battle, Richard will interfere. Shoot the Snake some more, and Richard will leave the battle. When you run out of ammo, grab the SHOTGUN that is on the floor, and keep shooting it. Eventually, the YAWN should run away.

During the fight, the Yawn attacks with its mouth, so keep moving. If you get hit by the Yawn, you will get POISONED.

ALTERNATE STRATEGY: To avoid having to battle Yawn, run over to the back of the room where the DEATH MASK II is. Grab it, and get the hell out as fast as you can.

=====

[NOTE: With Yawn gone, there will be a wave of "Crimson Head" zombies around the mansion. They are resurrected zombies of ones you've killed. Watch out, and keep the Shotgun equipped. They are as fast as Hunters, and even slash you like Hunters.]

Do not forget to grab the DEATH MASK II in the small hole in the corner.

RICHARD ROOM

Head over to the RIGHT STAIRS.

RIGHT STAIRS

Head to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Withdraw the JEWELRY BOX. Go to the item screen and the CHECK option.

	!!! JEWELRY BOX PUZZLE !!!	
	Press both buttons which resemble half of a heart shape. The box	
	will open. Inside is the DEATH MASK III.	

With MASK IV, our next destination is that MACHINERY ROOM. Head to the RIGHT STAIRS.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head to the GRAVEYARD.

GRAVEYARD

Head to the MACHINERY ROOM.

MACHINERY ROOM

Insert DEATH MASK II into tomb 3 and DEATH MASK III into tomb 2. The big casket above will fall, and a SUPER CRIMSON HEAD will fight you. Use the GRENADE LAUNCHER to quickly kill it, because this is a tough zombie. At least 6 INCENDIARY SHELLS are needed

to put this guy down.

[NOTE: I think that zombie is the late George Trevor. Eerie.]

Check the casket for a STONE AND METAL OBJECT. There are also SHOTGUN SHELLS. Return to the GRAVEYARD.

GRAVEYARD

Head through the gate to the CROW HALL.

CROW HALL

Head to the DOOR HALL.

DOOR HALL

Head to the small hall across from the door you are at. Head through the door you see, into the EXIT HALL.

EXIT HALL

Run down this outside hallway until you see a door. A zombie dog will also show up, so kill it. Near the door is an engraving. Put the STONE AND METAL OBJECT in it. Head through the door.

Well, we've finished PART 1 of Jill's mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

LISA TREVOR

=====

ITEMS: BATTERY PACK
FIRST AID SPRAY
SUN CREST
STAR CREST
MOON CREST
MAGNUM

GUARDHOUSE

=====

ITEMS: KEY FOR ROOM 001
RED BOOK
CONTROL ROOM KEY
KEY FOR ROOM 003
INSECTICIDE SPRAY
SELF DEFENSE GUN
MAGNUM BULLETS
SHOTGUN SHELLS
GALLERY KEY

LISA TREVOR

SHED

Head down to the shining items, and grab both the BATTERY PACK and the FIRST AID SPRAY. You will need both. Head through the door down the small stairs. It is the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run down this pathway until you see spinning arrows. Brad or Barry will contact you through the radio. On the red arrow, move it to the WEST POSITION. When you get to the blue arrow, turn it NORTH. The gate will unlock. Keep your weapons handy.

CROW GRAVEYARD

Another graveyard? And it has crows! Equip something like the HANDGUN or SHOTGUN, and start shooting them all from your position. They'll attack you... but it is worth it to kill them.

Once they are all dead, run down and turn right when there is a space between the tombstones. You'll run into 2 large tombstones. Insert the WIND CREST into the right tombstone. 3 new CRESTS are revealed. Grab them. If you cannot grab all 3, grab as many as you can and take them to the left tombstone.

Check the back of each crest before inserting them into the left tombstone. Your reward is the MAGNUM! This is needed for PART 3.

Return to the main part of the graveyard and turn right through the gate.

OUTSIDE PATHWAY 2

Run down this pathway after a weird cut-scene. You'll see a COTTAGE. Go through. Use the map to guide you if you cannot find the COTTAGE.

COTTAGE

[WARNING: An unbeatable monster is about to arrive.]

Enter, and run up the stairs. Grab the COURTYARD MAP and run passed the bed. There is an ITEM BOX nearby. SAVE at the TYPEWRITER!! Grab the SQUARE CRANK.

Now attempt to leave and you will see a cut-scene. After the cut-scene, a boss fight hits.

=====

BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

GUARDHOUSE

GUARDHOUSE ENTRANCE

Snakes will pour in on Jill, so watch out. Grab any HERBS you see. Head through the door at the end.

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS, GRENADE LAUNCHER/ AMMO, and a couple of HERBS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the INCENDIARY SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL BALLS.

2: BLUE
3: RED
4: PURPLE
5: ORANGE
6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BOX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room except for the RED BOOK. Leave.

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM. You should here a mysterious cut-scene involving Barry.

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Jill's feet into the water and go through the double doors.

SHARK TANK

In here is a shark called NEPTUNE. Run back out through the way you came.

SECRET WATER TUNNEL

Return to the 002 ROOM.

002 ROOM

Head into the 002 BATHROOM.

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN MAGAZINES here. Head into the bathroom.

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

001 ROOM

Head out.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

SECRET WATER TUNNEL

Head to the SHARK TANK.

SHARK TANK

Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

CONTROL ROOM

In here, there will be a difficult puzzle.

```
-----  
| !!!CONTROL ROOM PUZZLE!!! |  
| | |  
| Go down the ladder. Then go to the white board on the table and |  
| find the number on it, either being 1, 2 or 3. Now go to the giant |  
| window. Once the shark breaks it and the countdown starts. Press |  
| the computer switch that is near the window. Then turn around |  
| (using the C-Stick) and make a diagonal run ( \ this direction) |  
| and press the computer switch there. From that console, you'll |  
| then want to head directly left to where a lever is and hit that |  
| one. Then head into the adjacent hallway and turn left so you see |  
| some sort of a tank that has the colors red and green |  
| (which are really lights). When it asks you to press either |  
| BUTTONS 1, 2 or 3, press the number which was on the board. |  
| Return to the second computer console you pressed and press it |  
| again. Then return to the lever and then switch it again. Then go |  
| back to where the shark is banging and press that switch. The |  
| SHARK TANK will be drained. |  
-----
```

Go back to the adjacent hallway and take the door directly to the right. Then run to the previously water-blocked door.

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Jill? Push it into the Aqua Ring. See the lever to the left? Switch it and then the Neptune shark gets electrocuted. Thanks to the billions of people who sent it in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the Magnum Rounds. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door. Luckily, Jill need not explore that (though Chris was not as lucky). Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run back out to GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

| !!!RED BOOK PUZZLE!!! |
| | |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
a nude woman.

Once the puzzle is solved, head through the door to your next boss fight.

PLANT 42 ROOM

You're next boss fight awaits...

=====

BOSS # 4: PLANT 42

DIFFICULTY: Easy

Your goal: Head up the stairs and shoot the thing with INCENDIARY SHELLS. Continuously shoot it until it shrivels up and dies. Hurrah!

It can poison you and constrict you in its vines... so be careful. Other than that, this boss shouldn't pose much difficulty. 10-12 INCENDIARY SHELLS should put the thing down.

ALTERNATE WAY: In Jill Valentine's game, to avoid having to fight Plant 42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup the lighter and clear up three item spaces.
2. Enter the Employee Lounge were the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.
3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.
4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.
5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.
6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Restock on GRENADE LAUNCHER ammo. The next section is tough. Make sure you have your HELMET KEY. Save, too.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

GARDEN

Head to the SHED.

SHED

There are many items here thanks to Barry. Grab them all, especially the ACID ROUNDS, because a new monster is going to show up. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

C. RETURN TO MANSION

RETURN TO MANSION

=====

ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
MO DISK
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2

SEARCHING AROUND

=====

- ITEMS: MEDAL OF WOLF
- MEDAL OF EAGLE
- GREEN HERB
- RED HERB
- BLUE HERB
- BATTERY
- EMBLEM KEY
- BROACH

RETURN TO MANSION

EXIT HALL

Run down the hall and head into the DOOR ROOM.

DOOR ROOM

There is a Hunter here. Kill it. Head into the RIGHT STAIRS.

RIGHT STAIRS

There is a Hunter here. Kill it. Head into the RIGHT STAIRS
SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into
the door.

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room
using the HELMET KEY.

WALL HALL

There is no snake here this time. There is a puzzle, though.

| !!!WALL PUZZLE!!! |
| | |
| OK. See the statue? Push it in through the opening into the main |
| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
A secret passage will open.

Jump down the hole. To the left is a BATTERY PACK. To the right is a
LAST BOOK, VOL. 1. Check the pages for a MEDAL OF EAGLE.

GRAVE

Head in, and you'll see a grave. Press the button. Grab the diaries
while you are at it. Head down.

UNDERGROUND HALLWAY

Run down this hallway to the door at the end. Watch out for the
Spiders.

UNDERGROUND HALLWAY 2

Run through a gate down the hall until you run into a lever. Pull it. Then take the only other door in this room.

KITCHEN

We are in a kitchen.

You have 2 options:

-Head to the door directly across from Jill. It leads to the KENNETH ROOM.

-Head to the elevator.

This next optional part (though the RED GEMSTONE isn't optional) is required for players who want to save Chris Redfield and get a better ending. Skip the optional section if you want to get Chris Redfield killed.

=====
=====OPTIONAL=====

KENNETH F HALL

Climb up the stairs to be back in the KENNETH ROOM. You'll discover that there is a Sweeper here. Sweepers, as you'll remember from Resident Evil CODE: Veronica X, are Hunters with poison abilities. Kill it with Acid Rounds, or your Magnum. The door to the F HALL will also be torn down, so the room will now be called the KENNETH F HALL.

Head into the F HALL section of the KENNETH F HALL. Head to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

We have to unload here. You will also want to save the game. Exit.

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the GRENADE SHELLS near the right deer head.

| !!! YELLOW GEM PUZZLE !!! |
| | |
| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |
| and grab the RED GEMSTONE. [If you run out of item space, return |
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |
-STONE AND GRAB IT! Puzzle solved!

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

KENNETH F HALL

Run to the door that leads to the TIGER STATUE ROOM.

TIGER STATUE ROOM

Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK. Exit.

KENNETH F HALL

Return to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

LEFT STAIRS

Head for the KENNETH F HALL.

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

=====END-OPTIONAL=====

=====END-OPTIONAL=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride the elevator down.

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are 2 GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

STORAGE ROOM

In here are ACID ROUNDS, BATTERY PACK and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit.

TORCH LIT TUNNEL

Head to Jill's left, through a door.

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three

rights down the hall. There might be a CRIMSON HEAD here.

BLADE ROOM

Head up passed where you left the FAKE KEY. Passed it is a door. Unlock it with the HELMET KEY.

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

SEARCHING AROUND

BLADE ROOM

Head to the Z HALL.

Z HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it with your HELMET KEY. Discard the HELMET KEY.

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

```
| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
```

http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif

```
| Thanks to Daniel Engel for the solution!! |
| | |
```

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

REST ROOM

Exit to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head to the gate leading to the CROW HALL.

CROW HALL

Head for the other door in this hallway.

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see. Grab the BATTERY PACK, too. Exit.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head out to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head to the POND ROOM.

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby. Then ride the lift up.

GARDEN

We are in the GARDEN again. Head to the SHED.

SHED

Head to the EXIT HALL.

EXIT HALL

Head to the DOOR HALL.

DOOR HALL

Head for the RIGHT STAIRS.

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game,

too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels..

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

ITEMS: HEX CRANK
ACID ROUNDS
SHOTGUN SHELLS
SURVIVAL KNIFE

AVOIDING LISA

=====

ITEMS: CYLINDER
SHAFT
CYLINDER SHAFT
BROKEN FLAMETHROWER
JEWELRY BOX

MANSION ALTAR

=====

ITEMS: DAGGER KNIFE
STONE RING

ENTERING THE TUNNELS

TUNNEL 1

Head to the first door on the right.

TUNNEL 2

Find the ACID ROUNDS on the floor of this tunnel. Head to the only door in this tunnel.

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you life, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

BOULDER ROOM

Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 6 FLAME ROUNDS to permanently kill it. It has its baby in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME ROUNDS, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME ROUNDS at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

TUNNEL 3

Turn right and head through the door.

BOULDER ROOM 2

Ugh... use the HEX CRANK THREE TIMES. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2

Return to TUNNEL 3.

TUNNEL 3

Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

BOULDER ROOM

Head back to TUNNEL 1.

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2

Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

BOTTOM SHAFT

Run to the nearest door.

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because

she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Jill. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

LISA TUNNEL

Run back to where Barry is. Avoid Lisa Trevor at all costs.

BOTTOM SHAFT

After Barry leaves, look for the ITEM BOX. Pack AT LEAST 2 OR 3 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

MANSION ALTAR

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head back to the EXIT HALL.

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

DOOR ROOM

Aim for the CROW HALL.

CROW HALL

Run down the entire hallway to the GRAVEYARD.

GRAVEYARD

Head for the MAIN HALL.

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

ALTAR ROOM

There is a cut-scene with Barry. Jill... Damn you're tough! And... another Lisa boss.

=====
BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Give Barry his gun back (or not if you want a bad ending). Then start shooting the hell out of the thing. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!!!

=====
ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

=====
..anyway. Talk to Barry if he is still there. If not, grab BARRY'S 44 MAGNUM and BARRY'S PHOTOGRAPH on the ground.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Jill discovers a lab beneath the mansion area, and all the traps Jill has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

=====

ITEMS: MO DISK 2
 INK RIBBONS
 GREEN HERBS
 SLIDE CARTRIDGE
 MO DISK 3
 LABORATORY KEY
 CAPSULE

ESCAPING

=====

ITEMS: MASTER KEY
 FUUSE UNIT
 SIGNAL ROCKETS

SEARCHING AROUND

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM. Head through the double doors.

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO Disk. Head down the stairs. Head through the gate.

O ROOM

Head to the door to your right.

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

LAB HALL 1

Back to the O ROOM.

O ROOM

Head to the only open double doors in this room.

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in BioHazard 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

O ROOM

Head back to the LAB HALL 1.

LAB HALL 1

Head into the first door to the right.

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the MO Disk on the desk's GameCube, too.

LAB HALL 1

Head for the O ROOM.

O ROOM

Return through the gates to the stairs.

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm... Grab the MO Disk from the shelf near the door.

See that blinking panel near where you got the MO Disk? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

O ROOM

Unlock the single door with the LABORATORY KEY.

T HALL

Take the door directly across from the entrance (not the one to the left).

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

T HALL

Turn left. Head through the double doors.

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside. Run to the door at the end of this hall. Kill all Chimeras with the Magnum. Now return to CHIMERA HALL 1.

ESCAPING

CHIMERA HALL 1

Head for the T HALL.

T HALL

Head for the O ROOM.

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Enter.

STOREROOM

Does this place remind me of Silent Hill? Anyway, push the shelf back and climb up the counter. Enter the vent.

OPERATION ROOM

Head through the other vent you see in this room. Kill the Chimeras.

STOREROOM

Find the GameCube-esque reader and insert an MO Disk inside. Then push the shelf away and exit.

O ROOM

Back here, head for the LAB HALL 1.

LAB HALL 1

Head for the first door on the right.

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

LAB HALL 1.

WALK to the O ROOM.

O ROOM

WALK to the T HALL.

T HALL

WALK to the CHIMERA HALL 1.

CHIMERA HALL 1

WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA HALL 2.

CHIMERA HALL 2

Run through the hall to the POWER ROOM.

POWER ROOM

Go to one of the 2 computer consoles you can access and press the YES option. Then leave.

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

CHIMERA HALL 1

Run for the T HALL.

T HALL

Run to the other end of the hall into the elevator. Save in the nearby SAVE ROOM if you want. Power up the elevator. If you gave Barry his gun during the Lisa fight, he'll come in. If not, he won't be here.

TYRANT ENTRANCE ROOM

Enter through the door at the end.

TYRANT ROOM

Watch the cut-scene.

=====

BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution.

It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If he survived, wake Barry up, and head to the desk at the end of the room to unlock the door. If Barry didn't survive, grab the MASTER KEY. Leave.

TYRANT ENTRANCE ROOM

Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Barry didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Chris, then follow the next orders.

T HALL

Run to the O ROOM.

O ROOM

Run to the LAB HALL 1.

LAB HALL 1

Head for the 3 green switches and flip them. Head through the door.

PRISON TUNNEL

Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

JAIL CELL

Talk to Chris. Then leave.

PRISON TUNNEL

Head back.

LAB HALL 1

Head to the O ROOM.

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the FIRST AID BOXES and open them. Grab the FUSE UNIT and ride the elevator. There are only 3 minutes until detonation if Barry is still alive.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it.

=====

BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution. Barry will be helping you.

Once Brad drops the ROCKET LAUNCHER, Barry will get strangled. Shoot a rocket at it and the game ends.

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

=====

B. CHRIS REDFIELD

A. MANSION AREA

ITEMS: INK RIBBON

HANDGUN

HANDGUN MAGAZINE

KENNETH'S FILM

GREEN HERB

ARROWHEAD
GOLDEN ARROW
MANSION KEY (SWORD KEY)
OLD KEY
DOG WHISTLE
FLASH GRENADE
DAGGER KNIFE
COLLAR
COIN
IMITATION KEY
ARMOR KEY
FIRST AID BOX
SERUM
SHOTGUN SHELLS
SHOTGUN
RED HERB
OLD KEY (2)
OLD KEY (3)
OLD KEY (4)
OLD KEY (5)
CHEMICAL
HERBICIDE
BLUE GEMSTONE
DEATH MASK I
DEATH MASK II
DEATH MASK III
MASK W/OUT ALL
MUSICAL SCORE I
MUSICAL SCORE II
MOONLIGHT SONATA (MUSICAL SCORE III)
WOODEN EMBLEM
FISHOOK
LURE OF A BEE
BEE SPECIMAN
LURE OF A BEE II
WIND CREST
GOLD EMBLEM
SHIELD KEY
DEATH MASK III
STONE AND METAL OBJECT

DINING HALL

Head to your item screen. You are starting out with a SURVIVAL KNIFE.
Arm it. Grab the INK RIBBON nearby. Head to the only other door in this
DINING ROOM.

KENNETH HALL

Turn to Chris' left to find the first zombie. Run back to the DINING
HALL.

DINING HALL

Run back to the MAIN HALL.

MAIN HALL

Look for the HANDGUN after the cut-scene. Then return to the DINING
HALL.

DINING HALL

Head for the KENNETH HALL.

KENNETH HALL

The zombie you ran from will be on the right side of the room. Kill it. As you'll learn from this zombie, it takes nearly 10 bullets to kill it. Head for Kenneth's body. Grab KENNETH'S FILM. It will not take up any item space. Head for the nearest door to the left.

LEFT HALLWAY

Run across this hallway. At the birdcage is a HANDGUN MAGAZINE. There are also 2 GREEN HERBS. Combine them to create MIXED HERBS. Head up the stairs through the door.

Z HALL

This hall resembles a Z. Turn right and kill the zombie nearest you, using the HANDGUN. Continue down the hall, and you will see a GOLDEN ARROW. Use the "examine" option on the item screen to examine the GOLDEN ARROW. You will get an ARROWHEAD. There is a HANDGUN MAGAZINE nearby. Grab it. Head for the door at the end.

UPPER DINING HALL

Ignore the zombie here for now and turn to Chris' left. Grab the shining item called the DAGGER. Read the file about DAGGERS. Circle the other side of the room until you are at a statue. Kill the zombie nearby. Push the statue left, and then through the gap in the railing so it falls to the lower floor. Then head for the double doors.

MAIN HALL

Head down the stairs to the door at the top of the steps leading to the lower floor.

GRAVEYARD

Head down the stairs and turn left. When you get to a casket, use the ARROWHEAD. Head down the stairs to the CRYPT.

CRYPT

Head for the end of the room. Grab the BOOK OF CURSE. In the BOOK OF CURSE, "examine" the back to get a MANSION KEY. Check the back of the MANSION KEY to rename it as a SWORD KEY. Head back to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Head to the double doors to the right of the hall.

STATUE ROOM

See the drawer? Move it right. Then head through the hallway. Grab the DAGGER at the end. Run back, avoid zombie and head for the statue. Use the SWORD KEY at the door.

DOG HALL

Run to the second display case and push it toward the screen. Grab the DAGGER. Run to the last display case and push it toward the screen. You'll get a HANDGUN MAGAZINE. Head for the next hall.

M HALL

Head for the second door you see. It's a bathroom.

BATHROOM

Drain the tub, and kill the zombie. Look in the tub for an OLD KEY. You might not be able to get it yet. We'll need to visit an item box first.

Exit.

M HALL

Head for the double doors in this hallway.

EXIT HALL

Head through the nearest door.

RIGHT STAIRS

Run forward and kill the zombie. Near the stairs is a door. Go through.

RIGHT STAIRS SAVE ROOM

Grab the FUEL CANTEEN, the HANDGUN MAGAZINE, the FILE and OLD KEY. Fill up the FUEL CANTEEN with the kerosene case near the door. Deposit it.

RIGHT STAIRS

Return to the EXIT HALL.

EXIT HALL

Head for the M HALL.

M HALL

Head for the BATHROOM.

BATHROOM

Grab the OLD KEY.

M HALL

Return to the EXIT HALL.

EXIT HALL

Return to the RIGHT STAIRS.

RIGHT STAIRS

Climb the right stairs. Then kill the nearby zombie. Then head for the door passed the knob less one.

U HALL

Turn right from the door and go through the door at the end.

STUDY

Turn right from the door and grab the DOG WHISTLE and the HANDGUN MAGAZINE. Exit the way you came.

Z HALL

Run down passed the door you went through. Pass 2 sets of doors until you are at the end of the hall. Unlock the door with the SWORD KEY, and then go through.

MAIN HALL

Run clear across the hall to the UPPER DINING HALL.

UPPER DINING HALL

Run to the right side of the room, and to the second door. Unlock it with the SWORD KEY.

LEFT STAIRS

Run to the stairway and kill the zombie. If you have the FUEL CANTEEN, soak it in kerosene and use the LIGHTER in Chris' standard inventory. A zombie should be coming up the staircase, so kill that, too. Unlock the

door nearest the zombie you just killed. But do not go through it. Head for the white door nearest the door you just passed through, and use an OLD KEY to unlock it. Go through.

STAIN GLASS BALCONY

Run to Chris' left to the stain glass. Use the DOG WHISTLE here. 2 dogs will run up to Chris. Kill them with the HANDGUN as fast as you can. If you get hurt, run over to the GREEN HERB PLANTER across from the door and heal yourself. Grab the COLLAR the dead dog drops. If you can't, attempt to leave the room. You'll be able to dispose the DOG WHISTLE. Come back in and grab it. Run down to where the dog appeared from. At the end is a door to unlock. Unlock it, but do not go through yet, because it only leads to the MAIN HALL. Return to the LEFT STAIRS.

LEFT STAIRS

Run down the staircase, and then take the door near the dead body.

LEFT STAIRS SAVE ROOM

Go to your inventory and examine the COLLAR. Press the button, and you'll get a COIN. Examine the coin and check the other side of it to become an IMITATION KEY. Head to your item box and grab the FUEL CANTEEN if you do not have it. Then exit.

LEFT STAIRS

Run down the hall to a door on the right hand side. Unlock it with your last OLD KEY. Enter the room.

STORAGE

To the left of Chris is a FLASH GRENADE. The FLASH GRENADE is a defense item, and it is a grenade. Refill your FUEL CANTEEN in the kerosene case near the desk. Then exit.

LEFT STAIRS

Run to the 2 zombies you killed earlier in this room. Use the FUEL CANTEEN and the LIGHTER on them. That way, they will not return as Crimson Heads. Return to the STORAGE.

STORAGE

Fill your FUEL CANTEEN again. Then exit.

LEFT STAIRS

Climb the stairs. Then head through that unlocked door to the left of the stairs.

Z HALL

Use the FUEL CANTEEN and the LIGHTER on the zombie you killed earlier, unless you decapitated it. Then, if the Crimson Head doesn't rise, use the FUEL CANTEEN and LIGHTER on the body. Then head to the door ahead of the body.

BLADE ROOM

Run up the stairs until you see an ARMOR KEY. Grab it. Suddenly, a blade comes after you.

```
-----  
| !!! BLADE PUZZLE !!! |  
| | |  
|Take the IMITATION KEY and USE it in the opening where you took |  
|the ARMOR KEY. The blade that's going after you should stop. |  
-----
```


Exit the room with the ARMOR KEY.

Z HALL

Run back to the LEFT STAIRS via the door you unlocked.

LEFT STAIRS

A zombie will run through the door from the STAIN GLASS BALCONY. Kill it. Then run to the STORAGE.

STORAGE

Refill the FUEL CANTEEN. Now grab the BROKEN SHOTGUN. Exit.

LEFT STAIRS

Take the door right of the STORAGE door. Unlock it with the ARMOR KEY. Go through.

F HALL

Grab the FLASH GRENADE in front of Chris. Then turn right all the way to the closest door to the right. It is the BEDROOM.

BEDROOM

Grab the HANDGUN MAGAZINE on the bed. Use the FUEL CANTEEN and the LIGHTER on the body below. Then run over to the desk and read the KEEPER'S DIARY. Examine the closet doors behind the desk and you will see a zombie. Kill it. Then grab the OLD KEY. You probably will not be able to grab it. We will come back for it later. Exit.

F HALL

Take the door right of the BEDROOM door. Unlock it. Go through.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Run to the MAIN HALL.

MAIN HALL

Run over to the U HALL.

U HALL

Unlock the single and double doors in this hallway. Then go through the single door.

RICHARD ROOM

Run forward. You'll see a cut-scene with Rebecca Chambers and Richard Aiken. Exit.

U HALL

Take the double doors you unlocked earlier.

KNIGHT ROOM

There is a puzzle here.

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Chris push the FAR LEFT first. |

| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the FAR RIGHT STATUE next. |
| -Have Chris push the FAR LEFT STATUE again. |
| -Have Chris push the CLOSER LEFT STATUE. |
| -Have Chris push the FAR RIGHT statue again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the CLOSER LEFT STATUE again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |

If you cannot grab the JEWELRY BOX, then leave it for now. Exit.

U HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Since you burned the dead zombies, there should be no Crimson heads here. But if you didn't, it is more than likely that a Crimson Head or 2 will be in this room. Run to the door left of the stairs and simply unlock them. Do not enter them. At the bottom of the stairs might be a note from Wesker. Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

There should be a HANDGUN MAGAZINE, FIRST AID SPRAY and SHOTGUN SHELLS here. Grab them all, and manage them with the item box. Refill your FUEL CANTEEN here, but deposit it. Right now you should have the following:

HANDGUN

HANDGUN MAGAZINE

BROKEN SHOTGUN

SWORD KEY

ARMOR KEY

Run to the RIGHT STAIRS.

RIGHT STAIRS

Go to the DOOR HALL.

DOOR HALL

Head to the door at a diagonal direction from the door you just came through. Unlock it with the ARMOR KEY. Enter.

CROW HALL

There is a puzzle here.

-----|
| !!! PICTURE PUZZLE !!! |
| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored |
| GREEN. Adjust the painting from both sides to make the above |
colors correspond. Then press the woman painting.

The wall should rise. There should be a DEATH MASK there, but you can't grab it because of limited space. Come back for it later. Exit.

DOOR HALL

Head to the RIGHT STAIRS.

RIGHT STAIRS

Head for the U HALL.

U HALL

Head for the MAIN HALL.

MAIN HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the LEFT STAIRS.

LEFT STAIRS

Head for the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Grab the SERUM near the item box. Then exit.

LEFT STAIRS

Head for the UPPER DINING HALL.

UPPER DINING HALL

Head for the MAIN HALL.

MAIN HALL

Run for the U HALL.

U HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Give Richard the serum. If he died, too late, sorry. You won't be brought to the LEFT STAIRS SAVE ROOM. If Richard lives, you will be transported to the LEFT STAIRS SAVE ROOM. This walkthrough will follow as if Richard died.

Exit the room.

U HALL

You have the serum with you... it will come in handy. Head for the MAIN HALL.

MAIN HALL

Head for the DINING ROOM.

DINING ROOM

Run through here to the KENNETH HALL.

KENNETH HALL

Kill the zombie to the right. Then go to the F HALL.

F HALL

Turn the first right in Chris' perspective and grab the DAGGER. Then go to the BEDROOM.

BEDROOM

Grab that OLD KEY you left behind. Exit.

F HALL

Return to the KENNETH HALL.

KENNETH HALL

Turn left and unlock the door nearby with the ARMOR KEY. Do not enter yet. Pass that door, turn a corner, and head down the stairs. Unlock that door, too, with the SWORD KEY. Dump the SWORD KEY. Enter the door.

KITCHEN

Head to the locked door. Grab the OLD KEY. Grab the HANDGUN MAGAZINE on the butcher table, as well as the DAGGER. Exit. A zombie will come and get you, so shoot it, or use a DAGGER.

KENNETH HALL

Head to the DINING HALL.

DINING HALL

Head for the MAIN HALL.

MAIN HALL

Aim for the U HALL.

U HALL

Aim for the RIGHT STAIRS.

RIGHT STAIRS

Go to the door you just unlocked.

DEER ROOM

Unlock the door to the left with an OLD KEY. But enter the room to the right first.

RESEARCHER'S BEDROOM

Next to the candle is a vital OLD KEY. Grab the FIRST AID BOX if you like, and then leave.

DEER ROOM

Head to the RIGHT STAIRS.

RIGHT STAIRS

Head for the U HALL.

U HALL

Head for the MAIN HALL.

MAIN HALL

Go to the STATUE ROOM.

STATUE ROOM

Go to the DOG HALL.

DOG HALL

Run to the M HALL.

M HALL

Head to the nearest door. Unlock it with an OLD KEY.

OUTSIDE AREA

Run around and grab the CHEMICAL, which is really HERBICIDE. Exit.

M HALL

There are zombies here now, so kick their asses with that HANDGUN. Then enter the DOOR HALL.

DOOR HALL

Head for the CROW HALL.

CROW HALL

Run to the outside area and to the locked gate. Unlock it with an OLD KEY. Then go through the door.

GRAVEYARD

Run back to the MAIN HALL.

MAIN HALL

Run to the DINING ROOM.

DINING ROOM

If you have at least one empty item space, go to the broken statue and grab the BLUE GEMSTONE. Go through to the KENNETH HALL.

KENNETH HALL

Take the door to the F HALL.

F HALL

Go to where you collected the DAGGER. There is a door nearby. Enter it.

TIGER STATUE ROOM

Use the BLUE GEMSTONE on the Tiger Statue. Grab the SHOTGUN SHELLS. Exit.

F HALL

Make 3 right turns from the door. Passed the windows should be a door. Go through.

VINE ROOM

Run to the water pumping machine to the right of the door. Use the HERBICIDE there. Then pump the water, flipping the switch to the red. Run passed the dead vines and grab the DEATH MASK. Exit.

F HALL

Head to the KENNETH HALL. Zombies will pop through the windows on your way, but ignore them.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Run to the MAIN HALL.

MAIN HALL

Run to the GRAVEYARD.

GRAVEYARD

Run down the long stairs to the CRYPT.

CRYPT

Use the DEATH MASK on the first tombstone. Then watch a gross cut-scene.
Run up to the GRAVEYARD.

GRAVEYARD

Run to the CROW HALL.

CROW HALL

Pick up the DEATH MASK II. Then return to the GRAVEYARD.

GRAVEYARD

Run down to the CRYPT.

CRYPT

Use the DEATH MASK II on the 4th tombstone. You'll see another gruesome scene. Run up to the GRAVEYARD.

GRAVEYARD

Run to the CROW HALL.

CROW HALL

Run to the DOOR HALL.

DOOR HALL

Run to the M HALL.

M HALL

Run to the single door nearby.

CEILING ROOM

Run to the other door in this room.

SHOTGUN ROOM

Grab the DAGGER. Then run over to the rack and grab the SHOTGUN. Then use the BROKEN SHOTGUN, which replaces the SHOTGUN. Then leave.

CEILING ROOM

Run out.

M HALL

Run to the DOOR HALL.

DOOR HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Save your game if you like. Recover any health needed, and free up one item box space. We have one more ARMOR KEY door. Exit.

RIGHT STAIRS

Run to the U HALL.

U HALL

Run to the KNIGHT ROOM.

KNIGHT ROOM

Grab the JEWELRY BOX you left here. The solution to the puzzle is here.

```
-----  
| !!! JEWELRY BOX PUZZLE !!! |  
| | |  
| Press both buttons which resemble half of a heart shape. The box |  
| will open. Inside is the MASK W/OUT ALL. |  
-----
```

Then exit.

U HALL

Run to the MAIN HALL.

MAIN HALL

Run to the left and unlock that final door. Do not enter it at all, though. Dump the ARMOR KEY. Then return to the U HALL.

U HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Run to the other door in this hallway.

SMALL T HALL

Turn left, kill the zombie and run to the door at the end.

SMALL DINING ROOM

Use the LIGHTER on the candles on the table. Then push the curio to the right. Enter, and kill the zombie. Grab the MUSICAL SCORE from the curio inside this secret annex, and then leave the room.

SMALL T HALL

Run to the RICHARD ROOM.

RICHARD ROOM

Run to the U HALL.

U HALL

Run to the MAIN HALL.

MAIN HALL

Run to the GRAVEYARD.

GRAVEYARD

Run down to the CRYPT.

CRYPT

Use the MASK W/OUT ALL on the second tombstone. Watch another gross cut-scene, and return to the GRAVEYARD.

GRAVEYARD

Return to the MAIN HALL.

MAIN HALL

Go to the DINING ROOM.

DINING ROOM

Go to the KENNETH HALL.

KENNETH HALL

Turn right, and head for the door on the left.

PIANO ROOM

Go passed the piano to a small branch of the room. Push the shelf right, and grab the MUSICAL SCORE. Combine it with your other MUSICAL SCORE to get the MOONLIGHT SONATA (it is still called MUSICAL SCORE, but whatever). Head to the piano and use it. Rebecca will come into the room. Let Rebecca practice.

Exit.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Go to the fireplace and grab the WOODEN EMBLEM. Then go to the MAIN HALL.

MAIN HALL

Go to the U HALL.

U HALL

Go to the RIGHT STAIRS.

RIGHT STAIRS

Go to the DEER ROOM.

DEER ROOM

Take the door to the left.

INSECT RESEARCH ROOM

Go to the desk and grab a file. Near the desk is a FISHHOOK. Grab it from the display. Then run to the bee display board right of the door and grab the LURE OF A BEE. Combine the LURE OF A BEE with the FISHHOOK. Run to the board left of the door and grab the BEE SPECIMAN. Use the LURE OF A BEE on the left board, and the BEE SPECIMAN on where the LURE OF A BEE used to be. Then press the switch. Grab the WIND CREST. Exit,

DEER ROOM

Exit.

RIGHT STAIRS

Return to the U HALL.

U HALL

Return to the MAIN HALL.

MAIN HALL

Go to the DINING ROOM.

DINING ROOM

Go to the KENNETH HALL.

KENNETH HALL

Run to the PIANO ROOM. Make sure you have the WOODEN EMBLEM with you.

PIANO ROOM

After solving the bee puzzle, Rebecca will now be able to play the piano. Once the wall rises, go inside, grab TREVOR'S DIARY and the GOLD

EMBLEM. Use the WOODEN EMBLEM on the spot where the GOLD EMBLEM used to be. The wall will rise. Return to the KENNETH HALL.

KENNETH HALL

Run to the DINING ROOM.

DINING ROOM

Use the GOLD EMBLEM above the fireplace. Then run over to the clock for your next puzzle.

| !!! CLOCK PUZZLE !!! |
| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
clock is at 6:00, press B and you will get a SHIELD KEY.

Return to the MAIN HALL.

MAIN HALL

Run to the U HALL.

U HALL

Head for the RICHARD ROOM.

RICHARD ROOM

Run to the SMALL T HALL.

SMALL T HALL

Run up the steps, and use the SHIELD KEY to unlock the door. Then enter.

ATTIC

Your first boss awaits..

=====
BOSS # 1: YAWN

DIFFICULTY: EASY

Simply run over to the isolated corner and grab the DEATH MASK III. Then run out of the room. Since Chris doesn't have the GRENADE LAUNCHER like Jill, it is hard to kill this boss, so you're better off just getting in and out as fast as you can.

=====
Exit the room.

SMALL T HALL

If the YAWN hit Chris during the battle, he will be poisoned. If you saved Richard, Rebecca will come in for you, and you'll control her (take her to the LEFT STAIRS SAVE ROOM for the SERUM). If Richard wasn't saved, then Chris will have to get it himself.

Go to the RICHARD ROOM.

RICHARD ROOM

Run to the U HALL.

U HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Head to the item box and use the SERUM. Then exit.

RIGHT STAIRS

Head to the U HALL.

U HALL

Head to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head down the long stairs to the CRYPT. Have the SHOTGUN equipped.

CRYPT

Attach DEATH MASK III to the final tombstone. Then a Super Crimson head will attack you. Aim the SHOTGUN at its head for a quick decapitation, or shoot it out. This is a really fast zombie, and can kill you in a few hits. Grab the STONE AND METAL OBJECT from the casket, and the SHOTGUN SHELLS nearby, then climb the long stairs.

GRAVEYARD

Take the door to the CROW HALL.

CROW HALL

Head for the DOOR HALL.

DOOR HALL

Head for the small branch of this hallway, and out the door at the end.

EXIT HALL

A zombie dog will pop in, so kill it. Then head over to the locked door. Nearby to the left is an engraving. Use the STONE AND METAL OBJECT on it and the door will unlock Go through...

Well, we've finished PART 1 of Chris' mission in this evil mansion. The guardhouse is coming up, with a vengeance, and it will definitely be harder than the first part of the mission. Make sure you've gotten many supplies from the Mansion before leaving, as immortals, sharks, plants and green bastards are going to show up.

B. GUARDHOUSE AREA

ITEMS: FLASH GRENADE

FIRST AID SPRAY

SUN CREST

STAR CREST

MOON CREST

MAGNUM

KEY FOR ROOM 001

RED BOOK

CONTROL ROOM KEY

INSECTICIDE SPRAY

SELF DEFENSE GUN

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head through the DOUBLE DOORS.

GARDEN

Brad will try to contact you. Afterwards, kill all the zombie dogs you see. Grab all the GREEN HERBS and head through the gate.

POND ROOM

Turn left until you see a SQUARE ENGRAVING. Use the SQUARE CRANK there. The pond will drain. Head down the ladder, across the pond, and up to the lift.

GUARDHOUSE GARDEN

There are crows here. Shoot them with your HANDGUN or SHOTGUN. You'll notice that since you drained the pond, the water is flowing in front of a secret passage. Looks like we have to find a way to get there without having to drain the pond. (Why couldn't Jill just go swimming?) There is a non-functioning lift that will take you back to the GARDEN, so our goal for the rest of this and next mission is to find a battery which will work that elevator. ~_~

Head into the gate.

GUARDHOUSE ENTRANCE

Snakes will pour in on Chris, so watch out. Grab any HERBS you see. Head through the door at the end.

GUARDHOUSE HALLWAY

Eerie... Turn right and enter the first door to the right.

GUARDHOUSE SAVE ROOM

Grab the INK RIBBON, battery pack and FIRST AID SPRAY. You will want to rearrange your items so you have the SHOTGUN/SHELLS. The HANDGUN might be useful, but it won't provide SHOTGUN power. Deposit the SQUARE CRANK, too. Refill your OIL CANTEEN, too. Now that we are set, head outside.

GUARDHOUSE HALLWAY

Head to the double doors to the very right of the hall.

SPIDER POOL ROOM

Ahhh! Spiders!!! Kill the thing with the SHOTGUN SHELLS before it is too late. If they poison you, use one of the BLUE HERBS that can be found back in the GUARDHOUSE GARDEN, or the GUARDHOUSE HALLWAY. Head up the stairs to the pool table and shoot down the next spider.

EXAMINE THE POOL! Remember the COLORS of the corresponding POOL

BALLS.

2: BLUE
3: RED
4: PURPLE
5: ORANGE
6: GREEN

If you remember that solution, then a door code will be insanely easy to remember.

Head down the stairs to the table area and grab the RED BOOK, and other misc. items such as a FIRST AID BOX. Inside the FIRST AID BIX is a BLUE-GREEN HERB. There are also SHOTGUN SHELLS.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit everything you found in the other room including the RED BOOK. Leave.

GUARDHOUSE HALLWAY

Push the crate near the higher crate. This will create a stairway that can be used to avoid those evil vines in that hole. Once on the other side of the tall barrel stack, head through the next door.

GUARDHOUSE HALLWAY 2

Run down and head into the 002 ROOM.

002 ROOM

After the Barry cut-scene, grab the file on the desk. Go to the bookshelves you see and push the left one forward. Push the right bookshelf to the right to reveal a ladder. Go down.

SECRET WATER TUNNEL

Run until you see all the crates. Push them into the small water storage you see. When a bridge forms, head down and soak Chris' feet into the water and go through the double doors.

SHARK TANK

Richard will be in here if you saved him earlier. In here is a shark called NEPTUNE. Run back out through the way you came.

SECRET WATER TUNNEL

Return to the 002 ROOM.

002 ROOM

Head into the 002 BATHROOM.

002 BATHROOM

On the shelf is an KEY FOR ROOM 001. Grab it and leave.

002 ROOM

Head out into the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Head into the only door you haven't gone through yet. Unlock it with the KEY FOR ROOM 001.

001 ROOM

Inside here is some weird little DEFENSE GUN. There are also HANDGUN MAGAZINES here. Head into the bathroom.

001 BATHROOM

Drain the tub and grab the CONTROL ROOM KEY. Head out.

001 ROOM

Head out.

GUARDHOUSE HALLWAY

Take to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit any HANDGUN and HANDGUN MAGAZINES you may have, since Chris' item slots are limited. Then exit.

GUARDHOUSE HALLWAY

Return to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Return to the 002 ROOM.

002 ROOM

Head down the ladder to the SECRET WATER TUNNEL.

SECRET WATER TUNNEL

Head to the SHARK TANK.

SHARK TANK

Shoot the nearest shark with the DEFENSE GUN. Run to the door that is red on the map of this room. Unlock it with the CONTROL ROOM KEY. Head inside.

CONTROL ROOM

In here, there will be a difficult puzzle.

```
-----  
| !!!CONTROL ROOM PUZZLE!!! |  
| | |  
| Go down the ladder. Then go to the white board on the table and |  
| find the number on it, either being 1, 2 or 3. Now go to the giant |  
| window. Once the shark breaks it and the countdown starts. Press |  
| the computer switch that is near the window. Then turn around |  
| (using the C-Stick) and make a diagonal run ( \ this direction) |  
| and press the computer switch there. From that console, you'll |  
| then want to head directly left to where a lever is and hit that |  
| one. Then head into the adjacent hallway and turn left so you see |  
| some sort of a tank that has the colors red and green |  
| (which are really lights). When it asks you to press either |  
| BUTTONS 1, 2 or 3, press the number which was on the board. |  
| Return to the second computer console you pressed and press it |  
| again. Then return to the lever and then switch it again. Then go |  
| back to where the shark is banging and press that switch. The |  
| SHARK TANK will be drained. |  
-----
```

Go back to the adjacent hallway and take the door directly to the right.
Then run to the previously water-blocked door.

WATER ROOM

Here, run through and head through the gate to the SHARK TANK.

SHARK TANK

With the water drained, run over to the platform and then attempt to grab the GALLERY KEY. If Richard lived, then RICHARD'S SHOTGUN should be on the floor. On the platform, try to grab the GALLERY KEY. But then the shark comes to life.

=====

BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Chris? Push it into the Aqua Ring. See the lever to the left? Switch it and then the Neptune shark gets electrocuted. Thanks to the billions of people who sent it in.

=====

Run over and grab where the GALLERY KEY fell to. Then run to the door you previously went to.

WATER ROOM

Run through here. Head for the next door you didn't go through.

WATER HALLWAY 2

Grab the MAGNUM ROUNDS. Head for the door at the end up the ladder.

SECRET WATER TUNNEL

We end up back here, thankfully. Run back up the ladder to the 002 ROOM.

002 ROOM

Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back to GUARDHOUSE HALLWAY 1.

GUARDHOUSE HALLWAY 1

Run to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Deposit the DEFENSE GUN and the MAGNUM ROUNDS and grab the RED BOOK. If you want, grab the HANDGUN and HANDGUN MAGAZINE. Then exit.

GUARDHOUSE HALLWAY 1

Head for GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Head to the GALLERY through the next door, via the GALLERY KEY.

GALLERY

AKA WASP ROOM. Head and turn the first corner you see to a door. Unfortunately, Chris (or Rebecca, rather) will have to explore that area (though Jill didn't). The password to enter is for Rebecca, though. Turn the next left corner to the corpse, and grab the INSECTICIDE SPRAY. Run

back out to GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Here, turn right and grab the GUARDHOUSE MAP. Then you'll see a hole. Use the INSECTICIDE SPRAY through the hole to kill those bastards. Return to the GALLERY.

GALLERY

Run to where the wasps where and grab the KEY FOR ROOM 003 from the desk. Then head to the 003 in the same room and open it up.

003 ROOM

Inside, go to the bookshelf with the red books. Grab the UMB BOOK and then place the RED BOOK inside.

```
-----  
| !!!RED BOOK PUZZLE!!! |  
| | |  
| The goal of this perverted puzzle is to align all the books for |  
| form a nude woman. To do this, select a book and when you do, |  
| select the book to swap places with it. Eventually you will form |  
| a nude woman. |  
-----
```

Once the puzzle is solved, head through the door to your next boss fight.

PLANT 42 ROOM

You're next boss fight awaits...

```
=====  
BOSS # 4: PLANT 42  
DIFFICULTY: Hard
```

Upon entry, Chris will get attacked by the Plant 42. You will then be put in control of Rebecca Chambers.

[NOTE: While playing on HARD MODE (a replay game), I was forced to just fight it out with Plant 42, like Jill would. This is interesting, but if that happens, unload the MAGNUM and SHOTGUN on it.]

Simply follow these steps.

1. Enter the Employee Lounge were the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

2. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter (635, but it could be random). CVXFREAK also got 536 on HARD MODE.

3. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and

mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

4. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

Now we are back to Chris. Now use all your ammo to fight and kill it. It can take anywhere from 10 SHOTGUN SHELLS to 20. Watch out for its attacks, but it should be really, really easy to dodge.

=====

After that boss is dead, head down the stairs and grab the HELMET KEY from the fire place. Return to the GALLERY via the double doors.

GALLERY

Watch a cut-scene with Rebecca. In the room where Rebecca made the V-Jolt is where she will stay for awhile. If you were injured in the fight with PLANT 42, go there to heal yourself. Run to the GUARDHOUSE HALLWAY 2.

GUARDHOUSE HALLWAY 2

Run back toward the GUARDHOUSE HALLWAY and you'll see Wesker. After he leaves, return to the GUARDHOUSE HALLWAY.

GUARDHOUSE HALLWAY

Here, run back to the GUARDHOUSE SAVE ROOM.

GUARDHOUSE SAVE ROOM

Reorganize your items to have this:

HANDGUN

HANDGUN MAGAZINE

MAGNUM

MAGNUM ROUNDS

HELMET KEY

The next section is tough. Make sure you have your HELMET KEY. Save, too. Keep the MAGNUM equipped.

GUARDHOUSE HALLWAY

Exit to the outside.

GUARDHOUSE ENTRANCE

Run back down to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Run to the lift and ride it the POND ROOM.

POND ROOM

Run across the pond and dodge the snakes. Head back to the GARDEN.

GARDEN

Head to the SHED.

SHED

There are many items here thanks to Wesker. Grab them all, especially the SHOTGUN SHELLS, because a new monster is going to show up. If you can't get all of the items, then return to Lisa's COTTAGE and use the item box there to manage your items. Head into the EXIT HALL.

Well, with Lisa running around, Plants to kill, and sharks to feed, I'm amazed we've made it so far! We are back in the mansion of hell and we must explore the remainder of the mansion for more clues, perhaps clues that can get us behind the waterfall in front of the GUARDHOUSE. The return to the mansion isn't too long, and can range from 5 minutes to 15 minutes, depending on what ending you want to get.

C. RETURN TO MANSION

ITEMS: RED GEMSTONE
YELLOW GEMSTONE
JEWELRY BOX
MO DISK
FIRST AID SPRAY
LAST BOOK, VOL. 1
LAST BOOK, VOL. 2
MEDAL OF WOLF
MEDAL OF EAGLE
GREEN HERB
RED HERB
BLUE HERB
BATTERY
EMBLEM KEY
BROACH

EXIT HALL

Run down the hall and head into the DOOR ROOM.

DOOR ROOM

There is a Hunter here. Kill it with the MAGNUM. It should take only one bullet. Head into the RIGHT STAIRS.

RIGHT STAIRS

There is a Hunter here. Kill it with the MAGNUM, or use the SHOTGUN. Head into the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Recharge and save if you were hurt by the Hunters. Exit.

RIGHT STAIRS

Run up the stairs and turn left. Run to the very end, into the door.

RESTING ROOM

Grab all the HERBS here and then unlock the door in this room using the HELMET KEY.

LEFT STAIRS SAVE ROOM

We have to unload here, especially the MEDAL OF EAGLE. You will also want to save the game. Exit.

LEFT STAIRS

Climb the stairs. Unlock the door nearest to the left of the stairs.

YELLOW GEM ROOM

This room is tricky. And it has a puzzle. But first grab the SHOTGUN SHELLS near the right deer head.

```
-----  
| !!! YELLOW GEM PUZZLE !!! |  
| | |  
| See those drawer cabinets near the center table? Push them toward |  
| the deer heads nearby. Then turn the lights off with the switch |  
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |  
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |  
| and grab the RED GEMSTONE. [If you run out of item space, return |  
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |  
| -STONE AND GRAB IT! Puzzle solved! |  
-----
```

With the RED GEMSTONE and YELLOW GEMSTONE in hand, return to the LEFT STAIRS.

LEFT STAIRS

Run down to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Unload if you have too many item spaces. Then exit.

LEFT STAIRS

On your way, 2 Hunters will pop in and surprise you. Kill them with the GRENADE SHELLS you just found, the MAGNUM, or with RICHARD'S SHOTGUN. The GRENADE SHELLS or MAGNUM are recommended, though. Run to the KENNETH F HALL.

KENNETH F HALL

Run to the door that leads to the TIGER STATUE ROOM.

TIGER STATUE ROOM

Use the YELLOW GEMSTONE on the Tiger Statue. You will get an MO DISK. Exit.

KENNETH F HALL

Return to the LEFT STAIRS.

LEFT STAIRS

Run to the LEFT STAIRS SAVE ROOM.

LEFT STAIRS SAVE ROOM

Deposit the MO DISK into the item box. Exit.

LEFT STAIRS

Head for the KENNETH F HALL.

KENNETH F HALL

Return to the KENNETH ROOM part of the room, and down the stairs back to the KITCHEN.

=====END-OPTIONAL=====

=====END-OPTIONAL=====

KITCHEN

Now that we are all back together, we can now explore the elevator. Ride the elevator down.

TORCH LIT TUNNEL

Kill the zombie from the first branch of this room. There are 2 GREEN HERBS here. Head back passed the elevator and kill the zombie nearby. Down from where you killed the zombie, there is a door for you to head through.

STORAGE ROOM

In here are SHOTGUN SHELLS, MAGNUM ROUNDS and the BATTERY! You can now power up the lift in the GUARDHOUSE GARDEN! But before we leave, we need to do two more tasks. Exit. (Feel free to return to the Item Box)

TORCH LIT TUNNEL

Head to Jill's left, through a door.

Z HALL

Remember this hall? Head for the BLADE ROOM. The BLADE ROOM is three rights down the hall. There might be a CRIMSON HEAD here.

BLADE ROOM

Head up passed where you left the IMITATION KEY. Passed it is a door. Unlock it with the HELMET KEY.

LIBRARY

Run across the hall until another boss fight happens.

=====

BOSS # 5: YAWN II

DIFFICULTY: Medium

Your goal: Shoot the thing with SHOTGUN SHELLS. Watch out for its bite and poisonous attacks. Once you run out of SHOTGUN SHELLS, shoot it with the HANDGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

=====

Head behind the bookcase Yawn smashed into. Grab the purple book called LAST BOOK VOL. 2. Now head up the ladder. And travel back to the BLADE ROOM.

BLADE ROOM

Head to the Z HALL.

Z HALL

Head for the UPPER DINING ROOM.

UPPER DINING ROOM

Head for the MAIN HALL.

MAIN HALL

Head down the stairs and to the door left of the double doors. Unlock it

with your HELMET KEY. Discard the HELMET KEY.

REST ROOM

In here, grab the diary you see to your left and then head for the other door in this room. Before going there, there is a desk with INK RIBBONS inside.

MIRROR ROOM

Grab the DAGGER KNIFE and the GREEN HERB. Then grab the JEWELRY BOX on the cabinet. Another puzzle awaits.

```
-----  
| !!! JEWELRY BOX PUZZLE 2 !!! |  
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |  
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |  
| | |  
| | |  
| http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif |  
| Thanks to Daniel Engel for the solution!! |  
-----
```

Once you solve the puzzle, you will have a BROACH, which will turn into the EMBLEM KEY. Exit.

REST ROOM

Exit to the MAIN HALL.

MAIN HALL

Head for the GRAVEYARD.

GRAVEYARD

Head to the gate leading to the CROW HALL.

CROW HALL

Head for the other door in this hallway.

DOOR HALL

Head for the only door you haven't tried yet. Unlock it with the EMBLEM KEY.

BEDROOM

You'll hear Rebecca scream. If you want to save her, head out again.

```
|||||||  
SAVING REBECCA  
|||||||
```

DOOR HALL

Run to the RIGHT STAIRS.

RIGHT STAIRS

Run to the U HALL upstairs.

U HALL

Run to the door to the right immediately.

STUDY

After the cut-scene, kill that Hunter by any means possible. You'll end up saving Rebecca.

|||||
END SAVING REBECCA
|||||

After saving her, return to the BEDROOM you were in when you heard her scream.

NOTE: Pick up the SQUARE CRANK from the Item Box if you already haven't. Save, too.

BEDROOM

See the lamp on the desk? Flip it on. Grab the METAL OBJECT you see. Grab the FLASH GRENADE, too. Exit.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head out to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head to the POND ROOM.

POND ROOM

Head across the pond and down the lift to the GUARDHOUSE GARDEN.

GUARDHOUSE GARDEN

Head over to the broken lift and attach the BATTERY to the slot nearby. Then ride the lift up.

GARDEN

We are in the GARDEN again. Head to the SHED.

SHED

Head to the EXIT HALL.

EXIT HALL

Head to the DOOR HALL.

DOOR HALL

Head for the RIGHT STAIRS.

RIGHT STAIRS

Head for the RIGHT STAIRS SAVE ROOM.

RIGHT STAIRS SAVE ROOM

Deposit the METAL OBJECT. Then withdraw the SQUARE CRANK. Save the game, too. Exit.

RIGHT STAIRS

Travel to the DOOR HALL.

DOOR HALL

Head for the EXIT HALL.

EXIT HALL

Head to the SHED.

SHED

Head to the GARDEN.

GARDEN

Head for the POND ROOM.

POND ROOM

Run to where you used the SQUARE CRANK back in MISSION 2. The pond will fill with water, effectively opening up that passageway behind the waterfall. Return to the GARDEN.

GARDEN

Run to the lift in this room, and ride it down.

GUARDHOUSE GARDEN

Head for the not no-more waterfall. Head down the ladder, into the tunnels...

That was quick, now, wasn't it? Well, MISSION 3 wasn't very eventful at all. Those Hunters and Sweepers are also in the Tunnel areas now. The mansion may seem like history now, but we'll be returning to the mansion in a little while to check out the double doors in the main hall underneath the stairs. But for now, we explore the tunnels beneath the Guardhouse in hopes of finding a way out of here.

D. TUNNELS AREA

ENTERING THE TUNNELS

=====

ITEMS: HEX CRANK
FLAME THROWER
SHOTGUN SHELLS
SURVIVAL KNIFE

AVOIDING LISA

=====

ITEMS: CYLINDER
SHAFT
CYLINDER SHAFT
BROKEN FLAMETHROWER
JEWELRY BOX

MANSION ALTAR

=====

ITEMS: DAGGER KNIFE
STONE RING
STONE AND METAL OBJECT
STONE AND METAL OBJECT 2 (2)

ENTERING THE TUNNELS

TUNNEL 1

Head to the first door on the right.

TUNNEL 2

Find the SHOTGUN SHELLS on the floor of this tunnel. Head to the only door in this tunnel.

PIT ROOM

Head for the door with a HANDGUN MAGAZINE by it.

ENRICO ROOM

Run forward. You'll see a cut-scene with Enrico. Search Enrico's body for the HEX CRANK. Run down the hallway to Enrico's left. Head for the door at the end. A Hunter may come in, so run away from it. You may want to equip something powerful right now.

PIT ROOM

We are back in the PIT ROOM. Head back to TUNNEL 2.

TUNNEL 2

There is a Hunter here for you to kill. Kill it. Head for TUNNEL 1.

TUNNEL 1

Run across the tunnel and you'll see an ITEM BOX and TYPEWRITER. Take the opportunity to save if you like, but make sure you have plenty of ammo. Head to the gap in the floor. Use the HEX CRANK to fill the gap. Head through to the BOULDER ROOM.

BOULDER ROOM

Nearby is a FLAME THROWER. Run to the right and the boulder starts rolling. RUN BACK TO THE DOOR!! After the cut-scene, turn right. There are SHOTGUN SHELLS. Run through the doors at the other side of the hall near the boulder. There is a GREEN HERB to the right of the door.

GIANT SPIDER ROOM

Not another boss!!

=====

BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Unload the FLAME THROWER on this bastard, and eventually it should die. There is a SURVIVAL KNIFE on top of the barrels in the corner.

-OR-

Run to the webbing on the door, hack at it with the SURVIVAL KNIFE or FLAME THROWER and run through. Thanks to a reader (forgot who, sorry) who submitted this cheat.

=====

There is a SURVIVAL KNIFE on the barrels like the one you started out with. If you want to conserve FLAME THROWER %, then grab it. If you don't care to waste FLAME ROUNDS, do not grab it.

There should be a door covered in web. Launch some FLAME THROWER % at it or hack at it with the SURVIVAL KNIFE you just got. Head through.

TUNNEL 3

Turn right and head through the door, by attaching the FLAME THROWER to the right of it on the panel.

BOULDER ROOM 2

Ugh... use the HEX CRANK _THREE TIMES_. Turn left because the boulder will start rolling down. Head through the door nearest you.

STATUE ROOM

See the statue on the wall? Push it right until it hits the BRONZE part of the wall. Run to the opposite wall and use the HEX CRANK. The statue will be away from the wall. Now push it to the dial in the middle. It will turn. Push it away from the dial and push it in the dial again to turn it a second time. Now push it to the space right of the candles (so it faces the player). You'll get this CYLINDER. Return to the BOULDER ROOM 2.

BOULDER ROOM 2

Return to TUNNEL 3.

TUNNEL 3

Head into the GIANT SPIDER ROOM.

GIANT SPIDER ROOM

Head back to BOULDER ROOM.

BOULDER ROOM

Head back to TUNNEL 1.

TUNNEL 1

In the ITEM BOX, grab the EAGLE MEDAL and WOLF MEDAL. Then head to TUNNEL 2. Save if you like.

TUNNEL 2

Head for the PIT ROOM.

AVOIDING LISA

PIT ROOM

Here, head over to the control panel you see at the end. Examine it to get some sort of SHAFT. Combine it with the CYLINDER. It makes the CYLINDER SHAFT. Insert it and press the code 4231.

The pit in the middle of the room will activate- it's really a lift!
Ride it down!

BOTTOM SHAFT

Run to the nearest door.

LISA TUNNEL

That ***** from the cottage beside the mansion is back.

=====

BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

=====

To avoid her, double back and take the branching tunnel. At the branching tunnel, head to the right one of Chris. You'll eventually see a door. Use the map to get to it; remember that locked doors are in red on the map and unlocked ones are in white. Head through the door.

CRATE ROOM

Push the crate onto the lift. Then activate the lift at the controls. Then leave the room through the way you came.

LISA TUNNEL

Run back to where the lift is. Avoid Lisa Trevor at all costs.

BOTTOM SHAFT

Look for the ITEM BOX. Pack AT LEAST 2 HEALING ITEMS. Then go down the nearby ladder. The crate you sent away is here now. Go push it to the left and forward. Then press the button so the crate is crushed. Jump down to where the crate is to get a BROKEN FLAMETHROWER. Return to the LISA TUNNEL.

LISA TUNNEL

Keep avoiding her and head for the locked door. Take the tunnel toward where you headed for the CRATE ROOM. Flip the switch on the wall. Head to the locked door in the room using the map. See the little board next to it? Attach the BROKEN FLAMETHROWER there. Head through.

CANDLE ROOM

Run passed this weird candle area to a pool tunnel. Run across it. You'll be in a bedroom. You'll find another JEWELRY BOX, like the one before you left the mansion. Also, there is a DAGGER KNIFE here. Open the JEWELRY BOX (no puzzle) and grab this STONE RING. Combine it with the METAL OBJECT from the mansion and you'll get another STONE AND METAL OBJECT. Climb the bedroom ladder, and turn left when you are up. Climb the ladder.

MANSION ALTAR

COTTAGE

Remember this area? This is where you first met Lisa. Our goal is now to return to the mansion. Yes, go back there. Head to the OUTSIDE PATHWAY 2.

OUTSIDE PATHWAY 2

Run back to the CROW GRAVEYARD.

CROW GRAVEYARD

If you have not acquired the MAGNUM here yet, then do so NOW. The solution is above. Run back to the OUTSIDE PATHWAY.

OUTSIDE PATHWAY

Run back to the SHED.

SHED

Head back to the EXIT HALL.

EXIT HALL

Collect the STONE AND METAL OBJECT that is near the door. It is the one you used in the beginning of the game to get to the Guardhouse. Head back to the DOOR ROOM.

DOOR ROOM

Aim for the CROW HALL.

CROW HALL

Run down the entire hallway to the GRAVEYARD.

GRAVEYARD

Head for the MAIN HALL.

MAIN HALL

Head for the double doors underneath the grand stairs. Insert both STONE AND METAL OBJECTS into the double doors. Head through.

LONG TUNNEL

Run down the stairs and across the boards until you reach the door at the end.

SHORT TUNNEL

Run through this short tunnel until you get to the ladder. Go down the ladder.

ALTAR ROOM

There is a cut-scene with Wesker. And... another Lisa boss.

=====

BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Then start shooting the hell out of the thing along with Wesker. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

=====

..anyway. Talk to Wesker if he is still there.

Push all the stones down the pit. They are in the corners around the casket. The gate rises. Head through.

LAKE COURTYARD

We are back in the courtyard. Go to the statues around the lake and insert the MEDAL OF EAGLE and MEDAL OF WOLF. Then go down the stairs in the lake. Ride the lift down.

=====

It is time to switch to Disc 2. (Why couldn't they give a disc for each character?)

=====

Well, Disc 1 is officially finished. Well, fortunately Lisa is gone, so we don't have to deal with that G-Nemesis Type anymore. But the mystery isn't complete yet. Chris discovers a lab beneath the mansion area, and all the traps Chris has encountered thus far are definitely there to hide this lab, proving its importance. Well, onto Disc 2.

E. LABORATORY AREA

SEARCHING AROUND

=====

ITEMS: MO DISK 2
 INK RIBBONS
 GREEN HERBS
 SLIDE CARTRIDGE
 MO DISK 3
 LABORATORY KEY
 CAPSULE

ESCAPING

=====

ITEMS: MASTER KEY
 FUUSE UNIT
 SIGNAL ROCKETS

SEARCHING AROUND

LABORATORY ENTRANCE

Find the locked double doors. Near them are ladders to go down.

LABORATORY SAVE ROOM

Save, and pull out the MAGNUM or SHOTGUN, depending on what you have ammo for. Head through the double doors.

STAIRS

Kill all the zombies here. Grab all the GREEN HERBS. Turn left at the start of the stairs and grab the second MO DISK. Head down the stairs. Head through the gate.

O ROOM

Head to the door to your right.

LAB HALL 1

Collect the FIRST AID BOX. Then take the door to the left.

X-RAY ROOM

Here, grab the file on the computer for ADA and JOHN. Grab the 2 x-rays and paste them onto the screen. If you do it right, you should get another word, CELL, based on the illnesses. Leave.

LAB HALL 1

Back to the O ROOM.

O ROOM

Head to the only open double doors in this room.

COMPUTER ROOM

Go to the operating computer. Sign in using the name "JOHN." The password is ADA (the same Ada in Resident Evil 2). When you want to unlock the B2 floor, input the password, CELL. Return to the O ROOM.

O ROOM

Head back to the LAB HALL 1.

LAB HALL 1

Head into the first door to the right.

OFFICE

Grab the FAX after taking the Crimson Head down. You'll notice a weird vial. You'll see a SLIDE CARTRIDGE on a desk. Grab them. Use the MO Disk on the desk's GameCube, too.

LAB HALL 1

Head for the O ROOM.

O ROOM

Return through the gates to the stairs.

STAIRS

Head to the now unlocked door near where you found MO DISK 2.

PROJECTON ROOM

Use the SLIDE CARTRIDGE on the slide projector. You'll see the numbers 8462. Remember them. Was Wesker in that picture with the scientists? And is the woman there Annette Birkin, and the dark haired guy William Birkin? Hmmm... Grab the MO DISK from the shelf near the door.

See that blinking panel near where you got the MO DISK? Enter the code from the slide in there. A new room will be revealed. Grab the LABORATORY KEY. Look at the console to see how Kenneth Sullivan died back in the beginning of the game.

Leave.

STAIRS

You might be full on items, so deposit anything un-useful. Return to the O ROOM.

O ROOM

Unlock the single door with the LABORATORY KEY.

T HALL

Take the door directly across from the entrance (not the one to the left).

LABORATORY SAVE ROOM 2

Unload anything you do not need. Leave.

T HALL

Turn left. Head through the double doors.

CHIMERA HALL 1

Watch out! There are enemies here that are as dangerous as the Hunters from the mansion and the tunnels! Turn a cautious left, and kill the first one you see. These are called Chimeras. Turn around and do not enter the door. Run around until you see a blue button. Press it, and you will get a CAPSULE. Head through the door now.

CHIMERA HALL 2

Head for the GameCube-looking console and insert an MO Disk inside. Run to the door at the end of this hall. Kill all Chimeras with the Magnum. Now return to CHIMERA HALL 1.

ESCAPING

CHIMERA HALL 1

Head for the T HALL.

T HALL

Head for the O ROOM.

O ROOM

Use the POWER ROOM KEY to unlock the double doors near the door you just emerged from. Enter.

STOREROOM

Does this place remind me of Silent Hill? Anyway, push the shelf back and climb up the counter. Enter the vent.

OPERATION ROOM

Head through the other vent you see in this room. Kill the Chimeras.

STOREROOM

Find the GameCube-esque reader and insert an MO DISK inside. Then push the shelf away and exit.

O ROOM

Back here, head for the LAB HALL 1.

LAB HALL 1

Head for the first door on the right.

OFFICE

Radiate the CAPSULE in the weird blue thing. Once you get it back, WALK. WALK to the LAB HALL 1. WALK.

LAB HALL 1.

WALK to the O ROOM.

O ROOM

WALK to the T HALL.

T HALL

WALK to the CHIMERA HALL 1.

CHIMERA HALL 1

WALK to where you put the CAPSULE. Put it back in. Run to the CHIMERA HALL 2.

CHIMERA HALL 2

Run through the hall to the POWER ROOM.

POWER ROOM

Go to one of the 2 computer consoles you can access and press the YES option. Then leave.

CHIMERA HALL 2

Run for the CHIMERA HALL 1.

CHIMERA HALL 1

Run for the T HALL.

T HALL

Run to the other end of the hall into the elevator. Save in the nearby SAVE ROOM if you want. Power up the elevator. If you saved Rebecca from the Hunter, she'll come in. If not, she won't be here.

TYRANT ENTRANCE ROOM

Enter through the door at the end.

TYRANT ROOM

Watch the cut-scene.

=====

BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from the gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

=====

Go to Wesker's unconscious body and grab William Birkin's diary. If she survived, wake Rebecca up, and head to the desk at the end of the room to unlock the door. If Rebecca didn't survive, grab the MASTER KEY. Leave.

TYRANT ENTRANCE ROOM

Run to the elevator. If Barry is still alive, the self-destruct system will hit. If Rebecca didn't survive, then you can now end the game by returning to the LABORATORY ENTRANCE. If you still want to save Jill, then follow the next orders.

T HALL

Run to the O ROOM.

O ROOM

Run to the LAB HALL 1.

LAB HALL 1

Head for the 3 green switches and flip them. Head through the door.

PRISON TUNNEL

Run down the stairs to the door at the end. Head through. If the self-destruct system didn't hit, then use the MASTER KEY to unlock the door.

JAIL CELL

Talk to Chris. Then leave.

PRISON TUNNEL

Head back.

LAB HALL 1

Head to the O ROOM.

O ROOM

Head to the STAIRS.

STAIRS

Head up the stairs and through the door.

LABORATORY SAVE ROOM

SAVE!! Then head up the ladder.

LABORATORY ENTRANCE

Head for the double locked doors.

ESCAPE TUNNEL

Run through. Grab the SHOTGUN SHELLS and FIRST AID BOXES and open them. Grab the FUSE UNIT at the end and ride the elevator. There are only 3 minutes until detonation if Rebecca is still alive.

MANSION ROOF

Grab the SIGNAL ROCKETS and USE it.

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BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your HANDGUN (since you might not have any SHOTGUN SHELLS left other than the ones you just picked up). Start shooting the thing and dodging it. One hit can bring you down to Caution. Rebecca will be helping you.

Once Brad drops the ROCKET LAUNCHER, Rebecca will get strangled. Shoot a rocket at it and the game ends.

[NOTE: The Tyrant might hit the rocket away if it is free from strangling Rebecca. Shoot another rocket at it to kill it.]

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

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GAME OVER...

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6. W E S K E R ' S R E P O R T

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wrcvx

If you pre-ordered the American Version of Resident Evil CODE: Veronica X, bought the Japanese PS2 or DC version of CODE: Veronica Complete, or bought the BioHazard 5th Anniversary Briefcase, you got the Wesker's

Report DVD.

If you didn't, it's here for you to read, because it bursts with seams of the original PSX RE, RE2 and RE3 information. Others may hate the Report because they can't think what Capcom is aiming with that, but I love it!

Sure, the information for the "Mansion Incident" may seem a little outdated when the remake is accounted for, since it covers the original PlayStation version, but it still contains the basic information about the storyline of Resident Evil.

This can also help those folks out who have just started the series on GameCube, and want to find out more about Resident Evil 2 and Resident Evil 3: Nemesis, until the GameCube ports of those games come out. In any case, here is Wesker's Report I in its entirety.

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INTRODUCTION
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"My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conduction Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path; William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them. Then at last, opportunity knocked.

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1998 July 24th
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The freak murder incidents that had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the indevelopment T-Virus was the cause of the murder. Initially, Umbrella instructed me secretively to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the two S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of Alpha Team also proved their worth and as expected many died.

There were five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico

Marini. It was time to begin executing my plans.

In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant. The surviving privileged members of S.T.A.R.S. were just the perfect bait.

I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turn unexpectedly. I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him.

After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me. As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all costs I had to make S.T.A.R.S. pay.

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September
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Two months had passed since the mansion incident.

To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella. I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone.

Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella. But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them. Soon after, the T-virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

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September 28th
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The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S.,

Jill. It became imperative that our organization would also obtain the Nemesis data.

=====
September 29th
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To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, there was a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant.

It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her. My instincts sensed danger. Something had to be done, quickly. My instincts did not disappoint me.

Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-virus that Leon threw away.

But Hunk, the only survivor of Umbrella's salvage team, was there before us.

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September 30th
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Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data.

Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

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October 1st
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In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason... Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin. There's something about this little girl..."

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7. W E S K E R ' S R E P O R T I I
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wr2re0

This contains SPOILERS. Please consider that before reading. You have to have ALSO played Resident Evil 2 and Resident Evil CODE: Veronica X at the very LEAST to understand this. Play Resident Evil: Survivor and Resident Evil 3: Nemesis for a complete understanding.

This was translated by GameFAQS user: Saiki. Thanks to him for the translation. I have done some editing.

To Ada Wong:

When I first visited that place, I was 18 and it was summer, twenty years ago. I still remember the smell when the helicopter landed and the rotor caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. William Birkin, who was 2 years younger than me, seemed only interested in the research files he had as usual...

July 31, 1978 (Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Sir Ozwell Spencer. Spencer at that time, was using the Arklay labs for the research on the T-Virus.

As soon as we got off the helicopter, the president of that lab stood in front of the elevator.

I don't even remember that man's name. It didn't matter what was said officially. From that day, that lab belonged to Birkin and I. We were assigned to be chief researchers at the facility. This of course, was Spencer's will.

We were the chosen ones.

The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area and Birkin, with no bad intentions, ignored everyone as usual.

Usually, when someone sees our actions, they would react within 5 seconds. But the president didn't even react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me.

While the three of us were on the elevator, Birkin still kept his eyes on the research files. The files contained information about a new faro-virus found 2 years ago in Africa called Ebola.

Even now, there are thousands of people researching the Ebola. But the people are always divided in half, one group to save people from the virus and the other to kill people with the virus.

As known, if a person is infected with the Ebola, the chances of dying is 90%. It has the capability to destroy the physical structure within 10 days and even now, a cure hasn't been found. If this is used as a bio-weapon, it would display incredible destruction.

But because making a bio-weapon is against the law, we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of like the virus being used as a weapon, it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are researching for a cure and be making a bio-weapon.

But to Birkin, he was not interested in either cause just wanted to research the Ebola itself. The virus had too many things unknown at the time. One was that the fact that virus would die within a few days by itself and would die instantly when hit by sunlight. The second was the speed that it would kill its host. It kills the host extremely quickly that there is almost no time for the virus to infect another person. The third is how the virus is spread. The virus has to physically touch another person in order to infect them and therefore can easily be quarantined. But I would like to bring up the following thought.

What if a person that was infected with the Ebola virus could stand up and walk around? And that infected person would have a disrupted chain of thought, and would infect others that weren't infected?

What if the DNA of the Ebola, the RNA, had a direct impact on the DNA of a human, and due to that, would make the person not die so easily?

The person would be dead from a human's point of view, but would still go around as a bio-weapon spreading the virus around. It is fortunate that the Ebola may have features like this. Even from now, we will be the only one to know about this.

Umbrella, with Spencer as the head, was an organization made to do research on viruses with these qualities. As a cover, they tell the world that they are a company making cures, but the truth was a bio-weapon developing organization.

The finding of the original virus which restructures the human DNA was the start of everything.

Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the plan for the T-Virus.

The original virus was also an RNA virus and would cause abnormalities, thus enhancing a host.

Birkin was interested in the Ebola because he planned on combining the two virus's (Ebola Virus and T-Virus) to create an enhanced virus. Luckily, the sample of the Ebola had already been brought to this research facility.

We had gone through many elevators and had finally reached the destination. When we reached that place, even Birkin had raised his face to the sight.

This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked anywhere outside the lab.

From the records, she was here since this lab had been created.

She was 25 at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-Virus. The research begun in November 10, 1967. For 11 years, she had gone through tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing, swearing or praising, I don't know.

But we had come to a place where we couldn't back out of.

We were to take the research to its completion or to be captured, and end up like the woman. For us we, only had one choice.

The woman who lay on the pipe bed had moved something within both of our minds.

Was this part of Sir Spencer's plan?

---The next records take place 3 years later

Alexia - 1

July 27, 1981

---3 years from the previous report

Today, Umbrella assigned a ten year old girl to be the chief researcher at the Antarctica facility.

Her name is Alexia Ashford. As of right now, I am 21 years old, and William Birkin is 19.

It is very provoking that even in our own Arklay lab, everyone is talking about Alexia and the Antarctica facility. It is because all the old high staff members consider the Ashford family a legendary family.

Every time something goes wrong with our research, those old fools always say the same thing. "If only Edward were still alive."

It is true that he was the first one to find the original virus, and he may have been an incredible scientist for starting the T-Virus plan.

But soon after Umbrella was formed, Edward Ashford had died. It has been 13 years since then. There would be no meaning in expecting anything from the Ashford Family.

In fact, ever since Edward's death, the Antarctica facility that his son (Alexander) built has done nothing.

This granddaughter of his is probably nothing useful as well...

But one day, our useless workers started to say these statements. "If Alexia was here....."

It angers me to think that our workers and researchers are filled with mindless people that judge people by their status. Because they think like that, they cannot do anything themselves and always have to be told what to do! But I, I still had good judgement.

If I had let all of that go to my head, the research at the Arklay lab would have been delayed. As the head researcher, I always have to keep myself under control or success would not be possible.

Then, a thought came to my head. I could use those old staff members to gain my success. Those old fools could die at any time and would serve as perfect test subjects. To be able to rise above everyone, I must be able to use all resources to my advantage.

But the problem was Birkin. His reaction to Alexia was great.

Although he never spoke of it, Birkin took pride in the fact that he was 16 when assigned to this lab. But his pride was completely destroyed by the fact Alexia was a genius at 10 years of age. Born as a genius, he had tasted his first defeat, since Alexia was ahead by a full 6 years.

He could not handle the younger, legendary family, girl. To be out-done by a girl who hadn't even made any progress...

The main thing was the fact that she was still a child.

But for reasons, I have to have Birkin get back to his normal self again. The William Birkin I knew before he met Alexia. We had already reached phase 2 in our plan in the past 3 years.

Currently, the T-Virus could be used to create a biological weapon also known as the zombie. But the effects of the T-Virus varies greatly between people and there is no 100% guarantee for it to work yet. Every person has a different DNA structure and some may react differently.

Even then, 10 percent of those who turn into zombies die. This we can do nothing about. With the remaining 90%, it is easy to use them as a weapon, but Spencer thinks differently.

He wants 100% and wants a perfectly confined weapon.

Originally, the bio weapon was to be a weapon that could be made with very little cost. But now, the bio-weapon that we research now costs great amounts. If Spencer just wanted to make money, he would not have chosen this path.

If used at the current state, we could easily make a profit from it. But to continue research would not add up.

Why would he continue research if he would lose money?

I don't understand what the hell Spencer was thinking.

But going back to Birkin, the research that Birkin is currently in is a bio-weapon that possess combat skills. By using other DNA samples, we could create this bio-weapon. It was made to fight off any forces that opposed us. It was a fighting bio-weapon, also to known as a Hunter. But that research had to put on hold for now so we could protect the test subject from Birkin.

To compete against Alexia, Birkin started to act differently than usual. He would stay at the research lab 24 hours a day, and would do tests without any perceived plan.

I would usually use other researchers to collect samples and data from

the test subjects before they died, but at the speed that Birkin goes at now, is impossible to keep up with him.

The president would keep getting new test subjects as if nothing happened and that subject would die shortly after. It was hell in there.

But even in that hell, that one test subject, the woman, still lived.

She was 28 and had spent 14 years in the lab.

Over the 14 years, the effects from the Ebola Virus must have corrupted her mind. But if she were to still have a conscious mind, death is what she would want. But she lived on. How would she live on for so long? There is nothing different from her data and any other data from the other test subjects.

More time is needed to solve this mystery.

---the next report takes place 2 years later

December 31, 1983 (Saturday)

It had been the 6th winter since I began working at the Arklay facility.

During the last two years, we had made no real progress with our research as time passed by. But this had come to an end. We had received word that Alexia had suddenly died. The reason was the virus that Alexia herself created; the T-Veronica Virus. It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumors that Alexia had injected the T-Veronica Virus in herself but I couldn't believe this. She probably couldn't handle her father's death a year ago and perhaps made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and fell.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed, or I should say, changed back to what he was. But now, there was no one who could surpass him and all those researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-Veronica Virus, he had strongly objected.

I had to put aside finding out about Alexia's research for later. In the end, Birkin had changed not one bit when everything around him had changed.

But to me, I had a much bigger problem in my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times, but because this facility was in the near center of the forest, we would never encounter any other human. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would

prevent the chances of spreading.

But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

Any virus isn't guaranteed to only affect one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. And even in 3 each of these species, only certain ones are affected. For example, seagulls and chickens are affected by viruses, but all other birds are not. And the same virus may have different effects on different species.

The problem lies in how the T-Virus can affect many different life forms.

During the time when Birkin was useless, I had done my own research on the T-Virus. I had found out that the T-Virus can affect most life forms out there. And not just mammals, but plants, bugs, and fish can also be affected by the virus. Every time I walked in the woods, I always asked myself, "Why did Spencer choose this place?"

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But these insects could spread the virus at an incredible rate. If this were to happen, how far would the T-Virus spread?

If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was very smart for the Ashfords= family to locate their facility in Antarctica. But here, it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far to great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably would not even be interested.

I need more information.

I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I need to be at a position where I could obtain more information.

For that, I would throw away all my current positions. But I cannot do this quickly. I cannot let Spencer notice my plans for if he does, everything would be over.

I had continued to do research with Birkin so that no one would know my intentions.

During that time, that woman test subject was forgotten. She was a "failure" that just lived on until that day, 5 years later...

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was a also a researcher at the facility. It was natural that people who conducted the same research at the same facility fell in love

with each other and end up having children.

But a normal person would not be able to continue research at this place. Anyone still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, is a bio-weapon for combat. It was to be called "Tyrant." But this project had a huge problem from the start. Gaining the test subject for this Tyrant was a problem. There were very few who were compatible with becoming a Tyrant.

This was due to the nature of the T-Virus.

Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence is needed to create a Tyrant. Birkin had used a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100,000,000 turned into a Tyrant and the rest became zombies.

If our research continued, we could create a different kind of T-Virus that was compatible for more people. But for this to happen, we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible for becoming a Tyrant.

Other research facilities had reached the same problem. We had run into a wall even before our research began.

But we had received word that the Europe facility had thought up of a plan to conquer this problem in phase 3. This was the "Nemesis Project."

I had urged to get a sample of the project to put our research further.

Although Birkin had strongly opposed, I had convinced him.

Until we found a compatible host, our research would not move and Birkin needed to admit this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was a small box, titled "Nemesis Project"

To gain this sample from the France facility required quite an effort but was mainly due to Spencer backing us up.

Birkin took no interest in the package until the end but he had at least admitted to tests. The Sample was totally new and was thought up for test purposes.

The Nemesis was a biological life form created by manipulating DNA.

The intelligence was the only thing enhanced and this life form alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability.

The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would

be combined to create a bio-weapon. If this were to succeed, it would overcome the problem of the intelligence and we could create a bio-weapon.

But the problem was when the parasite takes over the host.

In the research files, all that was recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype.

My plan was to prolong the time in which the host would survive, so that we would gain the credit to the "Nemesis project". The host would be that women test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis.

That was the beginning.

Something was happening inside of that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show.

Only Birkin had begun to notice the change. Indeed, something had begun to change inside her. But that was something totally different from the T-Virus project.

Something new and would bring a new idea to us.

The "G-Virus" project was the project that had changed our destiny.

---the next log is 7 years later

July 31, 1995

---7 years from the previous

When I came back to that place, it had been 17 years since I first came. Every time I came here, I remember the smell of the wind of that day. The buildings and the surroundings all looked the same from before.

On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-Virus project was authorized, I had requested to transfer to the secret (intelligence) service and this was easily approved. From everyone's point of view, it was a natural thing for me to stop my road as a researcher and go onto a different field.

And in reality, the research conducted on the G-Virus was far above my level. Even if I didn't have a different motive, I could feel my limits

as a researcher when finding out what Sir Spencer was up to.

In the midst of the wind blowing, Birkin, as usual, didn't take his eyes off the research files. Birkin came to Arklay quite often, but Birkin was not under Arklay anymore.

A little while ago, an underground lab under Raccoon City was made and this was the place that his G-Virus project would be made.

But to be honest, I didn't think that Spencer would authorize "G". This is because "G" was far from being a weapon, and had too many unknown things about it.

The reason the "G" was slightly different from "T-Virus" was that the host would keep spontaneously reacting to the virus. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is just in the case of the virus itself and not the hosts DNA.

Even if the virus did cause some form of change, the DNA of the host becoming mutated was a rare case. If there was an outside force like radiation, it would be a different story though.

But the case of "G" was different. Even without an outside force, the "G" would keep mutating the host until death.

Something very similar to this did exist in the T-Virus as well. When a bio-weapon is put in a specific area, the virus inside the host would causing some form of mutation has already been confirmed. But for this, an outside force was always needed.

But the "G" had no need for such a thing.

No one can even expect what lies ahead with the mutations. And even if we think of a way to stop the mutation, the virus would just mutate to accommodate.

7 years ago, Birkin found this in that woman. At first look, the woman had no changes on the outside, but inside, various mutations had occurred and had kept on consuming each kind of virus injected and had lived on.

And over the 21 years of mutating, it had mutated so much that it would even consume the Nemesis.

The G-Virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end due to a disastercould this even be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret (intelligence) service, I could not find out anything about what Spencer was thinking during these 4 years. And now, Spencer doesn't even show up in Arklay labs. It seems he was expecting something to happen there.

Spencer was slowly drifting away from me, just like an oasis in a desert.

But my chance will come soon enough... That is, if I can live until then.

The elevator took me and Birkin to the highest level in the lab. It was

the place where Birkin and I first saw that woman.

There, we met the new research leader, John.

He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research there and had repeatedly questioned the superiors.

This had even reached my ears in the secret (intelligence) service. If information has been leaked out, he would be the first to go. This is what everyone had started say.

We had both ignored John and had started the clean-up of that woman to kill her.

When she consumed the Nemesis, although she had started to regain some intelligence, her behavior was extremely peculiar.

Each time it would escalate. She would start to rip another woman's face off and would wear it herself. According to the records, she showed the same behaviors when she was first injected with the original virus.

No one knew why she would behave like that, but recently, three researchers had been killed that way and this is when she was authorized to be killed. Because "G" was progressing steadily, there was no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president.

In the end, no one knew who she was and why she was here. But this was also the case with any other test subjects.

But if she had not been here, the G-Project would not have existed. If this were the case, both I and Birkin would had been in a different situation than the one now.

I had this on my mind as I left the Arklay labs.

How far was Spencer planning?

---the "incident" would happen 3 years later..

(That incident, of course, is the "Spencer Mansion Incident," where the residing scientists are turned into zombies and the STARS members are forced to survive hell.)

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8. R E S I D E N T E V I L S T O R Y S Y N O P S I S

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bhspa

I will give you a brief summary of all the games. If you want detail, check out TWILDE'S RESIDENT EVIL PLOT ANALYSIS, found at GameFAQS.com, where this guide can be found. Most are very brief, but if you don't

feel like reading off a storyline, I suggest you scroll all the way down.

=====
RESIDENT EVIL ZERO
=====

July 23, 1998

A train strolling through Raccoon Forest is attacked by leeches controlled by a robed, bare-foot man. The people on board are attacked, turned into zombies, and the train is stopped.

As detailed in the REmake, Bravo Team goes to Raccoon Forest to look for the perpetrators to cannibal attacks that had occurred. When they land, ever Bravo Team member except for Kevin leaves the copter, and sees an overturned MP vehicle. The transporters were murdered as they were transporting now escaped convict Billy Coen. The Bravo Team searches the area.

Rebecca Chambers finds a parked train, and finds zombies on board. Edward Dewey catches up to her, and is murdered by zombie dogs. Enrico Marini gives Rebecca more information about Billy's backgrounds, and that he's a murderer. Rebecca finds Billy Coen, and they don't get along at first. Billy saves Rebecca from the leeches, and they both work together, when the train begins running mysteriously. They run into a team of agents working for Albert Wesker and William Birkin, but they're attacked by the leeches as well. They were the ones who started the train.

They explore, seeing the leeches form strong zombies, and giant man eating bugs. Together, Billy and Rebecca destroy all threats, and get around the train to the control room, where they stop the tunnel. However...

The train crashes into a tunnel near a Training Facility, the Marcus Mansion. There, the robed man makes threats to Albert Wesker and William Birkin (in their hideout) as well as Billy and Rebecca, and demonstrates the power of the leeches. They explore the Marcus Mansion and cover each other whenever danger is near (such as monsters, puzzles traps, and more giant bugs). Billy eventually lets Rebecca know that he was part of a military group that killed 23 people in Africa for a no good reason. Unlocking the path to a chapel in the back of the estate, Rebecca and Billy discover a lab where the works of a Dr. James Marcus were done.

Billy and Rebecca discover a cable car. Billy is attacked by a creature, and falls down a pit, leaving Rebecca the only one to use the cable car. The cable car takes Rebecca Chambers to a mysterious area with an elevator train (in RE2, Claire and Leon use this exact same area to get to the Birkin lab). Rebecca rides the elevator car down and sees Enrico, and she says she must find Billy. Enrico runs off after telling Rebecca to redirect her focus on an old mansion in the forest, and never sees Rebecca again.

Rebecca finds and saves Billy, and they both run off to confront the robed man, Marcus. He becomes a monster, and William Birkin then activates the self destruct sequence for the Marcus Mansion (as Albert Wesker runs off to lead the STARS Alpha Team to the other estate in Raccoon Forest, the Spencer Estate, see the REmake synopsis).

July 24, 1998

Rebecca and Billy use sunlight to kill Dr. Marcus, the robed man, and it takes Billy a Magnum to finish the job. As daylight of the next day hits (the morning before Alpha Team goes to the Spencer Estate), Rebecca and Billy are on a cliff. Rebecca takes Billy's dogtags from his neck and declares him officially dead, although Billy will now have to be a convict.

Rebecca runs off toward the Spencer Mansion, as Billy goes the other way, thanking Rebecca. As if Rebecca's nightmare is over, think again.

=====
RESIDENT EVIL 1 (REBIRTH VERSION)
=====

July 24, 1998

Raccoon City, a mid-western U.S. town is experiencing reports of cannibalism near its forest. The local police department sends in a special force to stop it, called STARS, Special Tactics and Rescue Service, to seek information about it. Umbrella Inc, a pharmaceutical, also controls Raccoon City. The STARS are divided into 2 teams, Bravo and Alpha. Bravo heads in first. Bravo team is consisted of Rebecca Chambers, Enrico Marini, Forest Speyer, Richard Aiken, Ed Dewey and Kenneth Sullivan. Enrico Marini was the team's leader.

Bravo Team heads to the forest in the Arklay Mountains. They investigate the origins of the zombies that wandered into Raccoon City. A day later, Alpha Team loses communication with Bravo Team. Albert Wesker decides to send in the other STARS Team to find them.

When their helicopter sees wreckage, they land. Wesker, Jill, Joseph, Barry and Chris examine the chopper. Inside are the remains of Kevin, the pilot of the Bravo Team. Joseph looks around, and is shocked by the sounds he hears. As he searches... he sees nothing.

Suddenly, a skinless dog mauls Joseph. Jill Valentine, nearby, shoots the dogs several times, but the dogs don't seem to feel the bullets (or she's missing; it isn't clear). She runs out of ammo, and after the dogs finish Joseph off, a dog lunges toward Jill. Chris shoots the dog just before it gets Jill, and Jill and Chris start running for the others.

Brad Vickers, the pilot, flies away because he is scared of the monsters he sees. Chris pauses in shock, and a dog is about to lunge at him, but Wesker saves Chris and shoots the dog into its death.

After a merry dash to avoid the zombie dogs, the remaining STARS members run into a nearby mansion which belonged to Umbrella, Inc. It was the home of Ozwell Spencer in the 1960's, and was supposedly abandoned for years. Inside, Jill, Barry and Wesker realize Chris is missing. They hear a gunshot nearby, and Jill and Barry check it out...

Jill and Barry find the dead bodies of the Bravo Team. They also see what the average person would call a zombie. After finding Wesker missing, Jill and Barry separately explore the mansion for clues on what happened. Apparently, a virus leaked from a lab onto the mansion, and it is what is turning the house people into zombies.

In a small house beside the mansion, Jill and Barry see Lisa Trevor, a

monster who is incapable of dying. Nearly killing Jill and Barry, they manage to evade the thing. Continuing the search in a guardhouse behind the mansion, Jill notices that Barry is acting weird.

July 25, 1998

After a vicious duel with a shark, and a man-eating plant, Jill finds a key she uses to explore the rest of the mansion. Finding what she needs, Jill access an elevator in the courtyard between the mansion, Lisa's cabin, and the guardhouse, letting her access secret tunnels beneath the mansion.

Finding Barry after a long labyrinth of a search, Jill runs into Lisa again. Barry leaves her to be attacked by it by unknown means. Earlier, she met Enrico, who said that a STARS member was a traitor. Jill thinks its Barry.

Jill finds what she needs for the last door in the mansion and manages to circle back to Lisa's cabin. Running back to the mansion, she unlocks a door and finds Lisa once again, passed them. Barry is with her.

Barry attempts to ambush Jill, but they both fight off Lisa. Forgiving Barry, Jill finds a laboratory nearby. She discovers that Wesker was Enrico's traitor, and after getting him "killed" in a fight with the Tyrant, the ultimate T-Virus creature, Jill discovers Chris in a jail cell.

Apparently, the not so dead Wesker now triggers the explosion sequence, and Jill, Chris and Barry decide to get out. At the rooftop, they signal Brad for an emergency rescue. Killing the Tyrant again, for good, they escape the "Mansion Incident."

The final scene is when the entire estate explodes.

=====
RESIDENT EVIL 3: NEMESIS: PART 1
=====

August/September 1998

Somehow, the T-Virus managed to leak into Raccoon City. By this time, Chris Redfield has left for Europe, while Jill stays behind. Escaping infection, Jill rushes to find a way out of town.

September 28, 1998

Jill, after avoiding monsters, finds fellow STARS member Brad Vickers. After a weird talk about something "going after STARS," he runs off. Jill makes it to the RPD. There, she encounters Nemesis, which murders and infects Brad with the T-Virus. Jill runs away from it, into the RPD, and after finding lock picks, she avoids it and runs uptown.

There, she meets Carlos Oliveira, and Nicholai Ginovaef. They're Umbrella BioHazard Countermeasure operatives, sent to rescue civilians. They team up to power up a trolley to ride out of town. Nicholai, after finding out Jill's a STARS member, seems a little irritated by her presence.

After finding what she needs for the trolley, Nicholai is apparently killed by a mob of zombies. The Nemesis finds Jill, and fellow UBCS

Mikhail, sacrifices himself on the moving trolley to keep Jill alive.

Carlos and Jill reach the Clock Tower, where they ring a bell to signal a rescue chopper. The Nemesis, surviving Mikhail's assault, destroys the chopper and infects Jill with the T-Virus! Carlos lends a fighting hand, and manages to seriously hurt Nemesis, while Jill attacks the thing with everything she has. After the Nemesis runs away, Jill faints due to her infection.

Carlos sees her unconscious and takes her to the Clock Tower to rest...

=====
RESIDENT EVIL 2
=====

September 29, 1998

At this time, Jill Valentine is unconscious at the Clock Tower. Claire Redfield drives into Raccoon City to find her lost brother Chris, while Leon Kennedy drives into town for his first day of work at the Raccoon Police Department. The city is still crawling with zombies.

After nearly being killed by zombies, and a car crash and an explosion, Leon and Claire are separated. Both reaching the RPD building separately, they explore for a way out.

Leon meets Ada Wong, who is searching for her boyfriend, John, and Claire meets Sherry, the daughter of the famous scientist, William Birkin. Claire also meets Mr. X, a Tyrant on a mad search for the G-Virus, and is out to destroy Claire.

Leon and Ada explore the RPD, and meet Ben, a reporter who knows "the scoop." Claire meets the creepy Chief Irons, whose currently on a killing rampage. Further search of the RPD by both parties opens up 2 of 2 ways into the sewers beneath the RPD.

Ben is implanted with an embryo from the Birkin monster. After the thing explodes from Ben's body, Leon and Ada kill it. They run into the sewers, and run into Annette Birkin, mother of Sherry, and wife of William Birkin. Annette, thinking they're Umbrella agents, tries to assassinate each of them. She injures Leon.

Claire and Sherry confront Chief Irons. Irons is about to kill Claire, but Birkin tears Irons in half. After fighting off the Birkin monster, Sherry and Claire head to the sewers, where they are separated. Annette runs into Claire, and Annette tries to find Sherry.

As Leon travels, he is harassed by Birkin, while Claire is harassed by Mr. X and Birkin.

September 30, 1998

Both parties reach the Umbrella lab connected to the RPD via the sewers. There, Claire confronts Mr. X, who is looking for the G-Virus. She manages to push the thing into molten lava, and just then, the lab is to explode in a few minutes. Leon confronts Ada about being an agent, and Ada ends up falling off a balcony courtesy of Annette.

Leon, who managed to get a G-Virus sample from Annette, throws it overboard a chasm. At the bottom, HUNK, a member from the team that shot

Birkin, gets the sample, and escapes Raccoon City through helicopter.

At the train area, Claire sees a mutated Mr. X, but with the help from a somehow alive Ada, she destroys it. Leon, after shooting Birkin yet again, meets up with Claire at the train. Birkin stowaways on the train as it leaves an exploding lab.

Claire shoots it, but the thing won't die. Birkin, a biohazard, triggers an explosion on the train. The explosion swallows Birkin whole. Leon, Claire and Sherry barely escape. After their ordeals, all 3 of them are now on a lock to destroy Umbrella. But Claire must still find Chris...

=====
RESIDENT EVIL 3: NEMESIS: PART 2
=====

October 1, 1998

At the Clock Tower, Jill finally wakes up, and Carlos volunteers to find a cure. At the hospital, Carlos discovers Nicholai is their enemy, and managed to survive. Carlos gets away from Nicholai fast enough to heal Jill at the Clock Tower.

The Nemesis, battle scarred, harasses them as they exit the Clock Tower. Carlos runs off, while Jill runs for the Factory between the Park, and the Hospital. On her way, Nemesis, Nicholai and a giant worm harass her, but she avoids the former 2, and kills the latter.

At the factory, Jill once again dodges the likes of Nicholai, and throws Nemesis into an acid bath. Running into Carlos, they both discover that the city is about to be nuked. Nicholai manages to get away in the last available chopper, but a radio signal of hope says that another chopper is somewhere, looking for Jill.

Jill sees a mutated Nemesis once more, and using a laser canon, she finally kills the unholy monster once and for all. As she sees Carlos again, they see the rescue chopper. Taking them in, they discover the pilot to be Barry Burton.

Barely escaping, Raccoon City is nuked, destroying the entire city, and its monsters. Jill vows to destroy Umbrella.

=====
RESIDENT EVIL: GUN SURVIVOR
=====

November 1998

On an isolated island in the Atlantic, a guy named Ark Thompson sneaks into an Umbrella controlled city. He was sent by RE2's Leon to check up on the base and its commander, Vincent. When Ark gets to the base, he fights Vincent. Vincent, who was ready to get kicked out of Umbrella, spilled the T- Virus into the island, called Sheena Island.

Ark Thompson loses his memory. The place has been zombified like Raccoon City. Ark only has one gun for protection. After a phone call from someone he questioned, Andy Holland, Ark thought he was Vincent. Ark goes through the city, uncovering secrets about Umbrella and how they created Tyrants. Mr. X, a Tyrant Claire ran into in Raccoon City, chases Ark around the island.

Ark, still thinking he's Vincent, runs into Lott and Lily Klein. After joining them in an escape, Umbrella sends in a "Cleaner" crew team to wipe them out. Ark and the others eventually discover that many Mr. X were being produced on the island.

Ark, Lott and Lily encounter a new type of Tyrant, similar to the one Chris Redfield saw on the Spencer Estate. They slay it and finally escape, before Vincent, the Cleaner crew and Andy Holland are consumed in a blast.

One month after the Sheena Island incident and 3 months after the Raccoon City incident, Claire Redfield goes to Europe to find Chris. She eventually gets captured for trespassing on Umbrella's Paris Lab. She is taken to an island near Antarctica and that's where RESIDENT EVIL CODE: VERONICA X begins...

=====
RESIDENT EVIL CODE: VERONICA X: PART 1
=====

December 17, 1998

Still looking for Chris, Claire Redfield sneaks into Umbrella's Paris Lab. After running away from an assault chopper, Claire is captured by Rodrigo Juan Raval.

December 27, 1998

Ten days later, she's taken onto an island. As she arrives, the island gets attacked, and her wounded captor lets her free.

She meets Steve as she explores the island, which is filled with zombies due to the attack. Steve Burnside is really rude to her at first. Claire manages to contact Leon, who in turn is told to contact Chris. Claire meets up with Alfred Ashford. Thinking Claire attacked the island, he calls death for her.

Claire finds the underwater airport. For the plane to work, Claire needs 3 keys. She sets off to find them. She only needs to find 2. She found one of them earlier.

Claire runs into a military camp, and nearly gets killed by weird Tyrant-esque monsters, courtesy of Alfred. Steve manages to save her, and they explore the rest of the compound. Claire suddenly is attacked by a zombie, and Steve, reluctantly, kills the zombie.

Sobbing, that zombie was Steve's father. Claire explores the rest of the compound, and finds a key for the prison. She also finds medicine she needs to heal Rodrigo's wound. Running back to the Prison, Claire heals Rodrigo's wounds and searches the prohibited areas.

She finds ominous notes and bloody tables. After finding a key item, she rushes to Alfred's palace and gains access to his private house.

As she travels, she is ambushed by Albert Wesker, who apparently is after the Ashfords, and Chris. Albert Wesker gets a call from his men, and leaves Claire to draw Chris in.

Surprised and annoyed, Claire ignores him for now and runs for Alfred's

palace. Nearly getting caught by Alfred, and Alexia, his twin sister, Claire finds more keys for the first palace.

Finishing her search there, she finds one more key for the military complex. After finding what she needs there, a key for the plane, Claire returns to Alfred's private house. After finding the final plane key in a secret room, Alexia ambushes Claire. Steve saves the day, and they discover that Alfred was dressing up like Alexia all along. Alexia doesn't really exist, and that Alfred was pretending to be Alexia.

Alfred runs off to set off the island's bombs. In a frantic run, Claire and Steve run toward the airport. At the plane, they prepare, but Steve can't take off until the bridge nearby is raised. Claire volunteers to raise it.

Reaching the controls, Claire raises the bridge, but is forced to take a roundabout route back to the plane. Finding an elevator, she ends up back in the military complex. By now, there are only 5 minutes left until detonation.

Elsewhere in the military complex, Alfred releases a Tyrant, similar to the one on the Spencer estate, and has it target Claire. As Claire is about to reach Alfred's palace, the Tyrant returns. Claire attacks it with her weapons, and it falls at Claire's feet just before it reaches her.

Claire reaches the plane and they both escape the island, before it explodes. In the military complex, Alfred manages to reach a plane before he is consumed in the blast. Hacking into Claire and Steve's plane, he sends them both to Antarctica.

December 28, 1998

During the flight, Claire and Steve grow romantically close. When they finally land in Antarctica, they both crash and get knocked out again.

When they wake up, they search separately for a way out. Claire finds her way above a prison cell, where she sees an ominous monster...

Continuing her search, she finally finds what she needs to get out of the base. After solving a gas leak caused by Steve's affections for Claire, they both are near their escape. Alfred returns to cause trouble, but Steve shoots him into a chasm.

As they both escape, Nosferatu, a monster Claire saw, attacks them, but they take care of it. A wounded and dying Alfred runs to the tube where the real Alexia Ashford was kept. Alexia, after 15 years of sleep to adjust to the T-Veronica Virus, rises as Alfred dies at her feet. Pissed off, she sees Claire and Steve's escape car, and summons a tentacle to capture them and bring them back to the base.

=====
RESIDENT EVIL SURVIVOR 2: CODE: VERONICA
=====

As Claire sleeps in the Antarctic, she dreams about the events that transpired in the last day. Her dreams clash with events and rumors from Raccoon City. In her dream, she starts and appears shooting zombies. She meets Steve Burnside in the prison, and they join forces. They fight their way to the prison gates, and destroy a giant spider. Moving to the

Ashford palace, Claire and Steve destroy a lot of monsters lurking around, including the deadly Licker she encountered in Raccoon City. Somehow, the timer from both the Birkin and Ashford facilities made it into her dream, and the countdown releases the Nemesis, the enemy Jill Valentine faced off with in Raccoon City. After destroying a Sweeper, she exits Alfred's palace.

She makes her way to the military training facility with Steve, and they kill more monsters. She somehow encounters Nosferatu, though she had really destroyed him in Antarctica. After destroying Nosferatu and 2 Bandersnatches, Nemesis returns to haunt Steve and Claire. They run and somehow end up in the underground airport, and to the Palace docks. Up the stairs, she miraculously ends up at the Private Residence.

Evidently, Claire's dreams clash together and mix things up.

Nemesis is still chasing them, and Nemesis apparently cannot be hurt at all. They end up in the bedrooms, and from there, they reach the Main Hall of the Spencer Mansion! How Claire knows about the Spencer Mansion is a mystery.

(It's completely possible she could have been conscious when Alexia had brought her to the Main Hall before Chris saves her, thus her seeing the scenery and putting it into her dreams.)

Claire sees Alexia and she runs away, leaving Steve and Claire to battle a giant spider. After destroying it, they catch up to Alexia and kill her. Suddenly, the base is due to explode. Claire and Steve run to a plane hangar (the one Chris uses in CVX). There, she battle the Tyrant she fought on the airplane, and they both kill it.

In her dream, Claire escapes Rockfort Island with Steve.

(We assume her dream ends when Chris wakes her up in Antarctica).

=====
RESIDENT EVIL CODE: VERONICA X: PART 2
=====

December 29, 1998

As they are captured, Chris makes it back to the island. After seeing Rodrigo, he finds out Claire's not on the island. Unfortunately, a worm Claire encountered before swallows and kills Rodrigo whole. Saddened, Chris finds his way to the military complex, which survived the assault. There, Chris is targeted by Albert Wesker, who managed to survive the Mansion Incident.

Wesker meets Chris, tells him that Claire's in Antarctica and a TV appearance by Alexia chases Wesker off. Finding keys to a plane, Chris flies off to Antarctica.

There, he manages to find Claire in a room similar to the Spencer estate's main hall. Before she can leave, she must find Steve. Claire and Chris are separated via Alexia. Chris injures his feet, so Claire must find Steve alone. Searching, Claire finds Steve. But she's too late. Alexia infected him with the T-Veronica Virus.

Steve suddenly mutates into a bigger monster, and Claire runs from it. Alexia's tentacles attack Claire as well, but Steve regains his mind and

destroys them. The tentacle hits Steve so hard, that he goes flying. The damage apparently turns Steve back into human, just in time before he dies. As he dies, he tells Claire that he loves her.

Back in the Mansion Room, Wesker confronts Alexia. After a battle, Chris is discovered, and Wesker battles Alexia after Wesker runs away. After Alexia is hurt and unconscious, Chris catches up to Claire. Finding out Steve's dead, he sets to destroy the base to escape.

After he sets the explosives, in which the code is Veronica, Alexia mutates and attacks the Redfields. Claire runs off, and Chris battles Alexia again. With the help of a linear launcher, Chris destroys the thing.

As he escapes, Wesker has captured Claire. Chris catches up with them, and they both discover that Wesker stole Steve's body to acquire a sample of the T-Alexia virus. Chris fights Wesker, and an explosion separates them. Vowing to kill Chris next time, Wesker laughs as Chris runs to the plane.

Claire and Chris escape, once again, with their lives, but this time are incredibly pissed at Umbrella.

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9. P U Z Z L E S

=====

909ht

JILL VALENTINE

| !!! BLADE PUZZLE !!! |

| |

| Take the FAKE KEY and USE it in the opening where you took the |

| ARMOR KEY. The blade that's going after you should stop. |

| !!! KNIGHT PUZZLE !!! |

| Your objective is to push all the statues back into their normal |

| position. |

| |

| -Have Jill push the FAR LEFT first. |

| -Have Jill push the CLOSER RIGHT STATUE next. |

| -Have Jill push the FAR RIGHT STATUE next. |

| -Have Jill push the FAR LEFT STATUE again. |

| -Have Jill push the CLOSER LEFT STATUE. |

| -Have Jill push the FAR RIGHT statue again. |

| -Have Jill push the CLOSER RIGHT STATUE next. |

| -Have Jill push the CLOSER LEFT STATUE again. |

| -Have Jill push the CLOSER RIGHT STATUE next. |

| |

| Voila! Examine the center podium, and press the button. |

| A painting slides. |

| |

| Grab it, and it is a JEWELRY BOX. |

| |

| !!! PICTURE PUZZLE !!! |

| The painting with the sword must be colored orange/red on both |
| sides (because the paintings appear on both sides). The middle |
| painting must be colored purple. The last painting must be colored |
| GREEN. Adjust the painting from both sides to make the above |
| colors correspond. Then press the woman painting. |

| !!! CLOCK PUZZLE !!! |

| The clock's internal parts will be revealed. Head to them. When |
| examining the clock, opt to move the HOUR HAND twice. When the |
| clock is at 6:00, press B and you will get a SHIELD KEY. |

| !!! JEWELRY BOX PUZZLE !!! |

| |
| Press both buttons which resemble half of a heart shape. The box |
| will open. Inside is the DEATH MASK III. |

| !!!CONTROL ROOM PUZZLE!!! |

| |
| Go down the ladder. Then go to the white board on the table and |
| find the number on it, either being 1, 2 or 3. Now go to the giant |
| window. Once the shark breaks it and the countdown starts. Press |
| the computer switch that is near the window. Then turn around |
| (using the C-Stick) and make a diagonal run (\ this direction) |
| and press the computer switch there. From that console, you'll |
| then want to head directly left to where a lever is and hit that |
| one. Then head into the adjacent hallway and turn left so you see |
| some sort of a tank that has the colors red and green |
| (which are really lights). When it asks you to press either |
| BUTTONS 1, 2 or 3, press the number which was on the board. |
| Return to the second computer console you pressed and press it |
| again. Then return to the lever and then switch it again. Then go |
| back to where the shark is banging and press that switch. The |
| SHARK TANK will be drained. |

| !!!RED BOOK PUZZLE!!! |

| |
| The goal of this perverted puzzle is to align all the books for |
| form a nude woman. To do this, select a book and when you do, |
| select the book to swap places with it. Eventually you will form |
| a nude woman. |

| !!!WALL PUZZLE!!! |

| |

| OK. See the statue? Push it in through the opening into the main |
| part of the room. Push it all the way. When the walls stop moving, |
| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
| A secret passage will open. |

| !!! YELLOW GEM PUZZLE !!! |
| |
| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |
| and grab the RED GEMSTONE. [If you run out of item space, return |
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |
| -STONE AND GRAB IT! Puzzle solved! |

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| |
| |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
| Thanks to Daniel Engel for the solution!! |

CHRIS REDFIELD/REBECCA CHAMBERS

| !!! BLADE PUZZLE !!! |
| |
| Take the IMITATION KEY and USE it in the opening where you took |
| the ARMOR KEY. The blade that's going after you should stop. |

| !!! KNIGHT PUZZLE !!! |
| Your objective is to push all the statues back into their normal |
| position. |
| |
| -Have Chris push the FAR LEFT first. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the FAR RIGHT STATUE next. |
| -Have Chris push the FAR LEFT STATUE again. |
| -Have Chris push the CLOSER LEFT STATUE. |
| -Have Chris push the FAR RIGHT statue again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| -Have Chris push the CLOSER LEFT STATUE again. |
| -Have Chris push the CLOSER RIGHT STATUE next. |
| |
| Voila! Examine the center podium, and press the button. |
| A painting slides. |
| |
| Grab it, and it is a JEWELRY BOX. |

| head back to the door and head behind the right wall. Run all the |
| way and flip the switch. Run back the way you came and to where |
| you pushed the statue. Push it left before the walls consume you. |
| A secret passage will open. |

| !!! YELLOW GEM PUZZLE !!! |
| | |
| See those drawer cabinets near the center table? Push them toward |
| the deer heads nearby. Then turn the lights off with the switch |
| next to the door. Now attempt to pull the YELLOW GEMSTONE from |
| the deer head. It won't. Now QUICKLY RUN TO THE OTHER DEER HEAD |
| and grab the RED GEMSTONE. [If you run out of item space, return |
| to the save room and unload.] Then QUICKLY RUN TO THE YELLOW GEM- |
| -STONE AND GRAB IT! Puzzle solved! |

| !!! JEWELRY BOX PUZZLE 2 !!! |
| Combine the RED GEMSTONE with the JEWELRY BOX 2. Now to solve the |
| puzzle, refer to Daniel Engel's Jewelry Box Solution FAQ. |
| | |
| | |
http://db.gamefaqs.com/console/gamecube/file/resident_evil_jewel_box.gif
| Thanks to Daniel Engel for the solution!! |

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10. C O D E S

=====

These are numerous codes for the game. I had refer to GameFAQS for a couple of the codes, so thanks to GameFAQS for a few of these codes! Thanks to Resident Evil Forever (<http://hey.to/ref>) for the Grenade Launcher Ammo trick (Japanese version)!

UNLIMITED GRENADE LAUNCHER AMMO

NOTES: This works in the Japanese version of the game, BioHazard. Tests in the American version show that the code does not work. This is also for Jill Valentine's game, since Chris doesn't have a Grenade Launcher.

REQUIREMENTS: GRENADE LAUNCHER, ACID SHELLS, INCENDIARY SHELLS
(recommended, you can use any ammo though)

DIRECTIONS:

1. Make sure the Grenade Launcher is in your inventory.
2. Make sure you have _____ Shells in your inventory.
3. Equip the Grenade Launcher.
4. Open an item box.
5. Highlight the _____ Shells.
6. Press "A."
7. Press "A" again.
8. Highlight the _____ Shells inside the item box.

9. Press "A."
10. Press "A" again.

You should have a lot more of the ammo you just selected.

```
*****  
MESSAGE FROM DIRECTOR AND UNUSED COSTUMES  
*****
```

Thanks to GameFAQS for the code, especially SS4Jason, the code submitter!

Beat Invisible Mode in 5:00:00 to open up a message from the director and a slide show of unused costume designs.

```
*****  
SAMURAI EDGE  
*****
```

Thanks to NeoGamer for letting me know of the code!

Beat the game as Chris or Jill in less than 5 hours on Normal/Mountain Climbing Difficulty to earn the Samurai Edge GUN.

```
*****  
UNLOCK INVISIBLE ENEMY MODE  
*****
```

Beat once again mode on HARD MODE with any character.

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11. M O N S T E R S A N D B O S S E S

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ZOMBIE

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This is your old fashioned zombie. Stupid, slow, but hard to kill. Use the HANDGUN at all times, though dodging them is also efficient. They are extremely susceptible to BATTERY PACKS and DEFENSE KNIVES. If you have the ammo, try using INCENDIARY ROUNDS on them, so they can burn, and won't resurrect as Crimson Heads. Alternatively, decapitate them with the SHOTGUN, or the occasional HANDGUN BULLET, or incinerate them with the FUEL CANTEEN and the LIGHTER.

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CRIMSON HEAD

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Take a dead zombie... insert it with the speed, power and attack of a Hunter, and you have CRIMSON HEADS! (Exactly like the "Doctor Zombie" from CODE: Veronica X, except with claws). They are faster, more dangerous zombies, and they run faster than your character can. Use the SHOTGUN against them, since the HANDGUN does little to nothing to them. If they are at a distance, use the HANDGUN for 3 seconds before switching to the SHOTGUN.

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WASP

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Just shoot these wimpy, little wasps. They don't cause a whole lot of damage, and are encountered in only 3 areas of the game. In one case, poison can easily take them out.

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CROWS

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They can do damage in numbers, because of their progressive peck attacks. Shoot them quickly, or they will peck you to death. The HANDGUN is good, and the SHOTGUN can kill groups.

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ZOMBIE DOGS

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Shoot these fast enemies with the HANDGUN or SHOTGUN. They are usually in groups, and they bite viciously, so use the SHOTGUN preferably. Often times, they'll bite you for a short time, and sometimes a long time. The longer they bite, the more health you use. When they bite you, mash the buttons endlessly. One or two prolonged bites can kill the character, especially Jill.

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SPIDERS

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Any round from the GRENADE LAUNCHER can defeat these enemies rather easily. They spit poison so your character can easily get poisoned, so keep a distance and use the SHOTGUN from a far distance. Try to avoid their poison, especially in the mansion area, because BLUE HERBS are limited in the mansion.

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HUNTERS

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These frog-like creatures can decapitate the character. Shoot them with ACID ROUNDS from the GRENADE LAUNCHER. Avoiding them is relatively difficult, and thus avoiding them should be avoided. Luckily, they aren't as vicious as in CODE: Veronica X. They usually surprise you by popping through windows or doors, so be prepared, in the mansion and the tunnels, where these monsters are plentiful.

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SWEEPERS

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These are red Hunters, and have the ability to poison the character, as seen in Resident Evil CODE: Veronica X. Shoot them with ACID ROUNDS from the GRENADE LAUNCHER. Avoiding them is relatively difficult, and thus avoiding them should be avoided. Luckily, they aren't as vicious as in CODE: Veronica X. They usually surprise you by popping through windows or doors, so be prepared, in the mansion and the tunnels, where these monsters are plentiful.

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CHIMERA

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Similar to the Drain Deimos and Brain Suckers in Resident Evil 3: Nemesis, they have claws and swipe you with them. Use the MAGNUM on them and kill them wherever you see them, since they're extremely dangerous.

They are fast, and there are a load of them in the lab's POWER ROOMS.

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SNAKE

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Just ignore these annoying snakes and run from them as fast as you can. They can bring you down a whole health level if you aren't careful. They can also poison you. There are an infinite number of them in the COURTYARD and in the TUNNELS. So watch out.

BOSSSES (JILL VALENTINE)

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BOSS # 1: YAWN

DIFFICULTY: HARD

Use the Acid Rounds you got from Barry, and start shooting it with the GRENADE LAUNCHER. Half way through the battle, Richard will interfere. Shoot the Snake some more, and Richard will leave the battle. When you run out of ammo, grab the SHOTGUN that is on the floor, and keep shooting it. Eventually, the YAWN should run away.

During the fight, the Yawn attacks with its mouth, so keep moving. If you get hit by the Yawn, you will get POISONED.

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BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

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BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

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BOSS # 4: PLANT 42

DIFFICULTY: Easy

Your goal: Head up the stairs and shoot the thing with INCENDIARY SHELLS. Continuously shoot it until it shrivels up and dies. Hurrah!

It can poison you and constrict you in its vines... so be careful.
Other than that, this boss shouldn't pose much difficulty. 10-12

SHELLS should put the thing down.

ALTERNATE WAY: In Jill Valentine's game, to avoid having to fight Plant 42 at all, simply follow these steps.

1. Once you're ready to enter the mean green's domain, instead pickup the lighter and clear up three item spaces.

2. Enter the Employee Lounge were the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

3. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter.

4. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

5. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

6. Now, when you enter Plant 42's domain, Barry will show up and finish off the plant without you having to pull a trigger. This detour saves you even more ammo and health and despite how it may sound, it should take only five to ten minutes. Good luck.

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BOSS # 5: YAWN II
DIFFICULTY: Medium

This boss is much harder now that Richard is dead. Your goal: Shoot the thing with GRENADE SHELLS. Watch out for its bite and poisonous attacks. Once you run out of GRENADE SHELLS, shoot it with the HANDGUN or SHOTGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

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BOSS # 6: BLACK WIDOW

DIFFICULTY: Easy

Your goal: Well... all the trouble from both Yawn and Plant 42 pays off. This boss is so pathetically easy, it isn't even funny. Shoot it with 5 or 6 FLAME ROUNDS to permanently kill it. It has its baby in there too, so dispose of that. You might get poisoned by its attacks... so watch out.

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BOSS # 7: LISA TREVOR II

DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

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BOSS # 8: LISA TREVOR III

DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Give Barry his gun back (or not if you want a bad ending). Then start shooting the hell out of the thing. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!

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ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

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BOSS # 9: TYRANT I

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from either gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

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BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM or ACID ROUNDS. Start shooting the thing and dodging it. One hit can bring you down to Caution. Barry will be helping you.

Once Brad drops the ROCKET LAUNCHER, Barry will get strangled. Shoot a rocket at it and the game ends.

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

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BOSSSES (CHRIS REDFIELD)

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BOSS # 1: YAWN

DIFFICULTY: EASY

Simply run over to the isolated corner and grab the DEATH MASK III. Then run out of the room. Since Chris doesn't have the GRENADE LAUNCHER like Jill, it is hard to kill this boss, so you're better off just getting in and out as fast as you can.

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BOSS # 2: LISA TREVOR

DIFFICULTY: IMPOSSIBLE

Your goal: Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

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BOSS # 3: NEPTUNE SHARK

DIFFICULTY: Easy

Your goal: Shoot it until it dies. You should have enough ammo.

ALTERNATE STRATEGY: See that green box in front of Chris? Push it into the Aqua Ring. See the lever to the left? Switch it and then the Neptune shark gets electrocuted. Thanks to the billions of people who sent it in.

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BOSS # 4: PLANT 42

DIFFICULTY: Hard

Upon entry, Chris will get attacked by the Plant 42. You will then be put in control of Rebecca Chambers.

Simply follow these steps.

1. Enter the Employee Lounge where the two spiders previously resided and locate a red lamp in a corner to the left of the entrance. Light the lamp and note the lamp's color and the symbol presented. Since the symbols are random, it is impossible to dictate here exactly which one it will be. Repeat this process with the green lamp on the left table by the bar, and the orange lamp by the pool table. Study the pool balls and note their colors and numbers. Red is 3, Orange is 5, and Green is 6.

2. Travel to the Gallery where the hive (hopefully) previously stalked. Examine the key pad next to the first door on the left, it's on the same side as the entrance. Punch in your code and enter (635, but it could be random).

3. Follow this closely because a misstep could produce a very toxic gas! First, grab three of the empty bottles lying around and fill one with water at the sink. Fill the second bottle with UMB No. 3, located in the yellow jar and mix the two to obtain NP-004. Collect some Yellow-6 and mix the two again for UMB No. 10. Now, collect more water and more Yellow-6 and mix those for UMB No. 7, when UMB No. 7 and UMB. No. 10 combined you'll have VP-017. Lastly, pickup on last batch of UMB No. 3 and mix for the coveted V-Jolt chemical.

4. Travel down the basement with the V-Jolt and make your way to the control room where the shark tried to break into (remember, you don't have boxes to jump across anymore). [CVXFREAK adds: Use the Water Rooms to get to the Control Room]. Up the ladder and out the door eliminate the beach shark with one handgun shot if you wish, he'll pretty much only bother you if you TRY to get him to eat you. Enter the Guard Room by the shark and walk into the vile plant's roots. Don't worry about being damaged, the roots won't hurt you. Now, give the not so Jolly Green Giant a shot of the herbicide and discard the bottles.

Now we are back to Chris. Now use all your ammo to fight and kill it. It can take anywhere from 10 SHOTGUN SHELLS to 20. Watch out for its attacks, but it should be really, really easy to dodge.

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BOSS # 5: YAWN II
DIFFICULTY: Medium

Your goal: Shoot the thing with SHOTGUN SHELLS. Watch out for its bite and poisonous attacks. Once you run out of SHOTGUN SHELLS, shoot it with the HANDGUN. Avoid its attacks, too, because it can bring you down to CAUTION in one blow.

Eventually, Yawn will die for good.

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BOSS # 7: LISA TREVOR II
DIFFICULTY: IMPOSSIBLE

Your goal: This is the same as last time. Get the hell out of there. 3 hits from this immortal boss will kill you, and it will not be good at all. Head out, and be quick. Don't even try to shoot this thing, because she just won't die!!!

..I THOUGHT I TOLD YOU TO RUN AWAY! RUN! RUN! RUN! RUN! RUN!

[NOTE: The girl in Wesker's Report II is Lisa Trevor. And she is now after us. Not good at all.]

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BOSS # 8: LISA TREVOR III
DIFFICULTY: HARD

If you notice... it has the eye of the G-Type William Birkin, from Resident Evil 2 and the jump and power of Nemesis from Resident Evil 3: Nemesis. That can only mean one thing: this thing is as powerful as Nemesis and the G-Type combined!

Then start shooting the hell out of the thing along with Wesker. When it falls over, keep shooting it. Barry will also help if you gave him his gun back. Once she falls, its all over! Yipeee!!!!!!!!!!!!!!!!!!!!

=====

ALTERNATE STRATEGY

See the stones in the corners of the room? Push them down into the chasm and Lisa will jump down, ending the battle. Thanks for KANE79 for this tip.

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BOSS # 9: TYRANT I
DIFFICULTY: HARD

After the cut-scene, grab your MAGNUM. Start shooting the thing and dodging it. One hit can bring you down to Caution. It falls down after 9 or 10 shots from the gun.

The Tyrant attacks using its dangerous claw. Keep moving, and keep shooting. The Tyrant is much tougher than Lisa, but not as invincible as Lisa.

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BOSS # 10: TYRANT II

DIFFICULTY: HARD

After the cut-scene, grab your HANDGUN (since you might not have any SHOTGUN SHELLS left other than the ones you just picked up). Start shooting the thing and dodging it. One hit can bring you down to Caution. Rebecca will be helping you.

Once Brad drops the ROCKET LAUNCHER, Rebecca will get strangled. Shoot a rocket at it and the game ends.

[NOTE: The Tyrant might hit the rocket away if it is free from strangling Rebecca. Shoot another rocket at it to kill it.]

[NOTE: For a different ending, you can have Barry killed. Have the Tyrant strangle it, and then have it stab Barry with its claw. You will get a slightly different ending if you get Barry killed.]

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12. F I L E S

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These are the files scattered throughout the entire game. They usually hint at events that happened in the series, at the motives of some characters, and hint at puzzle solutions.

In some cases, the files will only be complete one you collect multiple versions of the files (Like the STARS Manual, Trevor's Diary, and the Lisa Trevor Notes and Pictures). In some cases, the files will vary depending on the scenario (such as in Jill's game; Barry modifies a file). In another case, a file may only be found in one game (like Barry's Family Picture.)

With that said, it is impossible to collect all the files on one run through the game, especially if you play as Chris.

Thanks to Nathan Norris (Minesweeper), the transcripts are now complete.

MANSION 1

S.T.A.R.S. MANUAL

S.T.A.R.S. Manual

If you have changed your controller type to TYPE-B to TYPE-C, please keep in mind that the contents explained here correlates with controller TYPE-A.

--How to view your STATUS SCREEN--

Press the Y Button during the game. (You will not be able to view the STATUS SCREEN during Cut-Scenes or while being attacked.) In the STATUS SCREEN you'll able to do the following things.

- Equip weapons
- Use items
- View maps
- Read files

--How to VIEW MAP--

In the STATUS SCREEN select MAP from the menu bar or simply push the Z Button during the game. If you have not obtained a map, only the places you have explored will be displayed.

--How to READ MAPS--

uncolored room(s): Unexplored room(s). orange room(s): Room(s) with still items left. green room(s): Explored room(s) without any items left. red door: Locked door. white door: Unlocked door. blue door: Door you've been through.

--How to PUSH THINGS--

When there is a movable object, face the object in the direction you want to push it and press the Control Stick (+ Control Pad) in the direction you are facing.

--CLIMBING ON & CLIMBING DOWN--

Walk up to an object that's waist high of the character, and then press the A Button. (You can climb on movable objects as well.) To CLIMB DOWN from an object, press the A Button while standing on the edge of the object.

--How to EQUIP WEAPONS--

In the STATUS SCREEN select the "weapon" you want arm, then select the "EQUIP" command. (Even if you have a weapon you must EQUIP it in order for you to attack.)

--ATTACKING STANCE--

Hold down the R Button. (The player will take an attacking stance towards the closest enemy.)

--How to ATTACK--

While holding down the R Button, press the A Button. (You can attack the enemy with the weapon you have equipped.)

--180 DEGREE TURN--

While pressing down the Control Stick (or the + Control Pad), press the B Button. (This can also be done using the C Stick alone.)

--EXAMINE AN ITEM--

From the STATUS SCREEN select an ITEM and then select the EXAMINE command. (The details of the item will be displayed.)

--Emergency Evade--

Using DEFENSE ITEMS such as Daggers, will allow you to escape momentarily when grabbed by an enemy. (However, you will not be able to escape when the enemy grabs you from behind.) To equip a DEFENSE ITEM, go to the STATUS SCREEN, and then select an ITEM from the DEFENSE ITEM menu. Then select the EQUIP command. If your DEFENSE ITEM mode is set to MANUAL in the Controller Settings, you must press the L Button to use the DEFENSE ITEM.

KENNETH'S FILM

[There is no description. To see the contents, go to the lab and view the tape]

TREVOR'S DIARY

Trevor's diary

Nov. 24, 1967

Eleven days have past since arriving on this estate. How did I end up like this? A guy in a lab coat came with a plate of skimpy meal and said to me, "Sorry to put you through this, but it's for security reasons." That's when it hit me. It all makes sense now. There are only two people that know the secret of this mansion, Sir Spencer and myself. If they kill me, Sir Spencer will be the only person that knows the secret. But for what purpose? It doesn't matter now. It's too dangerous here. My family...I hope they are all right. I've decided to escape... Jessica, Lisa, I pray you are safe.

Nov. 26, 1967

How could I be so careless? I lost my favorite lighter - the one Jessica gave me for my birthday. Now it's going to be that much harder to get out of this dark place. Nov. 13, the date when my fate was sealed. My aunt was hospitalized just three days before that. Jessica and Lisa said that they were going to visit her. I wish I could be there with them. But wait, even as I'm writing my memory is coming back to me more vividly. Just before I passed out, I remember the men in the lab coats said something like "Most likely your family is already..." I pray for their safety.

Nov. 27, 1967

Somehow I managed to get out that room. But getting out of this mansion won't be as easy. I have to get past all the booby-traps. Tiger Eyes, Gold Emblem...I have to try and remember for my own sake...

Nov. 29, 1967

I can't get out. I have tried every possible way to escape but only to be faced with the reality that I'm trapped. I've been everywhere. The laboratory with the large glass tubes filled with formaldehyde and those dark, wet and eerie caves... What can I do? At first I didn't want to believe my eyes. But that familiar high-heeled shoe in the corridor... It was like reflex. One name came to my mind, Jessica! I don't want to believe they share the same fate as me. No! I can't give up hope. I have to hope they're alive.

Nov. 30, 1967

I haven't had anything to eat or drink for the past few days. I feel like I'm going crazy. Why is this happening to me? Why do I have to die like this? I was too obsessed with designing this ghastly mansion. I should have known better.

Nov. 31, 1967

It was a dark and damp underground tunnel. And another dead end. But even in the darkness something caught my eye. Carefully, I lit the last match I had to see what it was. A grave! But deeply engraved into the stone was my name! "George Trevor" At that instant, it all became clear to me. Those bastards knew from the beginning that I'd die here and I fell right into their trap. But it's too late now. I'm losing it. Everything is becoming so far away. Jessica... Lisa... Forgive me. Because of my ego, I got both of you involved in this whole damn conspiracy. Forgive me. May God justify my death in exchange for your safety.

George Trevor

There's something handwritten. It's not dated.

Nothing's changed. I never thought that this room I designed as an experiment would pay off like this. I can hide here safely for a while, because nobody knows about the secret behind this painting. Not even Sir Spencer. Painting of a mansion... in the back of the art room.

CRUMPLED MEMO

A crumpled memo

Today, Sir Spencer told me to hide something where no one could find it. Well, I had this idea. I figured if I could somehow have it protected by a dangerous animal like the vicious canine that lives here, no one would be able to get near it! As far as I can tell, the mutt is always hanging around the second floor balcony on the west side of the terrace, and he ought to come running at the sound of a dog whistle. This is where you come in. The thing is, I reckon you're the only person that can get near that damn dog without risking a serious mauling. Which means only you can put this collar on him. The object that Sir Spencer wants hidden is concealed inside. You're the only person I can trust with this. Of course, you'll get something out of it as well. Remember that certain item that you've always wanted to get hold of? Well, in exchange for your services, I just might be able to get it for you. This could work

out well for both of us...

Jon Toleman

MANSION 2

BOTANY BOOK

--Uses of Medicinal Herbs--

It is a well-known fact that there exist many plants that are credited with medicinal healing powers. Since ancient times, mankind has been healing wounds and diseases using various plants. In this book, we will sample three herbs that are a native of the Arklay Mountains and briefly outline each of their medicinal qualities. Each herb as a distinct color and a distinct medicinal quality. The green herb recovers physical strength. The blue herb neutralizes natural toxins. However, the red herb has no real effect by itself. We have found that mixing green and red herbs results in a magnified effect. We will outline the effects of red herbs when mixed with other herbs when we have more data. Meanwhile feel free to experiment on your own, for true knowledge is best acquired through own experience.

BODY DISPOSAL

Special instructions when disposing dead bodies.

We have new information regarding those "beings". They may appear to be dead but in fact they are able to come back to life. However, there are ways to prevent them from becoming active again. Currently there are two known methods to cease their resurrection.

1. INCINERATION
2. DESTRUCTION OF THE HEAD

If further methods are discovered, they will be notified immediately. Meanwhile to those of you who still have the will to live, oil has been placed on the first floor of the mansion. Take as much as you need. You'll need something to light it with, which you'll need to find by yourself.

KEEPER'S DIARY

Keeper's Diary

May 9, 1998

Played poker tonight with Scott and Alias from Security, and Steve from Research. Steve was the big winner, but I think he was cheating.
Scumbag.

May 10, 1998

One of the higher-ups assigned me to take care of a new creature. It looks like a skinned gorilla. Feeding instructions were to give it live animals. When I threw in a pig, the creature seemed to play with it...tearing off the pig's legs and pulling out the guts before it actually started eating.

May 11, 1998

At around 5 A.M., Scott woke me up. Scared the shit out of me, too. He was wearing a protective suit. He handed me another one and told me to put it on. Said there'd been an accident in the basement lab. I just knew something like this would happen. Those bastards in Research never sleep, even on holiday.

May 12, 1998

I've been wearing the damn space suit since yesterday. My skin's getting grimy and feels itchy all over. The goddamn dogs have been looking at me funny, so I decided not to feed them today. Screw 'em.

May 13, 1998

Went to the Infirmary because my back is all swollen and feels itchy. They put a big bandage on it and told me I didn't need to wear the suit anymore. All I wanna do is sleep.

May 14, 1998 Found another big blister on my foot this morning. I ended up dragging my foot all the way to the dog's pen. They were quiet all day, which is weird. Then I realized some of them had escaped. Maybe this is their way of getting back at me for not feeding them for the last three days. If anybody finds out, I'll have my head handed to me.

May 16, 1998 Rumors going around that a researcher who tried to escape the estate last night was shot. My entire body feels hot and itchy and I'm sweating all the time now. I scratched the swelling on my arm and a piece of rotten flesh just dropped off. What the hell's happening to me?

May 19, 1998

Fever gone but itchy. Today hungry and eat doggie food.

May 21, 1998

Itchy itchy Scott came ugly face so killed him. Tasty.

4 / /

Itchy. Tasty.

RESEARCHER'S WILL

Researcher's Will

There is a letter.

June 3, 1998

My dearest Alma,

Let me first apologize for not being able to call you. A man wearing sunglasses didn't permit any phone calls. Sorry Alma. I sit here trying to think of where to begin, of how to explain in a few simple words all that's happened in my life since we last spoke, and already I fail. I hope this letter finds you well, and that you'll forgive the tangents of my pen; this isn't easy for me. Even as I write, I can feel the simplest of concepts slipping away, lost to feelings of despair and confusion - but I have to tell you what's in my heart before I can rest. Alma, please believe that what I'm telling you is the truth. The entire story would take hours for me to tell you, and time is short, so accept these things as fact: last month there was an accident in the lab and the virus we were studying leaked. All my colleagues who were infected are dead or dying, and the nature of the disease is such that those still living have lost their senses. This virus robs its victims of their humanity, forcing them to seek out and destroy life. Even as I write these words, I can hear them, pressing against my door like mindless, hungry animals. Alma, I have tried to survive only to see you again. But my efforts delayed the inevitable; I am infected, and there is no cure for what will follow - except to end my life before I lose the only thing that separates me from them. My love for you. In an hour I'll have entered my eternal sleep where there is peace. Please understand. Please know that I'm sorry.

Martin Crackhorn

MAIL FROM THE CHIEF OF SECURITY

Mail from the Chief of Security

CONFIDENTIAL

Attn: Chief of Security

Date: July 22, 1998 2:13

X Day is drawing upon us. Execute the following procedures within one week. Prompt actions are demanded.

1. Lure S.T.A.R.S. to the estate, and obtain B.O.W.'s raw combat data against S.T.A.R.S.
2. Collect two embryos of each mutated specimens as samples, excluding the Tyrant. Dispose of the Tyrant.
3. Ensure complete disposal of the Arklay Laboratory including all personnel and test animals. Disguise their deaths as an accident. When the above procedures are executed, report to headquarters for further instructions. If for some reason you are unable to execute the procedure by the deadline, report immediately. In case of emergency situations, report directly to the extension number 5691.

Good luck.

Umbrella Headquarters.

Umbrella Inc.

COURTYARD/RESIDENCE

SUICIDE NOTE

Suicide Note

June 22, 1998

I had to do it. We ran from those things - helping each other to survive. But Robert started to show the symptoms. I had to do it. Those damn things are pure evil. There was no other way. He would have done the same if it were the other way around. After I put him out of his misery I had to just leave him in the bathroom. Now I'm probably the last one.... How could this happen? I'll never forgive myself for being part of this project. Eventually I'll get what's coming to me, though. There's no way to escape from this nut house. It's just a matter of time now. Everything is set. All I need is a little courage to get it done. Knowing I'll leave many things undone is regret beyond words. But, this is better than just waiting to turn into one of them. Please understand and at least let me end my life as a person. There's a message on the back.

Linda, please forgive me...

PLANT 42 REPORT

PLANT 42 REPORT

Four days have passed since the accident. The plant at Point 42 is growing at an amazing rate. Although there are many unknown aspects about this plant, we know in comparison with the other group of plants, the T-Virus has had a substantially stronger affect on this one. The T-Virus has drastically morphed its host's anatomy as well as its size. Looking at its current state, it's difficult to imagine its original appearance.

Nowhere on Earth will you find anything like it. We've also found that PLANT 42 has two main source of acquiring its necessary nutrients. One source is through its root. Somehow it has rooted itself down into the basement. Immediately after the accident, a scientist went mad and destroyed the Aqua Ring. Ever since, the basement has been like a pool. There is a high possibility that it's one of the chemicals in the water that's promoting the PLANT 42's rapid growth. However, we have yet to determine the specific chemical. A bulb-like body of the PLANT 42 has been sighted hanging from the ceiling of the first floor. We are sure that it used the air ducts to reach the first floor. Numerous long tentacle-like vines are protruding from the bulb.

We believe the vines are the second means of acquiring its nutrients. When the PLANT 42 senses prey, it uses the tentacle-like vines to capture its prey. After doing so, suckers on the vine drain the prey of its blood. We've also noticed that it has some intelligence. When it captures its prey or when it's inactive, the vines twine around the door to stop possible intruders. Unfortunately, a several of our scientists

have already fallen victim to this PLANT 42. When we heard the stories from the survivors, they all observed one thing in common: When the uniform petal-like flaps open and reveal its vital internals, it has a tendency to become more aggressive. One witness reported that it was as if it was trying to protect itself. Why it behaves the way it does is still unknown.

May 21, 1998

Henry Sarton

ORGANIC CHEMISTRY LAB REPORT

Organic Chemistry Lab Experiment

The similarities in the cellular characteristics of the rapidly growing plant infected by the Tyrant Virus have been reported in previous papers. However, while repeating these experiments, an interesting new fact became clear. We learned that a chemical in the UMB family, UMB No. 20, contains a compound that that is toxic to the cells of the plant. We have given UMB No. 20 a new name: V-JOLT.

If calculations prove correct, when V-JOLT is applied directly to the root of the plant, the entire plant should be dead within 5 seconds. The V-JOLT can be made by simply mixing the VP and UMB chemicals in a specific ratio. However, extra care must be taken when handling these UMB chemicals. They have been known to generate toxic gases if mishandled. The characteristics of each UMB chemical are as follows: UMB No. 3 red Yellow-6 yellow UMB No. 7 green UMB No. 10 orange VP-017 blue V-JOLT dark brown

FAMILY PICTURE & NOTES

A family picture and notes

There's something written on the back.

Nov. 10, 1967

-Progenitor Virus administered

-Jessica Administered virus:

Type-A Plasmolyzing of tissue during cell activation.

Virus fusion: Negative

Action: Disposed

-Lisa Administered virus:

Type-B Plasmolyzing of tissue during cell activation.

Virus fusion: Positive but delayed fusion.

Body modification: Observed constant results.

Status: Continue protective observation.

-George-

Action: Terminated

(Nov. 30, 1967)

There's a journal left by someone.

Nov. 14, 1967

I feel dizzy after that shot they gave me. I don't see Mom. Where did they take her? She promised that we would escape together. Did she escape alone and leave me behind?

Nov. 15, 1967

I found Mom. We ate together. I was very happy. But she was a fake. Not my real Mom. Same face but different inside. Have to find Mom. Have to give face back to mother. I got Mom's face back. Nobody can have my Mom except me. I attach her face to me so she doesn't go away. Because Mom sad when I meet her without her face.

Nov. 17, 19 7

from inside box, scent of mommy. maybe true mother there. stone box hard. It hurt. steel rope in the way. can't see mother becuz 4 stones. 19 daddy atached first momm atached scnd iNside reD and sLimy whiTe and haRd not true moM wheRe dunno dad found mum again whne atachd momMy she move no more she screaming why? Jst want to b with her 4 mom where? I mis yuo

It's a letter.

To my Lisa, Day by day I can feel my consciousness drifting further away. The shots given to me by men in white clothes made some of mommy's itching go away. Today they gave me another shot saying it was "nutrition". When they give me the shots mommy's can think straight, but mommy's shocked and sad because mommy's unable to think of you all the time. Mommy's afraid. Afraid of forgetting everything, especially the memories of you and daddy... What your faces look like, how we used to be together...

They're all starting to disappear into somewhere dark in my mind. Oh Lisa, I wish I could touch your face and hold you in my arms right now, so that I can hold on to our wonderful memories of you and daddy. Lisa we can't stay here and longer. We have to escape!

Listen to me Lisa. Our chance to escape is the next time when we go to that lab together. We'll both pretend that we are both unconscious and when that man in white clothes is off guard that will be our chance. When we're on the outside, let's look for daddy together. Okay sweetie? Be strong, Lisa.

Nov. 13, 1967

Jessica Trevor

BARRY'S PHOTOGRAPH

BARRY'S PHOTOGRAPH

This is the photograph that fell out of Barry's shirt just before he fell in to the pit. There's something written on the back.

We love you daddy.

From your sweet daughters,

Moria and Polly

LABORATORY

LETTER OF A RESEARCHER

Researcher's letter

June 8th, 1998

My dearest Ada, By the time you read this letter, I will no longer be the person you once knew. The results of my test came out today, and as I suspected, it came out positive. I feel like I am teetering on the edge of reason just thinking about my impending doom. I would give anything not to have to become one of them. As far as I know, you are not infected. I sincerely hope things do not reach such a desperate pass, but if it has turned out that you are now the last person remaining alive, I want you to get the material from the Visual Data Room.

Then, activate the Self-Destruct System in the Power Room, and escape from here. Please do everything in your power to make this whole accident public. If everything is still running normally, you should be able to release all the locks using the Security System. I have set up the terminal in the small security room so that you can log in to the system using my name and your name as the password. You will need another password to release the lock of the door in Basement Level Two where the Visual Data Room is located. As a safety measure I have coded that password into an X-ray picture; a roentgenogram.

I know you, and I'm sure you will be able to work it out without any trouble. There is just one more thing...and it's my last request. I hope you never have to lay eyes on me in this state, but if you do happen to run into me in my hideous form, I beg you to put me out of my misery. I hope you understand.

Thank you, Ada.

Yours truly,

John

V-ACT

V-ACT

Researcher's note There is now evidence that when the host loses consciousness, the body goes into a dormant state. During this time the virus becomes active and rapidly transforms and reconstructs the basic composition of the body. The host eventually mutated into a humanoid creature. (We call them V-ACTs)

Already four of our researchers have died from trying to feed it, turning the place into an instant blood bath. (Ever since this tragic and barbaric accident, we have decided to call its kind "Crimson Heads"). That dangerous and precious prototype specimen can't be left there. We have to figure out a way to deal with it. Termination is definitely not an option.

We finally decided to freeze the specimen and confine the body inside the basement of the backyard cemetery.

FAX

FAX To: Sanitation Division

Attn: Manager of Sanitation

From: Raccoon Disaster Contingency Committee

The contents of this fax are confidential and intended for the named addressee only. Any copying, or disclosure of the contents of this fax to any third party is strictly forbidden by the sender. After reading the contents of this fax, must be destroyed immediately.

We expect significant increase in the damage done by the recent T-Virus' outbreak than initially estimated. There are several concerns. First concern More than half of the researchers have been infected by the T-Virus and died. It has also been reported that almost all of the survivors of this accident are starting to show symptoms of the T-Virus infection. Second concern Our Secret Security Patrol Team has also been completely eradicated. Therefore, our most secret research is in danger of public disclosure. Quick actions are demanded to prevent mass media coverage.

Third concern There is a high possibility that most of the specimens are running loose inside the compound. We expect many casualties to follow. However yet unfortunate, these casualties underscore the success our research results. Actions must be taken to prevent our research results from being made public. We suspect the first official intervention will come from the State Police and S.T.A.R.S. We strongly recommend taking measures against them first.

SECURITY PROTOCOLS

SECURITY PROTOCOLS

LEVEL ONE

Heliport/For executive use only. This restriction does not apply in the event of an emergency.

BASEMENT LEVEL ONE

Passage to Heliport/Entry is prohibited unless accompanied by a Consultant Researcher or the Chief of Security. Unauthorized persons entering the heliport will be shot on site. Elevator/The elevator stops during emergencies.

BASEMENT LEVEL TWO

Visual Data Room/For use by the Special Research Division only. All other access to the Visual Data Room must be cleared with Keith Arving, Room Manager.

BASEMENT LEVEL THREE

Prison/Sanitation Division controls the use of the prison. At least one Consultant Researcher (E. Smith, S. Ross, A. Wesker) must be present if viral use is authorized. Triple Lock Door/Entry into the room is limited to the sole person who deactivates the lock with all of the Pass Codes. Accessing the exclusive Output Terminals located in each section of the Senior Researchers deactivates the lock. Power Room/In this room nitro compound is used as the primary fuel source of power. Access is limited to Headquarters Supervisors. This restriction may not apply to Consultant Researchers with special authorization. Pass Code Output Terminals/Use and access of the Output Terminals is limited to authorized Senior Researchers.

BASEMENT LEVEL FOUR

Regarding the progress of "Tyrant" after the administration of T-Virus... (Illegible hereafter...)

OBSERVATION NOTE

Observation Note

The discovery of the G-Virus was in fact 21 years after the administration of the primogenitor virus. The "Prototype Parasite" which we had delivered from a laboratory in France was administered to the sample specimen. The sample specimen took in the parasite without showing any signs of adverse reaction. The lack of any reaction was an unsolved mystery. But now everything is clear to me now. The "Prototype Parasite" was incubating in the sample specimen's body for 21 years. Then from that incubating state the prototype suddenly mutated. ("Evolved" may be a more appropriate word to describe it.)

This observation gave me more insight in my research. Through further modification and testing, I was able to derive a method to create the "G" that surpasses the performance of the "T". This was the breakthrough that would change the future of the B.O.W.'S history.

I can't wait to see the look on Alexia's annoying face when I finally announce my research. But unfortunately I'll have to wait a few more years to completely verify my findings.

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13. P A T H W A Y S T H R O U G H O U T T H E G A M E

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smhkc

Throughout Resident Evil are pathways and options that allow you to acquire different endings. So far, 8 endings have been discovered, with 4 discovered for Jill, and 4 for Chris. Here are the ways around the game.

This section contains spoilers and this should not be read if you do not want the game spoiled.

JILL VALENTINE

FIRST ZOMBIE ENCOUNTER

BARRY ENCOUNTERS IT WITH YOU

To avoid having to enter the KENNETH HALL during the first art of the game, simply leave the DINING ROOM when Jill first enters. When you go back in, try to exit again and Barry will make a witty comment. Then talk to Barry. Then attempt to leave when you see a cut-scene.

YOU ENCOUNTER IT YOURSELF

When you start off in the DINING ROOM, simply enter the KENNETH HALL. Then you'll encounter the monster like the game usually goes.

KILLING BARRY BURTON

So far, 2 ways have been discovered for killing Barry Burton throughout the entire game. Here are the boss battles where those are possible.

LISA TREVOR: BATTLE 3

To get Barry Burton killed, you are presented with a question. The question is "Will you give Barry his gun?" The options are YES and NO. If you select NO, then Barry will get hit by Lisa, and will fall into the pit, and will die. The extra items for doing this are BARRY'S PHOTOGRAPH and BARRY'S 44 MAGNUM.

TYRANT: BATTLE 2

To get Barry Burton killed in the second confrontation with the Tyrant,

you must let the Tyrant grab Barry with its hand. Then wait a few seconds without shooting the monster. Barry will then get impaled by the Tyrant, and will be killed. Unlike the other strategy, there are no extra items to be gained from this death.

KILLING PLANT 42

V-JOLT STRATEGY

Use the V-Jolt strategy above to kill the Plant 42. Barry will then come in the room with a flame thrower and will burn the plant.

ATTACK STRATEGY

This strategy is just an attack strategy. Shoot the living hell out of Plant 42 as Jill. Use FLAME ROUNDS to burn the thing to the ground easier, too.

GETTING THE SHOTGUN

BARRY SAVE YOU

If you want the SHOTGUN early, then take it from its location without using the BROKEN SHOTGUN. Barry will save you. The consequence is that Barry will not be at Forest's body later in the game.

USE THE BROKEN SHOTGUN

If you use the BROKEN SHOTGUN in exchange for the SHOTGUN, Barry will show up at Forest Speyer's body later in the game.

CHRIS REDFIELD

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KILLING REBECCA CHAMBERS
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So far, 2 ways have been discovered for killing Rebecca Chambers throughout the entire game. Here are the boss battles where those are possible.

HUNTER ENCOUNTER

To get Rebecca Chambers killed, simply ignore her screaming plea when you enter the room where you hear her scream in Mission 3. She'll end up dying, and this the mansion will not explode and you will not have to fight Tyrant II.

TYRANT: BATTLE 2

To get Rebecca Chambers killed in the second confrontation with the Tyrant, you must let the Tyrant grab Rebecca with its hand. Then wait a few seconds without shooting the monster. Rebecca will then get impaled by the Tyrant, and will be killed. Unlike the other strategy, the mansion will still explode.

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14. C R I T E R I A F O R E N D I N G S

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capc5

These are all the criteria's for getting the various 10 endings between the 2 character's games. They are small modifications of each other, and the difference is usually who survives, and if the mansion explodes or not.

Some of the endings are the same between Chris and Jill. I will not spoil the, but don't kill yourself in getting all endings.

For Jill, make multiple saves (around 5 or so) before the 3rd Lisa Trevor fight. For Chris, make multiple saves (around 5 or so) before returning the mansion from the guardhouse.

Here is a chart for the endings.

JILL VALENTINE

BEST

Barry survives
Chris survives
Mansion explodes

VERY GOOD

Barry survives
Chris dies
Mansion explodes

GOOD

Barry dies
Chris survives
Mansion explodes

OK

--

Barry dies
Chris survives
Mansion doesn't explode

BAD

Chris dies
Barry dies
Mansion explodes

VERY BAD

Barry dies
Chris dies
Mansion doesn't explode

CHRIS REDFIELD

BEST

Rebecca survives
Jill survives
Mansion explodes

VERY GOOD

Rebecca survives
Jill dies
Mansion explodes

GOOD

Rebecca dies
Jill survives
Mansion explodes

OK

--

Rebecca dies
Jill survives
Mansion doesn't explode

BAD

Rebecca dies
Jill dies
Mansion explodes

VERY BAD

Rebecca dies
Jill dies
Mansion doesn't explode

EARNING THE ENDINGS

JILL VALENTINE

BEST ENDING

-To get the best ending, make sure Barry survives both the battles with Lisa Trevor, and the final Tyrant. To survive the Lisa encounter, give Barry his gun back. To survive Tyrant II, make sure the Tyrant doesn't kill Barry.

-Make sure you save Chris by doing the MO Disk task in the laboratory.

VERY GOOD ENDING

-Make sure Barry survives the Lisa encounter and the Tyrant II encounter.

- Don't save Chris.

GOOD ENDING

-Make sure Barry is killed by the Tyrant.

-Make sure Chris survives.

OK ENDING

-Make sure Barry dies in the battle with Lisa.

-Make sure you save Chris by doing the MO Disk task in the laboratory.

BAD ENDING

-Make sure Barry dies in the battle with the Tyrant.

-Don't complete the MO Disk task to save Chris.

VERY BAD ENDING

-Make sure Barry is killed by Lisa Trevor. To have that happen, don't give Barry his gun back.

-Don't complete the MO Disk task to save Chris.

CHRIS REDFIELD

BEST ENDING

-To get the best ending, make sure Rebecca survives both the battles with the Hunter, and the final Tyrant. To survive the Hunter encounter, go to the STUDY in Mission 3 and kill it. To survive Tyrant II, make sure the Tyrant doesn't kill Rebecca.

-Make sure you save Jill by doing the MO Disk task in the laboratory.

VERY GOOD ENDING

-Make sure Rebecca survives the Hunter encounter and the Tyrant II encounter.

-Don't save Jill.

GOOD ENDING

-Make sure Rebecca is killed by the Tyrant.

-Make sure Jill survives.

OK ENDING

-Make sure Rebecca dies in the battle with the Hunter.

-Make sure you save Jill by doing the MO Disk task in the laboratory.

BAD ENDING

-Make sure Rebecca dies in the battle with the Tyrant.

-Don't complete the MO Disk task to save Jill.

VERY BAD ENDING

-Make sure Rebecca is killed by the Hunter. To have that happen, don't give Barry his gun back.

-Don't complete the MO Disk task to save Jill.

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15. RESIDENT EVIL / BIOHAZARD GAMES

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So you're a GameCube owner who wants more Resident Evil/BioHazard games? Fear not, because here is a convenient list of the other Resident Evil games available. Luckily for you GameCube owners, though, each subsequent Resident Evil/BioHazard game (Resident Evil 2, Resident Evil 3: Nemesis, Resident Evil CODE: Veronica X) is being PORTED (note: *NOT* remade) to GameCube. Resident Evil Zero, which arrived in Japan on November 21, 2002, and in the US on November 12, 2002, as well as Resident Evil 4, which arrives in 2003, are GameCube *exclusive*.

RESIDENT EVIL GAMES

Resident Evil is the US, European and Australian name of the same game. These games apply to American consoles (with the exception of Resident Evil: Survivor 2: CODE: Veronica).

Resident Evil

PLATFORMS: PlayStation, PC, Saturn

YEAR: 1996, 1997

Resident Evil: Director's Cut [Dual Shock]

PLATFORMS: PlayStation

YEAR: 1997

Resident Evil: Rebirth

PLATFORM: GameCube

YEAR: 2002

Resident Evil 2

PLATFORMS: PlayStation, Nintendo 64, Dreamcast, GameCube (2002)

YEAR: 1998, 1999, 2000, 2002

Resident Evil 2: Dual Shock

PLATFORMS: PlayStation

YEAR: 1998

Resident Evil 3: Nemesis

PLATFORMS: PlayStation, Dreamcast, GameCube (2002)

Resident Evil Survivor

PLATFORMS: PlayStation

YEAR: 2000

Resident Evil CODE: Veronica

PLATFORMS: Dreamcast

YEAR: 2000

Resident Evil CODE: Veronica X

PLATFORMS: PlayStation 2, GameCube (2002)

YEARS: 2001, 2002

Resident Evil Survivor 2: CODE: Veronica

PLATFORMS: PAL PlayStation 2

YEAR: 2002

Resident Evil Zero

PLATFORMS: GameCube

YEAR: 2002/2003

Resident Evil 4

PLATFORMS: GameCube

YEAR: 2003

Resident Evil: Dead Aim

PLATFORMS: PlayStation 2

YEAR: 2003

Resident Evil: Online

PLATFORMS: PlayStation 2

YEAR: 2003

BIOHAZARD GAMES

BioHazard is the Japanese and Chinese name of the same game. These games apply to Japanese and Chinese consoles.

BioHazard

PLATFORMS: PlayStation, PC, Saturn

YEAR: 1996, 1997

BioHazard: Director's Cut [Dual Shock]

PLATFORM: PlayStation

YEAR: 1997

BioHazard: Rebirth

PLATFORM: GameCube

YEAR: 2002

BioHazard 2

PLATFORMS: PlayStation, Nintendo 64, GameCube (2002)

YEAR: 1998, 1999, 2002

BioHazard 2: Dual Shock Version

PLATFORM: PlayStation

YEAR: 1998

BioHazard 2: Value Plus

PLATFORM: Dreamcast

YEAR: 1999

BioHazard 3: Last Escape

PLATFORMS: PlayStation, Dreamcast, GameCube (2002)

YEAR: 1999, 2000, 2002

BioHazard: Gun Survivor

PLATFORM: PlayStation

YEAR: 2000

BioHazard CODE: Veronica [Limited Edition]

PLATFORM: Dreamcast

YEAR: 2000

BioHazard CODE: Veronica Complete Edition

PLATFORM: Dreamcast, PlayStation 2, GameCube (2002)
YEAR: 2001, 2002

Gun Survivor 2: BioHazard CODE: Veronica

PLATFORMS: Arcade, PlayStation 2
YEAR: 2001

BioHazard Zero

PLATFORMS: GameCube
YEAR: 2002

BioHazard 4

PLATFORMS: GameCube
YEAR: 2003

Gun Survivor 4: BioHazard: Heroes Never Die

PLATFORMS: PlayStation 2
YEAR: 2003

Network BioHazard

PLATFORMS: PlayStation 2

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16. M Y R E V I E W

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rervi

A CAPCOM CLASSIC, REBORN!

(Japanese review)

5 years ago, Shinji Mikami released BioHazard (overseas name: Resident Evil). It basically revolutionized the survival horror genre, though it didn't actually start it (Alone in the Dark did). BioHazard had atmosphere, graphics and puzzling gameplay. Now, in 2002, Shinji Mikami remakes his BioHazard game.

But is it just a graphical upgrade of an old game? No, definitely not.

GRAPHICS: 10

The graphics are PERFECT. They are the best graphics seen in any game. Forget DOA3, and Final Fantasy X. BioHazard puts them all to shame. The worlds of the Spencer Mansion are realistic-looking, and the shadows and lighting are truly accurate. Unfortunately, the backgrounds are prerendered unlike CODE: Veronica X, which may seem like a downgrade to people who recently played CODE: Veronica and CODE: Veronica X, but the downgrade doesn't lower the score one bit.

GAMEPLAY: 9

The gameplay is still as fun as ever. One thing that bothers me in the remake is the stiff-walking characters. Unfortunately, while the game looks good, the in game animations seem a bit rough compared to those seen on Resident Evil 3: Nemesis, and Resident Evil CODE: Veronica X. But the puzzles, and the action has been considerably changed, and seems a lot newer.

Oh yeah, the game is HARD. The zombies are hard to kill, and they are a lot faster and sturdier. The game comes with 2 characters to play with. They are Chris Redfield and Jill Valentine, and they have varying quests. One is harder, and the other is slightly easier.

SOUND: 10

The sounds of the GameCube come to life in the remake. Every foot step Chris makes sounds extremely authentic, and the lightning sounds true to real lightning. The moans of the zombies are clear, and really authentic.

CONTROLS: 10

Surprisingly, the controls in this game are perfect. The controls are easily manageable. With the GameCube's C-Stick, in combination with the B Button, the characters move a lot easier. The C-Stick improves a lot in the 180* turn area, and the Z-Button makes easy Map accessing. It's the controller for a Resident Evil game.

STORY: 10

Only those with a deep understanding of the story will give it a 10. Basically, there have been attacks involving zombies outside Raccoon City, in the USA. The STARS Bravo Team is sent to investigate the scene of the murders, in the Raccoon Forest. The Bravo Team is sent to discover anything, and they immediately lose contact with Alpha Team. Alpha Team comes to the forest to look for them, and rabid dogs chase them into a mansion full of zombies. With their pilot flying off due to fear, what will happen to Chris Redfield, Jill Valentine, Barry Burton, Rebecca Chambers and Albert Wesker?

REPLAY VALUE: 10

There are 2 adventures to choose from, increasing the replay value. There are also a lot of secrets you can unlock, so the replay value of this game is high. And the scare factor puts Silent Hill's scare factor to immediate shame.

OVERALL: 10

BioHazard is simply the best BioHazard there is. It puts my favorite, Resident Evil 3: Nemesis, to shame. Folks, buy a GameCube just for this game, because you'll know it is really worth it once you open the package and start seeing those zombies.

CVXFREAK

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17. V O I C E A C T O R S

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rm.exe

These are the people that played the voices of the characters in Resident Evil. Oddly enough, even though he made a 22 minute DVD

(Wesker's Report), Richard Waugh, Wesker's CODE: Veronica X actor, didn't make it for the remake. Michael Fipowich, Chris' CODE: Veronica X actor, and Catherine Disher, Jill's Resident Evil 3: Nemesis actress, didn't make it either. The remake actors and actresses were very good, though.

CHRIS REDFIELD

Joe Whyte

JILL VALENTINE

Heidi Anderson

BARRY BURTON

Ed Smaron

REBECCA CHAMBERS

Hope Levy

ALBERT WESKER

Peter Jessop

RICHARD AIKEN

Joe Whyte

BRAD VICKERS

Adam Paul

FOREST SPEYER

Ed Smaron

JOSPEH FROST

Adam Paul

ENRICO MARINI

Dan Hagen

FOREST SPEYER

Ed Smaron

FEMALE NEWSCASTER

Heidi Anderson

COMPUTER VOICE 1

Hope Levy

COMPUTER VOICE 2

Chiaki Shirato (Capcom)

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18. C R E D I T S A N D C O N C L U S I O N

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c&csec

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CONCLUSION
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Well, I hope this FAQ helped out those in dire need of Resident Evil: Rebirth. Please take these precautions when reading my FAQ.

CONTACT POLICY

INSTANT MESSENGER

I do not take any game related issues over the AIM. If you IM me, and I refuse to talk to you, it is because I do not like getting spammed with IM messages about the game. If you are on an account where you IM and get in anyway, I will block you.

E-MAIL

My email is ReBioHazard6587X[at]hotmail.com. Another alternative is FireEmblemPride[at]hotmail.com. Please send me questions not answered in the FAQ yet.

Please, please, PLEASE stop sending me those alternate strategies for Neptune and Plant 42. They've been covered for awhile now, and I don't need to get my Hotmail account clogged up because of some ignorant morons who can't read.

Please send me an English e-mail. The only other language I can understand to the fullest is Filipino Tagalog, but I barely get mail from that language, so it doesn't matter.

I understand a few scant Japanese words (Like dairantou, doubutsu, banchou, kensei-hen, arigato, that kind of stuff (though I'm not very good at that, I only learned those from game names) but I can't read most Japanese at all (that statement was made in June 2002. It's January 2003 not, and I've learned to identify a lot of Katakana. I love myself. =P)

But I usually get German email for some strange reason. Again, English only.

Please do not spam me. Spammers are assholes and I will make that clear right now (that goes for bastards who keep sending me Klez. Stop it.). Plus their mail gets deleted and put in a Junk Mail Folder.

Please look in the FAQ with the CTRL + F tool before emailing me. Or use the Resident Evil Message Board at www.gamefaqs.com. As of May 13, 2002, it has over 800 topics worth, so chances are that your question can get answered really quickly.

Although not completely Resident Evil related, I take no Silent Hill 2, Silent Hill 2: Restless Dreams, and Resident Evil CODE: Veronica X email anymore. With those FAQs extensively covered, you should have no problem looking for the answer in the FAQ. That doesn't mean ORCA782 or Minesweeper no longer take email for those games (*HINT HINT*).

Be thoughtful, and don't flame. I'll only flame you back. ;)

Please put this in the HEADER of the email (or something similar):

greed factor, or anything personal, it's just that some websites do much better than others to refavor me for my own hard work, and rewarded they shall be.

www.gamefaqs.com
faqs.ign.com
www.neoseeker.com
www.new-blood.com
cubed.biohazardextreme.com
www.a2zcheats.com
www.cheats.de
www.psxcodez.com
www.meristation.com

(I might have missed one or two, but they likely have less visitors).

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Sorry to waste your time reading this, but it has to be said in the form of the new year.

---CVXFREAK
FireEmblemPride[at]hotmail.com

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