



WARNING: Though this guide only explains situations as you come into contact with them, certain parts may contain spoilers.

\*\*\*\*\*

## Jill's Walkthrough

\*\*\*\*\*

Note: This walkthrough is written for easy mode. If you use this guide while playing the harder ones, some parts of the guide may be wrong or useless. If at any time the guide doesn't completely correlate with what happens in your game, improvise. I'm sure you can handle it.

---

### Part 1: The Mansion

---

#### \*Cutscene\*

The game will start off with a cutscene with Chris Redfield narrating. He will talk about the recent cannibalistic murders that have been taking place. The S.T.A.R.S. alpha team helicopter is then seen flying over the forest, looking for the bravo team helicopter. They find Kevin's corpse in the other helicopter, and then run into a pack of big ugly zombie dogs. Joseph gets eaten, and everyone else starts running. Jill, Barry, and Wesker make it into the nearby mansion, but Chris is missing. Jill and Barry go to look for him while Wesker stays in the hall. The cutscene continues with Jill and Barry charging into the Dining Room.

This is the first time you get to take control of Jill. You are now in the Dining Room, like I just said.

If you would like to see alternate opening scenes, as opposed to the ones you would normally see, follow this:

---

After you take control of Jill, go back out to the Main Hall.

#### \*Cutscene\*

Wesker tells Jill that he needs her to go investigate. She turns around and goes back to the Dining Room.

Go to see Barry at the fireplace.

#### \*Cutscene\*

Barry tells you about the blood he found and asks you to search around the area for clues while he "examines" it.

Try to leave for the Main Hall again.

#### \*Cutscene\*

Barry asks Jill if she's getting cold feet, and says it isn't like her.

Turn back around and go to Barry. Before you get to him...

The handle of the door at the back of the room rattles, and Jill asks who is there. A zombie bursts through and comes right after Jill. Barry yells to Jill to get away from the crazy man, and plugs him a few times with his .44 Magnum (which has been known to down an elephant in certain circumstances). Jill and Barry speculate as to what the zombie is, and decide to report it to Wesker.

---

Run down to the other end of the room where you'll see another cutscene with Barry.

\*Cutscene\* (normal, not alternate)

Barry is kneeling by the fireplace, where he's found some blood. He asks Jill to go forward alone while he examines the blood. I know it sounds stupid, but go along with it.

Go through the door to the right of the fireplace.

You are now in a big hallway. Go to Jill's left until you see ANOTHER cutscene.

\*Cutscene\*

Kenneth's corpse is being devoured by a zombie. Sick.

When the zombie comes at you, you have two options. You can either kill it yourself, which is stupid because it wastes ammo, or you can have Barry kill it. You need this ammo, especially at the beginning of the game, so I suggest you spin around and run back through the door to the Dining Room. Another cutscene will ensue no matter what you decide.

\*Cutscene\*

Jill runs back into the Dining Room where Barry is, with the zombie right behind her. Barry whips out his .44 Magnum, which is an incredibly sweet gun, and blows the zombie away. Jill and Barry don't know what it is, and they decide to go and report it to Wesker.

Walk to the door back to the Main Hall of the mansion. Before you can leave, you hear a sound by the fireplace. The zombie is gone.

Back in the Main Hall, you will have to watch yet ANOTHER cutscene.

\*Cutscene\*

Wesker is missing. Barry will tell you to look around the Main Hall for him.

Just run up the stairs and come back down to initiate another cutscene. I know these things can get aggravating, but I promise they will lessen as the game progresses.

\*Cutscene\*

Barry volunteers to go check out the Dining Room again and Jill decides to check out the room opposite it in the Main Hall. He also gives you a lockpick.

You have a choice of whether or not you want to go into that room at all. A map and a defensive dagger can be found there, but if you don't want either one, just skip this next part. As I said, it's the double doors opposite the double doors of the Dining Room.

Inside, you will see a statue, which is why I call this the Statue Room. Go to the back of the room where the doorway is blocked by a small dresser. Go to the left side of it and push it right to move it out of your way, but not completely. Leave a little of it in the doorway so that you can get behind it and push it towards the statue. When it is up against the statue, climb on it and take the map that the statue is holding. Then go back in the doorway you opened and follow the path all the way to the shelf in the back. take the dagger off of the shelf and try to leave.

\*Cutscene\*

A zombie comes at you and you are trapped.

It is too narrow a space for you to avoid it so shoot it or use the dagger. Either way, get out of there and exit back out into the Main Hall. Go back to the Dining Room, and back to the hallway where you saw Kenneth get eaten. Turn left again and examine Kenneth's body to get his VHS tape. You cannot watch this until almost the end of the game. Go through the door to the left of the body.

You are now in the Crow Hallway. Don't worry about the crows; they won't attack if you leave them alone. Grab the ammo on the table with the bird cage. Take one of the herbs by the stairs and go up them, then through the door to the Mirror Hallway.

In this room, take the path to the right of Jill, away from the corpse. There are a lot of dead people in this mansion. Be careful, because there is a fat zombie waiting for you that you might not be able to see. Shoot the idiot, and make sure he's dead. Continue on down the hallway. You should see a sparkly thing on a table. Take it. It's an arrow. Examine it and remove the head. There's a handgun clip on the floor next to the mirror that you need. Head out the only door at the end of the hall that you can get through.

You should now be in the Dining Room 2F. There is a dagger on the shelf next to the door you just came out of. You can either kill the zombie or leave him alone. Head out the door to the right, Jill's left.

You should now be back in the Main Hall. Go to the middle staircase that connects the first floor to the second. There is a door in the middle at the top of the first set of stairs leading to the cemetery. Go through it.

In here, descend the steps and look for a small path. It will lead you to a big gravestone. Use the arrowhead on the gravestone to make some stairs appear. Go down into the Machine Room and take that book off of its pedestal. Examine the back of the book to get a key. Examine the back of the key and you will see that it is the Sword Key. Now exit back out into the Main Hall.

Take the set of stairs to Jill's left up to the second floor and open the nearest door with your new Sword Key.

You are now in a winding hallway which I will refer to as the Big Winding Corridor. You will pass through here a million times, and I will use this name when I want you to go there, so remember it. Follow the path all the way around and go through the very last door. If you want a map of the second floor, pick up the wooden mount on the table in this corridor.

This is the Office. In here, grab the dog whistle and handgun ammo to Jill's right. The whistle will have a file with it. There is another file on the big desk, and also a lighter. Make sure you grab all of these. There is a door here leading to the East stairs, but before you go through it, get ready to run.

There is a zombie right on the other side of the door! Start running as soon as you can towards the stairs, then turn around and shoot it 'till it croaks. There's another one at the bottom. Stand on the stairs and aim down at it, and you can kill it before it ever reaches you. Now grab the herb next to the stairs and head through the nearest of the two doors, unless you want the map of the second floor. If you do, follow the instructions in the next paragraph.

Take the wooden mount and the lighter, and go to the very last door in the hallway at the top of the East Stairs. There is a fireplace in this room.

Place the wooden mount above the fireplace, then use the lighter on the fireplace. A map will be burned into the mount. Go back the East Stairs, and go to the room downstairs I told you to go to earlier.

This is the East Stairs Save Room, and it should be your favorite room in the entire game. There is a typewriter in one of the corners, and in the item box is an ink ribbon. I recommend you save your game now. Deposit the knife, the whistle and an herb and pick up the canteen off of the floor. Go to that silver thing and use it to fill your canteen with kerosene. Also, grab the handgun ammo off of the crates. Go back out to the stairs.

Use the canteen while standing over the zombie's body to scorch the sucker. This will keep him from coming back as a crimson head. Do the same to the one upstairs. This will only work with kerosene AND the lighter. Go back in the Save Room. Refill your canteen and deposit it and the lighter. Only take the gun, the ammo, the key, and one herb with you.

Go back to the Big Winding Corridor through the door where the first zombie came at you. Go back to the Main Hall, then back through to the Dining Room 2F.

In the Dining Room 2F, go through the door you haven't been through yet.

I will refer to this place as the West Stairs. Go around the circle and down the stairs. There will be a zombie down there, so kill him. Go into the room right next to the stairs.

This is the Medical Room. This is a save room like the East Stairs Save Room. It also has a typewriter and an item box. Take the canteen and lighter out. Go to the stairs again. Burn the zombie next to the door and burn the one you just killed. Go back in and put the lighter and canteen back in the box. Back out to the stairs again. Go down this hall until you reach two doors, and take the one on the side. Inside, grab the Broken Shotgun, the Battery Pack, and the ink ribbon in the desk. Backtrack to the Medical Room and deposit the ink ribbon. You may or may not want to save again at this point. It's probably a good idea.

Now you have to go all the way back to the East Stairs. You should know the way by now, through the Dining Room 2F, Main Hall, and the Big Winding Corridor. This time, go through the other door downstairs, not to the save room. The game will tell you the doorknob is screwed up, but go through anyway. In here, go through the double doors next to you.

You're in another hallway. Go through the door right in front of you. Once inside, go through the only other door to the shotgun room. Take the dagger and the shotgun, but put the Broken Shotgun on the rack where the good shotgun was. This will offset a trap in the previous room. Go back to the hall and continue to walk down it. Keep walking until you see another door and go through. This is the bathroom. Drain the tub to initiate a cutscene.

\*Cutscene\*

A zombie pops out at Jill but she stomps on its head. Then she pukes.

Now go to the tub and get the dagger. Leave. Continue down the hallway until you find two more doors, and take the one on the right. RUN!! There are two dogs here and you have to avoid them. Get to the door at the end, and you'll wind up in the Statue Room. Go out into the Main Hall, to a cutscene.

\*Cutscene\*

Barry will give you some Acid Rounds and leave.

Now go up to the second floor and into the Dining Room 2F. Head for the West Stairs, then down into the Medical Room. Re-arrange your inventory so that you have the handgun, handgun ammo, the shotgun, the dog whistle, and the key. Save your game.

You may have noticed the door on your way to the stairs that has a strange window on it. It is the closest one to the Dining Room 2F. It leads to the Dog Balcony. Once you're out there, go to the largest and most open part of the balcony and blow the dog whistle. Two dogs will appear. Introduce them to your shotgun, and one will drop its collar. Pick it up and examine it to find the coin. Examine the back of the coin to turn it into the imitation of a key. There are some herbs growing on the balcony, if you got hurt. When you leave the balcony, you will be asked to discard the whistle. Go ahead and chuck it out. Now we have to find the real key.

Note: Sometime after you get the imitation of a key, a zombie will start trying to get into the stairs from the Dog Balcony. Watch out for him.

Make your way to the hallway where Kenneth's body is, and follow the same path that you took at the beginning of the game to get to the mirror hallway. If you don't remember it, look at the beginning of this guide. Once you're in the Mirror Hallway, run to the door right across from you, over the zombie that is turning into a Crimson Head. Don't worry about him.

Now you're in the Armor Key Room. Walk up the stairs until you find a pedestal with a key on it. Take it and the blade trap starts up. To stop it, put your imitation of a key on the pedestal. Examine your new key, and you'll find that it is the Armor Key. Now it's time to get yourself a grenade launcher.

Get back out to the Main Hall 2F. You know the door to the Big Winding Corridor? On that same wall, to the right, is another door leading to Forrest's Balcony. Once you're out there, check the fountain for some handgun ammo, and then continue towards that corpse over there. A very brief cutscene shows Jill checking Forrest's body. Grab the grenade launcher that's next to him and the dagger on the bench. Walk a little further and eventually Forrest will get up as a Crimson Head. Use whatever weapon on him that you want. I suggest a mix of shotgun and handgun rounds. When he's kaput, get back to the Main Hall.

This next part will require a little speed on your part. Go to the Big Winding Hallway, and go to the first door in it. You can now open it with the Armor Key. This is Richard's Hall, and in it you'll find Richard.

\*Cutscene\*

Richard says he's been bitten by a huge poisonous snake, and now you have to get him some serum.

Now RUN to the Medicine Room. There's a time limit, so hurry. Through the Main Hall 2F, Dining Room 2F, West Stairs, and into the Medicine Room. Grab the serum off of one of the shelves and run all the way back to him.

If you got there in time, you'll give him a shot and you'll get his radio. If you didn't get there in time, restart from your last save, or you'll never get the Assault Shotgun.

Go to the East Stairs Save Room. There should be some stuff laying on the ground for you. Barry left you two first aid sprays, incendiary rounds, and two handgun clips. Take the clips and put the rest in the item box. Re-arrange your inventory so that you have the handgun, some ammo, and the

Armor Key. Go to the top of the East Stairs and go through the door that is nearby. Unlock it with the Armor Key. Inside, choose the door on Jill's left. There's another cutscene here with Barry.

\*Cutscene\*

Barry is in this room. He'll talk a little, show you a file, and then leave.

There are three plaques hanging in here. Go to the one by the fish tank to get the lure. The one by the door has the bee specimen. The one on the other side of the fish tank has the lure of a bee. Once you have them, combine the lure with the lure of a bee. Put it on the plaque next to the door. Put the bee specimen where you found the lure of a bee. You'll be asked to press a button. Press it, grab the Wind Crest from the hole that opens, and run away from the bee to the previous room. Choose the other door this time. In here you'll find a first aid box and an ink ribbon. Take these and/or the herbs in the last room as you see necessary. Go back to the save room and make sure you have only the handgun, ammo, lighter, and BOTH keys with you.

Go to Richard's Hallway and continue through the door at the end. In this next small hallway, dispose of the zombie and go through the door he was blocking. This room is dark, so find the candle on the middle table and light it with your lighter. One of these dressers has some shotgun ammo hidden in it, and there's handgun ammo on the table. Push the dresser next to the table to open a small hidden crevice. Take out the zombie in there, then go in and take the musical score.

Go to the first floor of the Main Hall and enter the Dining Room. Go to where Barry found the blood at the fireplace at the beginning of the game. There is a wooden emblem mounted on the wall. Take it. Go to Kenneth's Hallway and go the other direction this time. Take out the zombie and go to the very back, down the stairs. Unlock the door and discard the Sword Key. It's up to you whether or not you want to go into the kitchen. Inside there is handgun ammo, but you will get ambushed on your way out. Either way, go into the door that you passed on the way to the kitchen. Inside is a piano, but you need to find the rest of that musical score. Go to the back of the room and push the dresser out of the way, then take the score. Combine the two scores and use them on the piano. Go into the space that opens up and take the gold emblem and the file. To make that trap door lift back up, place the wooden emblem where the gold one was. Go back to the Dining Room and put the gold emblem where the wooden one was. The front of the grandfather clock is open. Run over to it to start a puzzle. Move the large hand right twice to solve it. Take the key that appears, and examine it to find that it's the Shield Key. This stupid thing only opens one stupid door.

Go to the East Stairs Save Room. Get the shotgun and deposit the lighter. Saving your game here would be a very good idea. Go back to Richard's Hallway, and through the door. This time take the other door, the one up the steps. Discard the Shield Key after you've used it, and then go in. Your first boss fight is in here. It is the giant snake that bit Richard. Before the fight try to grab the shotgun ammo on one of the nearby shelves. Go forward a little and you'll see a cutscene.

\*Cutscene\*

A giant snake will appear. If you saved Richard, he'll come in and start shooting it.

Run past the snake and grab the sparkly thing in the corner of the room. This is a death mask. Run back to the entrance and start shooting the snake with your shotgun. Eventually, you'll see another cutscene.

\*Cutscene\*

The snake will eat Richard.

Grab the Automatic Shotgun Richard dropped. Now, you can either fight this thing or just leave. Since it doesn't really make any difference, I suggest leaving.

Note: After you get the first death mask, a zombie will eventually try to bust out into the Big Winding Corridor from Richard's Hallway. Watch out.

Now that you have one death mask, you've got to find the other three. Go out into the Big Winding Corridor. There is a large black double door you have not entered. Go through it to the Gas Room. It contains a puzzle involving those four suits of armor that are sticking out. Just push back the upper right one, the lower left one, then the lower right one. Make sure you push them all the way back. That should do it. Go push the button on the table in the middle of the room. Grab the box from the opening that appears in the wall. Examine the box. To open it press the button on the front and the one on the back. Inside you will find another death mask. Head down to the East Stairs Save Room. Make sure you have the handgun, ammo, assault shotgun, shotgun ammo, the armor key, and the death masks. Nothing else. Go through the door next to the Save Room, the one with the screwed up doorknob. Go to the door across from the double doors. You should have to use the armor key on it, and a zombie will be close by. This is the Stained Glass Room. There are crows perched on the walls, but if you leave them alone and solve the puzzle correctly, they won't attack. Now, each pane of glass has a switch on either side of it. You have to turn the first one orange, the second one purple, and the last one green. I will refer to the switches in the order you come across them. Push the first one, leave two and three, and round the corner. Push the fourth one and the fifth one, but leave six. The panes should be orange, purple and green. Now hit the hidden switch in the painting at the end of the room. The wall lifts up, exposing a hidden area. Grab the death mask off of the floor and go through the gate that you see. You are now in the graveyard again. Head back down those steps that you opened at the beginning of the game to the Machine Room, where you got the Book of Curse and the sword key. There are four pedestals in this room with indentations of faces in them. Each corresponds to one of the masks. Place the three you have on their respective pedestals, and after some slightly disturbing images, get back up the stairs.

Go back through the gate to the Stain Glass Room and back to the room before that. Go through the double doors again to the hallway that led to the shotgun and the bathroom. Run all the way down this hall. Zombies should come through the windows. Just run past them. Get to the end of the hallway, but don't go to the Dog Hallway. Take the door with the window on it to get to the Patio. Run around the corner and grab the herbicide. There are also two green herbs and three red ones if you want them. Get back in the house, go through the Dog Hallway (just run past them), through the Statue Room, to the Main Hall. Go upstairs into the Dining Room, then into the West Stairs. Run down the stairs past the save room (unless you want to deposit the herbs from the Patio), and down to the end of the hall. Go through the door at the end that you haven't been through. In this room, grab the battery pack off of the table in front of you, and then go straight across the hall from the door, where there is another door.

This is the Deadly Plant Room. There is a death mask on the other side of this room, but that plant will stop you from getting to it. Find the machine near the door and put the herbicide in it. Turn on the machine and set it to red. The herbicide will spray all over the plant and kill it. Grab that death mask and any herbs that you want. Go back to the Medical Room, and watch out for the zombies coming through the windows. Make sure you have the



automatic shotgun and some ammo with you. Go all the way back to the cemetery from the Main Hall. Get down into the Machine Room and place the last death mask. Get ready for a short cutscene and a boss fight.

\*Cutscene\*

The coffin falls from the ceiling. Go and look in it and the gate will shut. Jill runs over to it and a very angry Crimson Head climbs out of the coffin.

This is a boss fight, but it's not very difficult. Start pumping shotgun shells into his zombie carcass. If he gets close to you, run to the other end of the room, spin around and shoot him some more. There are shotgun shells next to the coffin in case you run out. He will fall down eventually, but he's not really finished until the music stops playing. Push the button in the coffin to make the gate rise back up, grab the stone and metal object out of the coffin, and the shells if you didn't get them during the fight.

Now you're going to leave the mansion to explore a new area: the Courtyard and the Residence.

-----  
Part 2: The Courtyard and the Residence  
-----

Run up the stairs to the Graveyard and go through the metal gate to the Stained Glass Room. Exit into the hall on the other end of the room. Make your way to the East Stairs Save Room. Make sure you have a gun, but you don't need any ammo. Take the stone and metal object and take out the wind crest. You may or may not want to save at this point. Go back to the hallway you came through (the one that has the double doors and the single door that leads to the Stained Glass Room). The doorknob is probably broken, so go up the East Stairs, into the Long Winding Corridor, out into the Main Hall, into the cemetery, through the gate to the stained glass room, and back out to the hallway. Wax out that zombie that's in here if you haven't already, and go through the metal gate in the corner. You should now be outside. If you aren't, then you screwed up. Run around to Jill's right and run until you find a door and a small pedestal. Put the stone and metal on the pedestal to open the door and go through. A dog will eventually come after you, so be quick.

You are now in the Shed. Grab all the crap in here, especially the stuff in the corner, and go down the small steps and through the single wooden door. Now you are out in the courtyard. Go down the dirt path until you see a cutscene.

\*Cutscene\*

Brad tries to call you on you radio. Your radio can't respond to his call though.

Keep going until you see a weathervane. Stop it when it is pointing north.

\*Cutscene\*

You will see a big statue move around.

Go until you see another weathervane. Make it point west.

\*Cutscene\*

The other statue moves, and the gate is unlocked.

Go through the big metal gate to the Courtyard Graveyard. Watch out for the crows. Walk until you see a fork in the road, and turn to Jill's right. Stick the wind crest in the gravestone to the right to make three more crests appear.

Take them out and open the inventory menu. Examine each one's back and indentations should pop out of it. Take these crests and put them in the gravestone to the left. A gun should appear. Take it. This gun is a .357 Magnum Revolver. It is a very sweet gun. It really is an awesome weapon. You should save it for the last boss fight. Go through the other big metal gate. When you go through, you should hear a loud moan and some chains rattling. That was Lisa. She is a creepy, mutated butt-ugly thing that Umbrella experimented on. There is a long dirt path in front of you keep going until you finally reach a cabin. Grab the herbs outside of it and go inside.

Walk through the Cabin until you find some small steps. Grab the map at the top of them, and then go through the doorway. You should find a typewriter and an item box. Run past the box and jump down off of the small ledge. Go as far as you can go, and grab the crank at the end where those wooden slabs are stacked on top of each other. Go back to the item box and deposit the Magnum. Make sure you have your shotgun and the crank with you. I strongly suggest you go over to that typewriter and save now. Don't go through the doorway past the typewriter yet. When you have everything you need, then go on through. A cutscene will ensue.

\*Cutscene\*

Jill gets whacked over the head and is knocked out. When she wakes up, she doesn't see anything. Then she spins around and sees Lisa. Wow. She's pretty screwed up, isn't she? Lisa walks towards Jill.

Get out of there! She is very dangerous! Try to pass her on the side the fireplace is on. You may or may not get hit, but don't worry about that. Just get out of there. Attempting to kill her is stupid, as she is invincible and this will only get you slaughtered. Once you are out of the door, run back down that path. There will be a zombie there (probably a puking one), so be careful. Make your way all the way back to the little Shed.

Get anything in the Shed that you didn't get the first time you were in there, and go through the big door in here that you haven't been through yet. In this placed, you will see a cutscene almost immediately.

\*Cutscene\*

Brad will try to call you on the radio again, but your stupid radio still can't respond.

There are a few dogs in this place, and they will attack, so take your shotgun and obliterate them. There is a green herb and a blue herb next to the wall to the right. You should probably leave the blue herb there, because the little snakes might poison you when you go back to the mansion. Go up the short set of stairs and go through the big metal gate to the Pool. Walk around the side of the pool until you see a small thing sticking out of the ground with a little hole in it. Use the crank you found in the Cabin on the thing, and it will drain the pool. Go to the ladder that leads down into the pool and climb down. Run to the other side of the pool and go up the other side. Walk until you find an elevator, and take it down. You should now be in the Waterfall Area, on the right side. Go to Jill's right, on the left side of the screen, and go through the big metal gate. You should now see a dirt path and a red herb in front of you. Take the herb and take the dirt path until you see a door. Watch out for the little snakes that hang around here. Go through the door, and you will be in the Residence.

Inside the Residence, you should see some blue herbs and a hallway. Take the blue herbs if you want to, and go through the first door in the hallway that you see. This is the Residence Storage Save Room. Heal yourself if you are hurt, and dump any kind of healing items or anything else that you found that

you don't need yet (including the crank) in the item box. Get the first aid spray, the battery pack, and the ink ribbon that are in here, and save if you want to. Make sure you have your handgun and shotgun with you, and some ammo for each one. Exit back out into the hallway. Walk past the other door and the box on the floor, and go through the double doors at the end of the hallway. This place is the Bar and Billiards Area. There are two big mutant spiders in here, but they aren't very fast, so just avoid them. Take the herb near the door that you should take, and there is another in the area to the left. Take them both. Run down those steps to the bar and take the red book and the first aid box off of the counter. The first aid box has an herb mixture in it. Also, take the shotgun shells off of one of the tables. There is a solution to one of the game's puzzles in here, but since I am going to tell you what to do later, you don't need it. Leave this room and go back to the save room you were just in. Deposit the book and the herbs. Go back to the hallway.

You probably noticed the box in the hallway and the holes in the floor. If you got too close to the holes in the floor, you may have also noticed that a big thing comes out of the floor and tries to strangle you. To get to the door on the other side of the hole, push the box over the hole on the left and climb over it. Go through the door to find another hallway. Walk past the first door you see, and then past the door marked 002. Take the map of the Residence that is on the wall. This will open a hole in the wall. DO NOT look through the hole, because this will result in the appearance of killer bees. Go to the door to Room 002 and try to open it. This will instigate a cutscene.

\*Cutscene\*

Jill hears some people talking through the door. One voice is Barry's, and the other is not identified. You can probably tell who it is though. They talk about destroying S.T.A.R.S. and Barry's family's safety. It seems like they are up to something.

Go inside and watch another cutscene.

\*Cutscene\*

Jill walks in and Barry is standing there. The other person is gone. Jill says she heard Barry say something, but Barry says he was talking to himself. Jill seems to believe him for some reason. Barry walks out, saying that he needs some fresh air.

There is a file on the table, if you want it. Go through the door next to the door you just came through. This is a bathroom. Take the key in here and leave (look for the flashing object). If you examine it, you'll see that it is the Room 001 key. If there isn't a zombie in the bathroom by now, there will be a zombie in Room 002. You don't need to kill him though. Go all the way back to the first hallway in the Residence. When crossing over the holes in the floor, push the box off of the left hole, and make it adjacent to the one on the right. The tentacle is waiting in the hole to the right. Go through the door across from the save room labeled 001, using the Room 001 key.

At first glance, this room may look menacing due to the dead guy hanging from the ceiling, but there is nothing in here that will hurt you. Go around the dead guy and grab the handgun clip off of the chair, the other clip off of the small table, and the self defense gun off of the table too. The gun uses .22 Magnum rounds, and it is loaded with the only round in the game. It comes with the dead guy's suicide note. Go into the bathroom of Room 001, next to the door where you came in. Once inside, drain the tub and take the key out of it. Leave immediately, because that zombie on the floor will get up. Go back to the save room and deposit the self defense gun, the shotgun, and the shotgun ammo. Just keep the handgun, handgun ammo, and the Control Room key that you

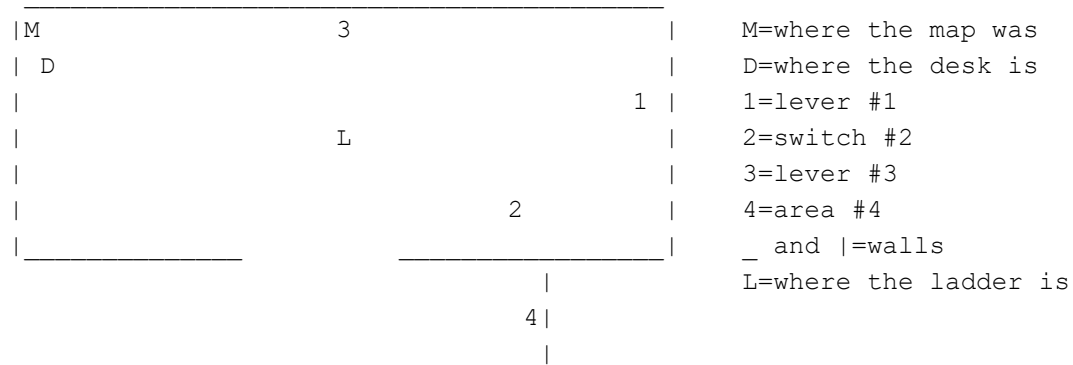
just found in the bathtub.

Go all the way back to Room 002, where Barry was. If the zombie is still there, wax the undead jerk. Just remember that he will be back later as a crimson head. Go to the back of the room to those bookshelves. Push the left bookshelf backwards and push the right bookshelf sideways to reveal a ladder leading down to the Aqua Ring. Walk until you see the little pool of water. Push those three crates nearby into the water so you can cross. Go until you reach a corner, pick up the green herb that is lying in the shallow water, and go through the big metal double doors. Now you are in the Tank Room of the Aqua Ring. Walk a little and you will see a cutscene.

\*Cutscene\*

Something in the water is swimming towards you. Uh oh.

RUN!! Those sharks are trying to eat you! Run around the outer edge of the Tank Room until you see some stairs. Go up them and through the door, using the Control Room key. You will probably get bitten once, but that's okay. Once in the Control Room, go down the ladder. Get the map of the Aqua Ring behind the desk. You now have to drain the water in the Aqua Ring. I have tried to make you a map to help you with the next part.



First, pull down the lever marked # 1. A shark will ram the glass next to you, and emergency buzzers will go off. Run over to switch #2 and hit it. Pull down lever #3. Shutters should come down, but then they will malfunction. Run to area #4 and push the buttons until the shutters go back up. Hit switch #2 again, and then pull lever #3 again. The shutters should go down again. Go pull lever #1 again to drain the water. Get the first aid box next to the area 4 buttons. There is an herb mixture in the box. Heal yourself if you were hurt by the sharks. Go through the metal door in the small corridor. You should now be in a big room with a big metal double door across from you, and a metal gate. Go over to that junk pile and pick up some grenade rounds, and then go through the double doors. You are now in the bottom of the drained tank. Plug any sharks you find with a single bullet, and they shut up very easily. Once you find the giant shark, Neptune, climb up on the little metal thing next to him. On the metal thing, try to take the Gallery key, and you will see a short cutscene.

\*Cutscene\*

The shark springs to life and knocks the key into the water.

Now, there are two ways to kill that monstrosity. The best way is electrocution. Push the little box next to you into the water, and then pull the lever on the other box. The shark will get totally fried. The other way is to shoot him until he dies, which wastes ammo. Either way, he will be dead, so jump down into the water and take the key next to the shark. Go back to the last room, and exit out that metal gate that you haven't gone through yet. In this place, run up to the boxes in front of you and grab the Magnum rounds. Then, continue down the passage and climb the ladder at the end. Unlock and go

through the door. You are now in the first room of the Aqua Ring. Go back up the ladder to Room 002 in the Residence.

A crimson head may be waiting for you in here. Try to dodge him or use a defensive item on him. Go all the way back to the Residence save room (don't forget to move the box so the plant can't hurt you). Deposit whatever herbs you have left, the grenade rounds, and the Magnum rounds. Take out the red book, and the shotgun (filled, with no extra ammo) if you haven't completely destroyed the zombie in Room 002 yet. Save if you want to. Go to the next hallway, over the pit with the killer plant tentacle thing. Go through the only door in here you haven't gone through yet, and you'll be in the Gallery. Dodge the killer bees in here, and run to the table in the middle of the room. Grab the handgun clip off of the table, run past the single door and stop at that corpse on the ground. He was stung to death by the killer bees. Ouch. To avoid the same fate, take the insecticide he is holding and get back out into the hallway. Remember where you got the map of the Residence? Whether you remember it or not, it's just past Room 002. Spray the insecticide inside the hole in the wall to kill all of the bees in there. Go back to the now bee-free Gallery. Go past where the corpse is, to the end of the small corridor. Take the key from the little table, and the red herb if you want it. That key opens Room 003, the single wooden door in this room. Go through it.

There is a door to the bathroom in here. If you want a dagger, go in, drain the tub, and take it. In Room 003, go over to the bookshelf in the back and take out the white book that is in between the red ones. It will have a file in it. Stick the red book that I told you to bring in the space where the white book was. Here is a puzzle for you to solve. You have to arrange the book bindings to form a picture of...well, you can probably tell. I'll let you solve it on your own, it's not that difficult. This opens the door next to you, but don't go through yet. Plant 42 is on the other side of that door, and you have to kill it. You have two options for dealing with it.

Method #1 (preferred)-With this method, you will be mixing some chemicals. These chemicals will act as an herbicide and help kill the plant. There is a door in the Gallery that you haven't gone through yet, and it had a key code security lock. Every time I play, I end up with the same combination; 653. Hit the little symbols on the top, then punch in the numbers underneath. If this doesn't work for you, or you want to figure it out yourself or something, go all the way back to the first hallway and go into the Billiards/Bar Room. Watch out for spiders. The pool balls on the pool table in the upstairs of the room all have colors that correspond to the colors on the keypad. Write down the number and color of each ball, and then use that information on the keypad in the Gallery. Once in the small room, which I call the Chemical Room, grab three of those small flashing bottles off of the shelves. I have written out instructions on how to make the V-Jolt, the chemical that kills Plant 42, but the instructions are also posted on one of the bookshelves, if you need them.

First take some UMB 3 (the red stuff on the table), and some water from the tap. Mix them to get UMB 4. Take some Yellow 6 (the yellow stuff on the shelf, and mix it in to get UMB 10. Take some more Yellow 6 and some water and mix them together to get UMB 7. Mix the UMB 10 with the UMB 7 to get NP-17. Add some UMB 3 to get the V-Jolt. Congratulations. Now you need to go back to the Aqua Ring.

Go all the way back to Aqua Ring through the ladder in Room 002. Go through the door in the Aqua Ring that you opened last time you left, because the water is drained, and you can't go the other way. Go down the ladder, around the U-shaped tunnel, into the wet Storage Area, through the door to the Control Room, up the ladder, and out into the top of the empty tank. There is a

shark out here, on the stairs next to the door, so put a bullet through him and watch him die. Go through the door near him to the only room in the Aqua Ring you haven't been to yet. There are big green tentacles in this room. Pour the V-Jolt on them and they'll shrivel up. Run all the way back to the Gallery and go to Room 003. Go through the door you unlocked earlier to the Plant 42 Room. Watch a cutscene.

\*Cutscene\*

The plant wasn't completely dead. It grabs Jill and waves her in the air. She has no way to escape. Barry charges in with a flamethrower. I don't know where he got it. The plant picks him up too, but he roasts it with his new weapon. After they drop to the floor, Barry and Jill make sure they are okay.

Go over to the fireplace in the back of the room. Take the key out of the fireplace. Yes, the entire point of The Residence was to get this one stinking piece of \*\*\*\* key. It is the helmet key, and it unlocks a couple of doors in the mansion. That's right, we're going back to the mansion, although we won't be staying long. On your way out of your Residence, you will see a cutscene with Wesker.

\*Cutscene\*

Jill hears some shots and turns a corner. Wesker is standing there shooting bees. Wow, what a rough time he seems to be having. They talk about some stuff, and then Wesker asks Jill to go back and search the mansion again. I guess we should do what he says.

Don't worry about the tentacles in the floor of the hallway; the plant is dead. You might want to save. Only take the key, assault shotgun, and ammo.

-----  
Part 3: Back to the Mansion  
-----

You should know the way back to the mansion, so I'm not going to tell you what to do. Just get there. On the way there, you should get the two first aid sprays, the battery pack, and the acid shells in the Shed, and you will get another call from Brad.

\*Cutscene\*

Brad calls you, but your stupid piece of fecal matter radio still won't work.

\*Cutscene\* (once inside the mansion)

You will see that something is taking the path you just took to get to the mansion. Yeah, it's following you. As with everything else here, it is trying to kill you.

Once inside the mansion, prepare to be attacked by a Hunter. You haven't dealt with them yet. They are short, brown, humanoid creatures with huge claws. It is strong, fast, and can take off your head with one clean swipe. You have probably reached the logical conclusion that you should either avoid them entirely or blow them apart quickly with big guns. Kill the one that attacks you upon entering the mansion. Go through the door to the East Stairs. There will be another Hunter in here, so blow him apart. Go in the save room.

Take the handgun, some ammo, and the helmet key, and nothing else. Go out to the East Stairs and climb up. Go all the way to the end of the hallway, and through the door. This room has a fireplace, and you may recognize it as the place where you got the map, if you chose to get it earlier in the game. Use the helmet key on the door in here. DO NOT take the herbs, because you are going to need all the inventory space you can get.

This next room has a puzzle in it that is fairly simple to solve. You should see a statue right in front of you. Get in front of the statue, so that it is facing you, and push it out through the doorway. When you get into the other part of the room, the walls will start to close in. As long as you stay directly in front of the statue, the walls won't close in enough to kill you. Push the statue as far as it will go, and return to the entrance of this room. Do you see the other doorway right next to the one you just went through? Go through it, and you will be on the other side of the wall. Go as far as you can go that way and look for a switch on the wall. Hit it and run back through the doorway because the walls are closing back the way they were before. Quickly run back to the statue and push it to the left until it clicks into place. If you do everything right, the walls will return to their original position and a door will open in the wall right in front of you. Go through it. Take the defensive weapon off of the table and go over to the hole in the ground. Drop through it. Take the book lying on the ground. It is the Last Book Vol. 1. Check its pages (from the side of the book) to open it and find the eagle medal. You don't need this yet, but you will definitely need it later. Go over to the gravestone that is laying on the ground and take the file off of it. It is George Trevor's diary. He is the one who built the mansion. When you are through reading the diary, you will be prompted to hit a switch on the gravestone. Hit it and a hole with a ladder will appear. Go down.

You are now in the basement, and it is a pretty nasty place. Luckily, it's not very big. There are several spiders in the first room, and I suggest avoiding them instead of shooting them for three reasons: Shooting them will waste ammo, they are easy to avoid, and you will never have to deal with them again later. Run past the first one to reach a fork. There is a spider guarding a door to the next area to the left, and a box of shotgun ammo and a map to the right. Take the map off of the wall, and get the ammo in that pile of boxes in the corner. In the next room, there are a couple of zombies waiting for you. Try to shoot them from a distance. Take the blue herb on the ground ONLY if you were poisoned, and use it. Grab the dagger that's lying where the zombie was, and go through the doorway on the right when you reach the fork. Follow this path to an electrical conductor. Flip it on to put some power into the elevator in the kitchen. Go back to the fork and take the left path, then go through the door at the end. You are now in the kitchen.

You may or may not have been in the kitchen yet. Blow away any zombies you see. If you came here earlier and there is a crimson head, just run from it. Take the dagger and the handgun clip off of the table. Go around the corner in the back of the room and call down the elevator that you just powered up. Don't worry about the zombie lying next to the elevator; he won't be getting up. Take the elevator up. This upstairs hallway has two zombies in it, and you you may not see them at first. Blow them away. Make sure they don't get back up. Don't take the herbs in here yet. The large double doors in here lead to the library, but you can't open them. Go in the single door next to the elevator. In the little utility room, grab the battery, the acid rounds, the Magnum rounds, and the battery pack for your stunner. You should have enough space for it all. Go back out into the hallway. If you have any room left, take the herbs in the hallway with you. Go through the other single door in here. You should be back in the Mirror Hallway that led to where the armor key was. There might be some crimson heads in here, so let's just go through the closest door to the Dining Room 2F. There shouldn't be anything here. Go through the door to the West Stairs. Go downstairs to the Medical Room. Deposit the magnum rounds, the acid rounds, the battery, and the eagle medal, and save. Go back out and go to the top of the stairs. Go through the door right next to the stairs with the helmet key. Don't worry about the zombie, because he will have disappeared by now. I don't know why.

Once you are in this room, which has stuffed animal heads on the walls, the first thing you should do is turn the lights off. The switch is right next to the door. Then take the grenade shells that are under the moose's head and the dagger that is near the other head. You may notice that in one of the animals' heads is a yellow stone, and in the other animal's head there is a red stone. You may also notice the swiveling birds perched on the wall, which follow your movement. You need to get those stones in the animal heads, but those birds will lock them into place if you get too close. Push those drawers up against the walls where the animal heads are. Get on top of one of the dressers. Jump down off of the dresser you are on and run to the other one. Climb up and get the stone, quickly. Repeat the process to get the other one. These gems will be important very soon. Grab the file on the small table if you want it. Go back to the Medical Room now and deposit the grenade rounds and the yellow gem. You should have your handgun, ammo, the helmet key, and the red gem. Now, make your way back to the Main Hall.

There is a room in the Main Hall that you have not been through yet. It is next to the Statue Room. Open it with the Helmet Key and go in. The first thing you'll see when you come in the room is a the mantle on top of a fireplace. There is a diary there, if you want to pick it up. Go around the fireplace to find a small hallway. At one end is a dresser with an ink ribbon in it, and at the other end is a door. Only take the ink ribbon if you have at least two or three inventory spaces. Go through the door. There is a zombie waiting for you, so blow him away. Take the Jewelry Box on the shelf, and the dagger on the floor. There is also a green herb and some blue herbs. Combine the Jewelry Box you just got with the Red Gem. This will release several little puzzle pieces from the jewelry box. Put them together to form an octagon to open the box. You will have to rotate a few of the pieces to get them to fit. It's not that hard, so I think you can do it on your own. When it is finished, you'll get a broach. Check it to make it change into the Emblem Key. This thing unlocks the door to the Office. Hopefully, you still remember how to get to the East Stairs. Go there.

Head out the door to the hallway. The door has been repaired. There may be a Hunter in here, so be careful. There is still one door here you haven't gone through. Use the Emblem Key on it and discard the key. Go over to the desk in the Office and turn the light on. Check the drawer on the desk to get some shotgun rounds. Pick up the metal object and the battery pack on the other desk. Leave. Go to the save room. Deposit the metal object, and withdraw the shotgun and some rounds. If you prefer, though, you can load up the grenade launcher instead.

Remember the Eagle Medal that we got? Well, we have to get the Wolf Medal now. Go to the place where you got the Armor Key by using the fake one. If you can't remember how to get there, go from the Main Hall the Dining Room 2F to the Mirror Hallway to the Armor Key Room. There is a door past the pedestal with the fake key on it. Open it with the Armor Key and discard the key. Work your way around this hallway, using the herbs if you need them, until you see a other cutscene.

\*Cutscene\*

The snake is back!

Run from that friggin' snake and climb down the ladder. This is a boss battle, but it's pretty easy. Take out your shotgun and pump rounds into it until it dies. When it is about to attack, it will rear its head back. Don't worry, it can't poison you this time. When the fight is over, you'll see another cutscene.



\*Cutscene\*

The snake dies and knocks a bunch of books off of the shelves.

Go pick up the book that the snake knocked off of the shelves that is sparkling. Check the side of its pages to open it and find the Wolf Medal. Now we have just one more thing to do before we leave the mansion again. Go to the Dining Room. The statue on the top floor will have crashed on the floor, so take the blue gem in the rubble. Go to the Medical Room save room and take the yellow gem out of the item box. Deposit the Wolf Medal. Go to the West Stairs, and go down the lower hallway to the last door. Avoid the Hunters that burst through the windows. Go through the door to the dark hallway. There's probably a zombie or two here, so kill them. This place leads to the room where you killed the plant. Don't go that way though. Go the other way, and go into the little opening in the wall. Get the dagger off the table and go in the door right next to you. You should be in a little room with a statue of a tiger's head. Put the Yellow gem in the tiger's eye. The statue will turn around and give you the MO disk. Take it, then put the blue one in the other eye. The statue will give you some shotgun ammo. Go back to the Medical Room and deposit the MO disk. Take out the Battery and the Crank and head for the door you used to get to the Courtyard. We're leaving the Mansion again, and we're heading for the underground Caverns connected to the Courtyard. I don't like the Caverns much, but it doesn't take very long.

---

#### Part 4: The Caverns

---

Go outside, through the Shed, out to the Pool, and down the elevator to the little courtyard area. Go past the dogs, if they're still there, and go to the elevator past the steps. Put the battery in the hole next to the elevator and use it to go up. You'll be in the area in front of the Pool. Go to the Pool again and use the crank to fill the pool. Use the elevator you just got to work to go back down. There is now a cave where that waterfall used to be. If you don't see it, it is between the Pool's elevator and the gate to the Residence. Go in it and climb down the ladder to reach the Caverns.

Go down the hall to find an item box and a typewriter. I suggest you save. Take only your guns and ammo. Go back out to where the ladder is and go through the door next to it. You should be in a tunnel. There is a fork that divides the tunnel. Go to the end that has the giant boulder. There should be some acid grenade rounds on the ground, so take them. Go to the other end and go through the door. You should be in a room with a big hole in the middle. Take the herb and the handgun ammo laying near the hole in the ground. Go around the pit and into the little tunnel nearby. There should be some more ammo on the ground, so take it. Go through the door nearby. Follow this tunnel until you see a cutscene.

\*Cutscene\*

You will hear a voice. Jill runs around the corner to see Enrico. Enrico tells her that someone on the S.T.A.R.S. is a traitor, but suddenly, someone shoots him. They leave before Jill can see who it is, and Enrico dies.

Check Enrico's body to find a hexagonal crank. On your way out of the tunnel, a hunter will come after you. It is easy to avoid, but you can kill it if you want. Go all the way back to the item box and typewriter. There will be another hunter in the forked tunnel. When you get back to box, drop off the herb. There is an easy boss fight coming up, and you can choose to either take the grenade launcher or the shotgun. You should be OK with the shotgun, but either way, take ammo with you. There is also a blue herb in the tunnel if you want it. Go past the box until you get to a part you can't cross. There should be a panel on the wall near you. Use the crank on it to flip the room

around so you can get through it to the door on the other side. Pick up the herb and go through the door. You are now in ANOTHER tunnel. Go up to the boulder at one end of this tunnel, pick up the shotgun rounds, and get ready to run. When you turn around and walk away from the boulder, it breaks loose and comes at you. Run and duck into the little alcove where the door is. The boulder will roll past you and open a big hole in the wall, and reveal a big metal door. Get ready for a fight, and go through the door.

\*Cutscene\*

A huge spider walks down the wall from the ceiling. This is the Black Tiger Spider.

It attacks by charging at you and spitting poison at you. Try hard not to let yourself be poisoned, and keep shooting it. Eventually, a couple of smaller spiders will come out, but they're not much of a problem. Just shoot the big one until it dies. When it's gone, take the knife off of the crate in the back of the room, and use it to slash away the webs covering the door.

Before you go through though, go back to the item box and drop off any herbs you have, and the knife. Just take you guns, ammo, and the crank. Go through the door in the spider room. To Jill's left is some herbs and a map. Take the map. If you want the herbs, you'll have to take them back to the item box too. Go through the door at the far end. Walk through the next tunnel until you get to another area that you can't get across. Use the crank on the panel nearby three times, and when you're finished, another boulder will break loose. Run and duck away from this one too. When it has stopped, go through to the end of the tunnel and get the first aid box. There is a first aid spray inside. There is a little alcove where you moved the floor around. Go to it and go through the door that is there. You should be in a room with a statue, an altar, a circle on the ground, and a little panel on the wall next to the door. You have to push the statue into the altar, but it's facing the wrong direction. Find a brown rectangle on the wall and push the statue against it. Use the crank on the panel to push the statue away from the wall. Then push the statue onto the little circle on the floor. It will partially rotate the statue. Push the statue off, and then back on to rotate it again. Push the statue into the hole in the altar to complete the puzzle. A little hole appears in the wall and it gives you the cylinder.

Go all the way back to the place where the item box was. Deposit the crank and any healing items you might have. Go back to that big room with the giant hole in the middle. Watch out for the hunters. On one side of the pit, there is a control station for the elevator. Go over to the pedestal and open it. Take out the shaft, combine it with the cylinder, and put it back in. Now, it should ask you to press the little buttons on the pedestal. Hit them in this order:4231. Wait for a cutscene.

\*Cutscene\*

The elevator rises up.

Walk over to it and hit the down button on the control panel.

\*Cutscene\*

Barry walks in as Jill is about to take the elevator down. They both ride it to the bottom. When they get there, they hear a sound, and Jill goes to check it out while Barry "secures the escape" (sissy).

Go through the door right in front of you. You are now in a room made of several small passages. If you go forward in here, you'll see LISA! Run away from her, back to where Barry is. When you get there...

\*Cutscene\*

...Barry takes the elevator up, leaving you down here with Lisa. That \*\*\*\*\*.

There is an item box on that little wooden walkway nearby, and a handgun clip. Drop off all but your guns. Head back to where Lisa is.

No matter which direction you go, that's where Lisa is going to be, so go left until you see her. Then, turn right and go that direction instead, until you come to an open part of the room. On your way, you should see a switch on the wall. Remember where it is, because it's important. Once in the larger, more open part of the room (where you should see several herbs laying on the ground), go up to the other small passage nearby and go through the door that you see. This next place is next to an underground river. You should see some boxes stacked together in a corner. Climb up them and take the magnum rounds, handgun clip, and the battery pack. Now go a little further until you see a single crate on the ground next to a service lift. Push the crate onto the lift and press the button to send it away. Go back to the place where Lisa is. Now, you have to go back to the elevator shaft where Barry left you. In the large part of the room, Lisa will be waiting for you. Lure her out and then run past her to get out of there. Get back to where the elevator is. Dump the magnum rounds, the handgun ammo (combine it with the ammo you already had), and the herbs if you got them. Climb down the ladder on the wooden walkway. Go over to the crate (that's the one you just sent via the lift) and push it all the way to the left and into the hole in the ground. It is actually a trash compacter. Hit the button on the wall to activate it. When the machine is finished, you will see a broken flamethrower on the ground. Jump down there and get it. Now go back to Lisa's place.

There is a locking mechanism on the door we need to go through, so we're going to have to unlock it. Start by going to the left. Turn around and go to the right when you see her, and go to the big open space, noting the location of the switch on the wall. Now, wait for Lisa to come and run past her. It's OK if you get hit, because you're going to find some herbs pretty soon. Stop at the switch on the wall, and pull it down. Go to the left when you reach that fork, and try to find the metal door, and hurry because the door will lock itself back down after a certain amount of time. It can be confusing because all of the passages look the same, but do your best. When you reach the door, put the broken flamethrower on the little bars sticking out from the wall to open the door. Go through.

Now you should be in a room with a bunch of tables in it. There's nothing here, so take the little tunnel on the other side of the room that is filled with water. There are some snakes here, but they are very easy to avoid. You will come out of the tunnel in Lisa's room. There is a jewelry box on the table next to the bed, and on the bed is a dagger. Take them, and then head up the ladder on the wall. Go right to find some herbs, then left to find another ladder. Go up it to arrive...in the Cabin. Congratulations, you're out of the Caverns and don't ever have to go back.

This time in the Cabin, Lisa won't attack you, so relax. Check the jewelry box and open it to find the stone ring and a picture with some writing on it. Go over to the item box and take out the metal object. Combine it with the stone ring to get the stone and metal object. Empty everything into the item box except your shotgun, ammo, and the stone and metal object. Also, take out the ink ribbon and save your game. When you're finished, it's time to head back to the mansion. From there, we'll move straight on to the Labs.

I assume you remember how to get back to the mansion. On your way down the path, you will probably encounter a zombie, so take him out. When you exit the Shed, take the stone and metal object off of the pedestal that you used to

unlock the Shed. Make your way to the Main Hall, and watch out for the hunter, if you didn't kill it yet. In the Main Hall, go to the big metal gate. If you haven't seen it yet, it's underneath the steps. Put the two stone and metal objects on the gate to unlock it. You will hear some noises from behind the gate. Yeah, that's Lisa again. You're probably as sick of her right now as I am. There is another item box and typewriter, so go over to the item box. Take out the eagle and wolf medals from the box. What follows is a series of underground passages. Make your way through them until you find a ladder. Go down the ladder to see a cutscene.

\*Cutscene\*

Barry is standing at a big coffin in the middle of the room. After a few seconds, Barry will pull his gun on her and she'll take it. All of a sudden, Lisa enters the room from the other side. Barry asks Jill for his gun back. Now you have to decide whether or not to let him have it back. If you say no, Barry will die, and you'll get his gun and a picture of his family. If you say yes, Barry will live, and help you with the fight. I usually give it back to him, because he'll help you with this battle and the final boss battle. You also get a better ending. Make your choice.

Note: This guide will assume you let Barry live. The rest of the game will be a little different if you let Barry die.

It's time to finally kill Lisa. Do you see those pillars in the corners of the room? You have to push those pillars into the abyss on the sides of the room. Lisa will hassle you, but, if you gave Barry his gun back, he'll distract her with .44 Magnum rounds. Be careful; Lisa can kill Barry if she gets too close to him, so try to keep her attention away from him. She can push you into the abyss, so be careful. When you've finished, watch a little cutscene.

\*Cutscene\*

The top of the coffin will slide off, revealing Lisa's mother. She'll jump into the abyss and you'll never have to see her ugly, mutated, deformed face again.

If you talk to Barry, he'll suggest that you go forward, so go. Don't worry, he's not going to pull the gun on you again. Go until you see a small elevator and take it up. You will arrive in the fountain area. Walk around the fountain until you see two indentations on opposite ends. Put the eagle and wolf medals in the indentations to drain the water. Walk down the steps that appear and into the elevator. Take it down.

-----  
You will then be asked to switch to disk 2. Do it.  
-----

-----  
Part 5: The Labs  
-----

Once you've started disk 2, you will be in the last part of the game: the Labs. The first room you come to wraps around a big piece of equipment, and has the emergency escape and a ladder. You can't open the emergency exit yet, so go down the ladder. There is a save room at the bottom. Take out your fuel canteen and your lighter. There are a few zombies in the next room we have to burn. There is a container full of gas in the next room, if you need it. Once you're there, take both of the zombies out. One of them is in the back behind the wall. When they're down, use the fuel and the lighter to burn their corpses. Go refill the canteen at the little container next to the save room door. Do you see the stairs in this room? Well, go down the stairs and through the gate. You should now be in what I call the Main Corridor Room.

Kill the zombie in the room downstairs, then turn the corner and kill the other one. Burn 'em both, and go down the small corridor to a double door. If you went to the right room, you'll see some blood on the ground and some computers. Go over to the computer and turn it on (you can also pick up the file next to the computer).

A login box will appear on the screen. Type in JOHN for the Login part, and ADA for the Password. If you have ever played RE2, you should know these names already. You will gain access to the system. Choose B-2F. It will ask for another password, so type in CELL. This unlocks B-2F. Go back and select B-3F. You don't need a password for it. When you're finished, look in the little storage room next to you. There is a battery pack on the shelf, so take it. Don't worry about the corpses; they won't bother you. Go back out and go to the save room. When you're there, dump everything in the box. You won't need your guns for the next room.

There is a little space in the room with the stairwell, where that one zombie came from. There is a table with another MO disk on it, so take it. Go through the door right next to you. This is the Projector and Monitor Room. As you may have guessed, it has a projector and some monitors. There is plenty of crap to grab in here. Take the MO disk off of the shelf next to the door, and the first aid spray from the table. You can look at the neat little slide show on the projector if you want. The last slide gives you the answer to a puzzle, but since there is a part missing, and since I'm going to tell you the answer, it doesn't matter. If you want to do it on your own, skim ahead to where I explain where the slide filter is. On the shelves in the back of the room, there is a file and some shotgun ammo. Look for a little panel on the wall. This is where you need the passcode from the slide show. The code is 8462. This opens the part of the room where the video monitors are. Take the Laboratory Key in there. If you got Kenneth's tape at the beginning of the game, you can watch it in here.

\*Cutscene\* (if you watch the tape)

The tape shows Kenneth being attacked, killed and eaten. Eeeewwww. Sick. You'd think that a trained combat specialist would be able to handle the zombie with a shotgun from ten feet away, but I guess not. Also, I wonder what happened to that shotgun when he died...

Go back to the save room. Take the handgun, some ammo, the Laboratory Key, and the MO disks (including the one you got in the mansion). Go downstairs again. Go through the door right next to the gate you just passed through. Now you are in what I will from now on refer to as the Locking Mechanism Passage. There are three doors here, and a first aid box if you want it. The first goes to a room with some X-rays and a file. You don't need to go in there. We're going through the second door. The third door is going to take a while to open. In the room I told you to go in, kill the zombie. Take the flame rounds on the water fountain. Find the transmitter on the desk in the back of the room. It looks like a Gamecube. Use the MO disk on it. This opens one of the locks to that door in the last passage. Take the slide filter or the ink ribbon near the door if you want either of them, but you shouldn't need them. Go out to the Main Corridor room.

Go up the corridor (going down the part facing the big gate) until you see two doors close together. Open them both with the Laboratory Key, then discard it. Go through the first door you came to, the double doors, to arrive in a small storage room. Push the shelf in front of you back as far as they will go. Take the shotgun ammo off of one of the shelves, then climb up on the thing next to you. Do you see the hole in the top of the wall? Well, climb through it to get to another room. As soon as you get in the next room, climb through another hole in the wall next to the one you just crawled through. There's no

sense staying, because there's nothing there except Chimeras. Chimeras are something you haven't encountered yet. They are giant grasshoppers. They are as deadly as Cerberus', but they have a strangling attack and aren't as fast. When you've gotten into the next room, drop down and find another transmitting device. Use an MO disk on it to open the second lock. Pick up the battery pack before leaving. Go back to the Main Corridor. Go through the other door you unlocked with the Laboratory Key. In the next room, go straight forward until you reach a door. It might be hard to see; I didn't find it until the 5th time I played the game, and I started beating my head against the wall when I finally discovered it. It leads to the Lounge Save Room. In this room, dump the flame rounds, shotgun rounds, any healing items you may have. Take the grenade rounds, the shotgun rounds, and the first aid spray and put them in the box. I suggest you take that ink ribbon and save.

\*Note\* There isn't much game left, and you probably have plenty of shotgun and grenade launcher ammo left. From now on, you should only take them; you don't have to bother with the handgun.

Organize your inventory so that you have a powerful gun with you and some ammo, and the last MO disk. Go out into the tunnel. There is the door in front of you that you came through already, an elevator to Jill's right, and some stairs to Jill's left. Go down the steps and through the door. In the next room, you will see a bunch of shelves lined up into rows. Go all the way to Jill's right and go down the aisle. Blow away the chimera you see. Be careful; it may try to attack from the ceiling. Go down to the end of the aisle and check the big machine that you see there. Take the empty fuel capsule and exit this room.

That capsule holds nitro-when we get it filled, you'll have to be careful to walk slowly, so that it doesn't blow up. Do you remember where we used the first MO disk? It's past the Locking Mechanism Corridor. When you get there, hopefully the zombie hasn't gotten back up. If he has, KILL HIM IMMEDIATELY. For this next part, you have to be able to walk all the way back to where you got the fuel supply capsule without encountering any enemies. Search the room until you find a big, circular window thingie on the wall. That's where the nitro is stored. Open it and fill the capsule. Now WALK, DON'T RUN, back to where you got the capsule. Put it in the machine to supply power to the elevator. Now there are only two more things to do before the confrontation with the final boss. Let's go use that last MO disk, OK? Go to the other end of the room to find a door. Ignore the chimeras and go through. When on the other side, handle the chimeras however you want, but go straight forward to find a table and another transmitting device. Use the last MO disk. Take the other path in this room to find another door. Go through and you'll arrive in the Elevator Control Room. Go down the path to Jill's right until you find a control panel. Use it to activate the elevator. Go all the way back to the passage with elevator, the one that leads to the Lounge Save Room. Go into the Lounge Save Room and make sure you have these things, and nothing else: Magnum, Magnum ammo, 2 healing items. If you don't have at least 12 magnum rounds, you may want to take the grenade launcher. SAVE.

There are two things you can do next; you can go and see an unnecessary cutscene with Chris, or you can go on to the final boss. If you want to see the cutscene, go to the Locking Mechanism Corridor. Go to the end where the machine with the three green lights is. Pull down all of the levers on the machine to unlock the door at the end. Behind that door is a set of stairs and a prison cell, where you'll find...Chris!

\*Cutscene\*

Chris is locked in the cell, and Jill can't open the door. She says she'll be back later to get him out.

Whether you went to see Chris or not, go to the corridor with the elevator. Go up to the elevator and start it up to see a cutscene.

\*Cutscene\*

Barry catches up to you and the two of you get in the elevator. It takes you down.

At the bottom, ignore the two boxes of shotgun ammo (you don't need it now) and just head for the door at the end of this corridor. Go through it to see another cutscene

\*Cutscene\*

Heeeyyy, that's Wesker! Yeah, in case you didn't already know, he's the bad guy. Suddenly, Barry pulls his gun on you again. Crap. Wesker pulls out his gun too, and tells Barry to wait for him upstairs. Barry leaves. Wesker talks to Jill about what he's doing and how he threatened Barry's family to get him to help him. Then, he shows Jill something in a containment unit. Holy crap, that thing looks mean. Wesker is about to shoot Jill, but Barry jumps in and blows a few holes in him. All right! But Wesker's not dead; he hits the button to release the Tyrant in the containment unit. It pops out and knocks both him and Barry unconscious. Uh oh.

This is a pretty simple battle. Immediately run to the door, turn to face him, and shoot him with the Magnum. Five or six shots should get him before he ever reaches you. Go wake up Barry to see another cutscene.

\*Cutscene\*

Barry wakes up, and notices that Wesker is gone. The door out of here is locked, so walk to the other end of the room and find the lighted-up machine that unlocks the door. Unlock it, then exit the room

\*Cutscene\*

Jill and Barry run down the hall, and suddenly, a voice tells you that the self-destruct mechanism has been activated (don't worry, no matter how long you take, it won't go off until you're on your way out of the facility). Wesker must have done it, that \*\*\*\*\*. They go up the elevator, and when they get out, they split up. It's time to get out of here, but you have to save Chris first! If you didn't go see him in the cutscene earlier, he's being held prisoner by Wesker. You couldn't free him earlier, but now all locks have been released due to the self-destruct sequence. Awesome! Go to the Locking Mechanism Corridor, and be careful, because chimeras will attack you on the way there. If you haven't opened the lock on the door at the end of the corridor yet, go over to the machine with the green lights and pull the levers down. Go down the steps and to the prison cell door, and open the door to see a cutscene.

\*Cutscene\*

Chris is freed.

Lead Chris up the stairs and out the door.

\*Cutscene\*

Chris runs down the corridor.

Follow him out the door, then head to the save room upstairs. You're about to get to the end of the game, so save. There's still a little left to do, and you don't want to screw up at the end and have to go back. Load up with the Magnum, some ammo, and any other guns or healing items you want. Leave a few spaces open, however. Go up the ladder that leads to the entrance to the labs. Once you're up there,

Chris and Barry will be waiting at the emergency exit. It is now open, so go through. Go down the next tunnel. Pick up the first aid boxes if you want them, but leave an inventory space open. Barry and Chris will come through after you.

\*Cutscene\*

Brad tries to call you again. It's your last chance to signal him before he runs out of fuel or leaves!

Keep going until you see the little green and gray thing on the ground, then pick it up and take it to the elevator. Put it in the hole in the wall to activate the elevator.

\*Cutscene\*

The self-destruct countdown starts, and you all hear a noise. Barry and Chris go to check it out and tell you to go to the surface and contact Brad.

Get in the elevator and it will take you to the helipad. Once there, use the signal rockets on the ground to signal Brad.

\*Cutscene\*

The rockets go off, and Chris and Barry come up the elevator. It looks like you're going to escape! But you all hear a noise coming from under the ground. The Tyrant rips out of the lab, creating a big hole in the ground and a bigger problem for you. Looks like you'll have to drop the scumsucker again. He knocks Chris out, and corners Barry.

Quick, shoot the Tyrant to draw it away from Barry. Be ready to run, because it will come for you instead. Barry will fire at the Tyrant throughout the fight, which helps a little. What you need to do is repeatedly shoot it with the Magnum until he dies or you run out of ammo. If you run out, use a different weapon. If the Tyrant focuses his attention on Barry, draw him away from Barry by shooting him. When he gets mad he'll charge at you. This attack knocks you over, and it really hurts. Another thing he'll do is stick his big claw straight through you, instantly killing you. This only happens if you let him get too close to you, so don't. Keep running around shooting him until Brad circles overhead in the chopper and drops the rocket launcher down to you. Take it, wait for the Tyrant to focus on Barry, then shoot a rocket at it. If you are successful, he'll be blown up and you'll have won. If you're not successful, he will knock it away and you'll have to try again.

\*Cutscene\*

If you win, Brad will land and pick the three of you up, if all three of you are still alive. If you are all alive, the mansion will be blown up as you escape in the chopper. If you did not all make it, the ending may be different. However it ends, you beat the game, so sit back and watch the credits roll by. Good job!

Try playing Chris' game, on a harder difficulty, or in a different gameplay mode. The game has a lot of replay value, and a lot to offer for playing it several times. Have fun.

\*\*\*\*\*  
Chris' Walkthrough  
\*\*\*\*\*

-----  
Part I-The Mansion  
-----



\*Cutscene\*

The game will start off with a cutscene with Chris Redfield narrating. He will talk about the recent cannibalistic murders that have been taking place. The S.T.A.R.S. helicopter is then seen flying over the forest, looking for the other helicopter. They find Kevin's corpse in the other helicopter, and then run into a pack of big ugly zombie dogs. Joseph gets eaten, and everyone else starts running. Jill, Chris, and Wesker make it into the mansion, but Barry is missing. Then everyone hears a noise, and Wesker sends Chris to check it out. He enters the Dining Room. Now, you get control of Chris.

Walk down to the other end and go through the door next to the fireplace. You will come out into a hall that branches off to Chris' right and Chris' left. Go to the left to see a cutscene.

\*Cutscene\*

There is a zombie on the ground, eating Kenneth. Sick. He looks up at you.

Since all you have is a knife, I suggest you run back to the Main Hall. You can kill the zombie if you want to, but it will disappear in a few minutes anyway. Once you're back in the Main Hall, you'll see another cutscene.

\*Cutscene\*

Jill and Wesker are gone. There's a S.T.A.R.S. issued Beretta on the ground.

Well, you don't have a gun yet, so take the one on the floor. You'll figure out who dropped it later on. If you want to get a map of the first floor, follow the instructions in the next paragraph.

Go through the door directly across the hall from where the door to the Dining Room is. In this room, you will see a statue in the middle of the room. There is also a map on the top of the statue. Do you see the little chest blocking the doorway? Climb over to the other side and push the chest next to the statue. Climb up on it to reach the map at the top of the statue. You can go through the doorway and walk down the hallway, but you'll just find a dagger, and you'll probably have to use it on the zombie anyway. The other door is locked.

Go back to where you saw the zombie eating Kenneth in the hallway. If you want it, you can take the video that's laying next to his body. You won't get to watch it until almost the end of the game, though. Go through the door to the left of his corpse. You'll be in the Crow Hallway. Go take the handgun clip next to the birdcage. There are some crows in this room, but they won't hurt you if you leave them alone. Leave the herbs next to the stairs, and go up them. Go through the door at the top. The next room is the Mirror Hallway. I call it that because you can see around the corners using the mirrors that are there. Ignore the corpse and the door in front of you and turn the corner. Take out the zombie that's there, and run down the hall until you see another corner. You should see a flashing item sitting on top of a little statue. Take it. It's the golden arrow. Bring it up on the inventory screen and examine it. Remove the arrowhead. There should be two doors near you, and only one will open. Go through it to get to the Dining Room 2F. This room overlooks the Dining Room you were in earlier. Ignore the door next to you and head for the double doors at the end of the room, picking the dagger up off the shelf on the way. Don't worry about the zombie for now, because he's on the other side of the room. You will come out in the upper level of the Main Hall.

Do you see the landing, where all three parts of the staircase come together? There is a door there. Go through it to get to the Cemetary. There aren't any zombies in the Cemetary, at least on easy mode. Go down the stairs and find the big tombstone in the back. Put the arrowhead in the tombstone to move it

and reveal a staircase going down. Go down the stairs to the Machine Room. Find the pedestal in the back and take the Book of Curse off of it. Examine the back of the book to find the Sword Key. Go back up the steps. In the very back left corner of the cemetery, there are some shotgun rounds. I know you don't have a shotgun yet, but they will become useful soon. You probably won't be able to see them, so just keep searching the corner to the left of the stairs. Go back out to the Main Hall.

Go up the set of stairs to the second floor, and go through the door nearest to the cemetery. You'll have to use the Sword Key. You will then be in the Long Winding Corridor. I am going to refer to this place as the Long Winding Corridor from now on, so remember it. Go all the way down to the end of the corridor, and go through the last door that you see. You will find an office area. Look to the right of the door on the little tables for the dog whistle and some 9mm rounds. You will find a note attached to the dog whistle. There is a file on the desk if you want it. Go out the other door in this room, and get ready to run. In the next hall, run immediately away from the zombie next to you. Turn around when you're far enough away, and take him out. Make sure he's really down. Now, do you see those stairs? There is another zombie at the bottom. Kill him safely from the top of the stairs. By the way, I call this the East Stairs, because it is the staircase on the east side of the mansion. Go down to the bottom of the stairs and go through the closest door. You will be in the East Stairs Save Room.

This is a cool place, because it is safe, you can save your game, and you find cool stuff there more than once. There is an item box in here, which you can use to hold all of your crap. Strangely, all of the item boxes in the game are interconnected (but not on professional mode). There is an ink ribbon in the item box, so use it with the typewriter to save your game. Throw your shotgun rounds, dog whistle, and knife in the box, and take the old key next to the typewriter. Also, take the extra handgun ammo out of the box, and the clip on the crates. There is also a file on the floor if you want it. Now, take the fuel canteen on the floor and fill it with kerosene from the silver container. We need to burn those zombies outside so they don't get back up. Go out into the East Stairs and use the kerosene on the corpses, and Chris will automatically torch them with his lighter. Make sure you back up from them when they start burning. Fill the canteen again, and put it in the item box. If you want a map of the second floor, which you probably won't need, follow the instructions in the next paragraph.

Go back to the Long Winding Corridor and grab the wooden mount off of the table. Now go to the farthest room in the hallway at the top of the East Stairs. There is a fireplace in this room. Place the wooden mount above the fireplace, then use the lighter on the fireplace. A map will be burned into the mount.

Now, go back to the Dining Room 2F. Go through the Main Hall and through the double doors on the second floor. In the Dining Room 2F, go through the only door you haven't gone through. You'll need to use the Sword Key. Watch out for the zombie this time, because he might be on your side of the room. Kill him if you need to, or you can circle all the way around the room to avoid him. If you do kill him, he'll come back later as a crimson head, and he'll become a huge pain. The next room is the West Stairs. Run around the banister to get to the stairs. Be careful, there's a zombie near the top. There's another at the bottom. Don't let yourself get trapped between them. Ignore the one at the top, kill the one at the bottom, and go through the door at the bottom. This is the Medical Room, and it's another save room. Take the kerosene out of the item box. Go out to the stairs. Burn the body next to the door, and the one you just killed a minute ago. Go down to the end of the hall and use the old key on one of the doors. The other one needs the Armor Key, which we will

get soon. In the small room you just opened, take the grenade off of the shelf, take the broken shotgun out of the cabinet, fill the canteen with kerosene from the silver container, and take the ink ribbon from the table with the drawer. Go back to the Medical Room. Make sure you have the handgun, ammo, the Sword Key, and the broken shotgun, and head all the way back to the East Stairs, where the save room is.

In the East Stairs Room, go through the door at the bottom of the stairs that you haven't gone through yet. The doorknob will only work twice, and then break, so don't go through it any more than is necessary. Once in the next hallway, immediately go through the double door that you see to Chris' left, and you'll be in another hallway. Go through the door that is six feet right in front of you. It puts you in a small square room with one other door. Go through it. It leads to a small room with a table and two couches. In here, take the dagger and the ink ribbon on the table and the shotgun off of the wall. That's right! You now have a 12-gauge shotgun! Awesome! Now, make sure you put the broken shotgun on the rack where the shotgun was, or else, in the small square room, you could get killed by a giant slab of rock. Go back out to the last hallway. Go down the hallway until you see a door, and go through to find the bathroom. Drain the tub to see a cutscene.

\*Cutscene\*

A zombie gets out of the tub and falls down.

Kill the zombie before it can bite you. Go take the old key out of the tub. Get back out to the hallway. There are two more doors. One looks strange. It leads to a patio outside. Ignore it and go through the other door here to find ANOTHER hallway. This next hallway is clear at first, but dogs will eventually jump through the windows and attack. Push two of the small tables in the hallway to the side to uncover a handgun clip and a dagger. Open the door at the end with the Sword Key and go through to arrive in the Statue Room. Go out the door to get back to the Main Hall. I assume you remember where the Medical Room is, so go there. If the zombie in the Dining Room 2F is still there, you can go ahead and put him down. In the Medical Room, make sure you're shotgun is loaded (after all, I told you to pick up the shotgun rounds in the cemetery, so you should have plenty). Don't take any extra rounds, though. Take the shotgun, the handgun and its ammo, the dog whistle, the Sword Key and the old key. Go back out to the West Stairs and go through the door nearest to the Dining Room. It looks like the one leading to the Patio that I told you about earlier. Open it with the old key and go through to find a balcony.

On the balcony, there are some herbs that you can use, but that you can't take. Use them if you need them. Keep going until you reach a larger, more open part of the balcony and use the dog whistle. That whistle will call some zombie dogs, of course. What did you think it was gonna do? Kill the two dogs with your shotgun, then take the collar that one of them drops. Examine it to open it and find a coin. Check the back of the coin to change it into the shape of a key. It is the imitation of the Armor Key, and it is going to help us get the real thing. There is another door on the balcony, so head for it and go through it, discarding the whistle (if you were hurt, I suggest you use the herbs growing on the balcony). The door will take you to the second floor of the Main Hall. Head for the Dining Room 2F, and go through the door that leads to the Mirror Hallway, not the West Stairs.

In the Mirror Hallway, ignore or kill any zombies that may still be here, and make your way to the other end, where you entered the hallway the last time you came here. You should see the same corpse that was here the last time. Run past it (it will get up, but don't worry about it) and go through the door. In the next room, you should see some statues, and some stairs. Run up the stairs and find the pedestal in the middle of the hallway. The Armor Key is on that

pedestal, so pick it up. Now you'll see a short cutscene.

\*Cutscene\*

The walls close in and your escape routes are blocked. A spinning bladed statue comes at you. Uh oh...

Put down the imitation key on the pedestal to stop the trap and set the walls back in place. I assume you know how to get back out to the Main Hall so do it. From there, make your way to the Main Hall. Go up to the door nearest to the Long Winding Corridor's door, which you haven't been through yet, and use your new armor key on it. This next place is Forrest's Balcony. I call it that because it's the balcony where Forrest's corpse is. There is a handgun clip on the fountain out here, and there is a dagger on the bench. There are two green herbs on the walkway past the body, but I advise against going to get them. After all, Forrest wouldn't be the first dead guy to get back up around here. Of course, if you're playing on the One Dangerous Zombie Mode, his body will be walking around somewhere instead of sitting there. Check his body (if it's there) to get a small, sad cutscene with Chris and the corpse. Leave with your findings and go back to the East Stairs Save Room. When you get there, you'll find a surprise waiting for you. Look at all this stuff that Wesker left you! Put your shotgun in the item box, along with the shotgun rounds and first aid sprays that are on the floor.

Save if you want to, take only your handgun, ammo, sword key, and armor key, and leave the room. Go up the stairs and into the Long Winding Corridor, and open the double doors with your armor key. Go in to find a bunch of suits of armor, and a puzzle.

Now, the trick to this puzzle is that you have to push all of the suits of armor back to the wall, then hit the switch on the table in the middle of the room. If you don't do this in the right order, some of them will pop back out. Just push back the upper right one, the lower left one, then the lower right one. Make sure you push them all the way back. That should do it. Go push the button on the table in the middle of the room. Grab the box from the opening that appears in the wall. Examine the box. To open it press the button on the front and the one on the back. Inside, you will find a death mask. Go back to the Save Room and drop the mask in the box. Go back out into the Corridor and open the door closest to the main hall with your armor key. I call the next room Richard's Hallway because it's the hallway where you find Richard. Go forward to see a cutscene.

\*Cutscene\*

Rebecca and Richard are holding out in this hallway. Richard's been bitten by a poisonous snake, and he and Rebecca left the serum in the Medical Room.

You've got to go and get the serum in the Medical Room for them, or Richard will die. There is a time limit, so hurry. On your way down the West Stairs, a zombie will burst through the balcony door at you, so watch out. You'll probably need to kill it on your way back to Richard. If you make it back in time, you'll see another cutscene. If you don't, restart from your last save or you will never get the assault shotgun.

\*Cutscene\*

Rebecca gives Richard the injection, but he's too weak to move. Before he passes out, he gives you his radio. You will be receiving calls on it off and on throughout the rest of the game. Chris and Rebecca decide to move him to another room. They pick the Medical Room, and that's where you'll get control of Chris again.

There are a few different ways to get to the Dining Room on the first floor

from here. Pick your favorite. Once there, go into the hallway next to the fireplace where you found your first zombie. Turn to the right. There should be a zombie there. Blow it away from a distance, then run all the way down the hall, past the two doors, and down the steps. Use your sword key to unlock the door, but you don't have to go through. If you do go through to the Kitchen, you can get an unnecessary old key, but you'll have to fight a couple of zombies. You will also add a crimson head to the room for when you come later. I usually ignore the Kitchen for now, but the choice is entirely up to you. You can now discard the sword key, so do that. Go back up the stairs, and go to the first door you see. Use the armor key to go through to find the Piano Room. In here, there is a piano, as you might expect. There is a small area behind the piano. Move the shelf out of the way to uncover a musical score. That's only half of it, so we'll have to find the rest.

To find the other half of the music, we have to go through the Main Hall and up to Richard's Hallway. There is now a zombie waiting for you there. Shoot it before it can get close to you, and then go through the door at the end of the hall.

Note: If you want to avoid these zombies as crimson heads, do the next few parts of this guide quickly, so they don't have time to change.

In the next hallway, there is another zombie around the corner. Take him out, then head for the door down the hall, not the one at the top of the stairs. Before you go into the room, though, find the grenade hidden in one of the corners. This next room is dark. Go over to the other side of the table in the middle, and use Chris' lighter to light the candle on the table. There, now that helps. Check the cupboard for a box of shotgun shells. Now, do you see the big wardrobe by the wall? Get on the left side of that and push it to the right. There is a little hidden room with a zombie inside. Draw him out of there and kill him (or avoid him if you think you can) and then go back to the small space to find the other part of that musical score. Now that you have both parts, combine them. Now head all the way back to the piano room. On the item screen, choose to use the musical score when standing next to the piano to start playing.

\*Cutscene\*

Chris isn't a very good pianist. His mediocre playing cues Rebecca to walk in, and she somehow recognizes the tune as Beethoven's Moonlight Sonata. She takes a crack at it, but screws up the end. She asks Chris to let her practice a little. Choose to let her practice. Leave the room for now. We'll go back and check on her in a little while.

If you chose to get the old key from the kitchen, you don't have to do this next part. You can if you want to, and it's a great way to kill the time while Rebecca is practicing the piano.

Make your way to the West Stairs. Go down the stairs and go down the hall to the door at the end. Open it with the armor key. Grab the grenade on the table in front of you and turn right. Walk down this section of the hall. There will be a door to the right, a door straight ahead, and a doorway to the left. Go down the little offshoot to the left and grab the dagger on the table. Run back out and take the door that was on your right. It opens into a bedroom. There's a handgun clip on the bed, and a journal on the desk. Grab 'em. Uh oh. Did you hear something? There's something in the closet! Well, go over and open it.

\*Cutscene\*

A zombie comes out at you, just as another one busts through the door. OH. CRAP.

Kill them both, quickly! Maybe if you're lucky, you'll get a headshot like I did. After that's over with, take the old key from the closet. See, there WAS a point to all of this. Go back out to the hall. Go down to that door straight ahead and unlock it. Go through, because it'll take you right back to the hallway that leads to the piano room. It is entirely possible that the zombie from earlier will now be a crimson head. Try to avoid him for now.

Go to the Dining Room, whether you did the last paragraph or not. In the Dining Room, go up to the fireplace and grab the emblem off of the mantle. Go back to the hallway and get past the crimson somehow to reach the piano room again.

\*Cutscene\*

Chris walks in. Rebecca tells him that she's got the song down now. She plays it flawlessly, and that causes a passage to open.

Go into the little passage and get the file on the ground. Then take the gold emblem off of the statue. This causes a wall to slide down and block you into the room. Put the regular emblem where you found the gold one to open the door. Now that you have the gold one, take it to the Dining Room and put it where you found the wooden one. A little door in the grandfather clock in this room opens.

Go over to the clock. There is a puzzle in it. Just turn the large hand right twice to solve it. The clock will move sideways, revealing a little key. Take it. It's the shield key, and all of the work you put into getting it will only open one door for you. Yippee.

You now have access to all three of the other death masks. I will take you through them in my favorite order. Go all the way back to Richard's Hallway. Go through to the second hallway, dodging the crimson if it's there, and go up the steps to that door, dodging another crimson if it's there. Open the door with the shield key, and then you can discard it. Once you go through, take the shotgun shells off of the shelf next to the door. Then try to run over to the other side of the room. You will see...

\*Cutscene\*

...a giant snake! His name is Yawn. He's pretty mean-looking.

Try to weave around him and get to the death mask at the end of the room. Once you've gotten it, book it out of there before the thing can bite you. If you do get bitten, when you leave the room, the following will happen (ignore this if you didn't take a bite).

If you got bitten...

\*Cutscene\*

Chris stumbles out of the room, delirious from the venom. Rebecca shows up and realizes that she will need to find the serum or Chris will die.

You're now in control of Rebecca. She has a gun, a little ammo, and a first aid spray. Go down to the Medical Room and bring back some serum just like you did for Richard. Once that's over with...

\*Cutscene\*

Rebecca gives Chris a shot of the serum, and tells him to be careful. He gets up.

Well, time to go. Go back out to the Long Winding Corridor. Go to the East

Stairs Save Room. Drop off everything but your handgun, armor key, small key, and your ammo. Head back to the Main Hall.

Go across the Main Hall to the Statue Room (downstairs, across from the Dining Room). Go through the door to the Cerberus' Hallway. Run down the hall, dodging the dogs if you need to, and go through the door at the end. Once in the next hallway, go through the weird looking door right next to you that I told you earlier led to the Patio. Go through it with the old key. Out on the Patio, grab the chemical and the herbs, if you want them, and go back inside. If you do take any herbs, you'll have to drop them off in an item box somewhere. Don't take too long, or a zombie dog might come after you. Next, go all the way back to the West Stairs. Go down those stairs, and go through the door you opened earlier with the armor key (if you have anything besides the handgun, ammo, and the chemical, dump it in the item box). Go straight down this hall. Take note of the windows to the side of this hall. Take a turn and go through the door here. You'll be in the Plant Room. The death mask is on the other side of this room, but that stupid plant will attack if you try to pass it. So, let's use the plant killing chemicals that we picked up to kill it. Dump the chemical in the pump next to the door and choose to use the pump. When it gives you the choice of green or red, choose red to kill the plant. Now you can take the death mask on the wall, as well as all of the green herbs on the stand. Now you need to head ALL the way back to the East Stairs Save Room. When you finally get there, dump your herbs in the box.

Take only your handgun and armor key with you. Head out to and up the stairs. Open the door at the top with your key and go through. In this next room, there are a green herb and a red herb. Take and mix them, then go through the door to the right. In here, you'll find a medical kit and an old key. There is also another green herb hidden behind the bed. Go back out to the last room and choose the other door. Use the old key to go through the door. There are three plaques hanging in here. Go to the one by the fish tank to get the lure, and grab the file too. The one by the door has the bee specimen. The one on the other side of the fish tank has the lure of a bee. Once you have them, combine the lure with the lure of a bee. Put it on the plaque next to the door. Put the bee specimen where you found the lure of a bee. You'll be asked to press a button. Press it, grab the Wind Crest from the hole that opens, and run away from the bee to the previous room. Go to the Save Room.

Trade in your handgun and handgun ammo for your shotgun. Also, take the three death masks and the armor key with you. Take your only remaining old key with you if you got all of them earlier. If you do take the old key, don't take any ammo. Go through the other door at the bottom of the steps, the one that I told you would fall apart after you used it two times. The doorknob will be busted until Wesker fixes it later. Instead of going through the double doors like last time, go the other way and go through the first door you see. Open it with the armor key, then discard it. Go through. This is the Stained Glass Room. There are crows perched on the walls, but if you leave them alone and solve the puzzle correctly, they won't attack. Now, each pane of glass has a switch on either side of it. You have to turn the first one orange, the second one purple, and the last one green. I will refer to the switches in the order you come across them. Push the first one, leave two and three, and round the corner. Push the fourth one and the fifth one, but leave six. The panes should be orange, purple and green. Now hit the hidden switch in the painting at the end of the room. The wall lifts up, exposing a hidden area. Grab the death mask off of the floor. You are now in the graveyard again, and you need to go back under the grave you opened earlier, but you need an old key to get through the gate. If you have the old key, go through. If not, get to the graveyard through the Main Hall again. It won't take too long.

There are a few ways to get back to the Main Hall and the cemetery. The door

with the broken handle can still be opened from the other side, and you can go via the double doors in the hallway outside of the Stained Glass Room (though if you go that way, be ready for zombies to come through some of the windows in the next room). However you choose to get to the cemetery, just get there. Now go down the stairs that you opened under the big tombstone at the beginning of the game, that lead to the Machine Room. When you get there, look around for some busts on the wall. Figure out which masks go on which busts, and set them down there. When they go on, you will see chains coming loose on the coffin on the ceiling. When they are all in place...

\*Cutscene\*

The coffin falls from the ceiling. Go and look in it and the gate will shut. Chris runs over to it and a very angry Crimson Head climbs out of the coffin.

This is a boss fight, but it's not very difficult. Start pumping shotgun shells into his zombie carcass. If he gets close to you, run to the other end of the room, spin around and shoot him some more. There are shotgun shells next to the coffin in case you run out. Another strategy is to use a defensive grenade when he grabs you, then you can kill him in one shot. He will fall down eventually, but he's not really finished until the music stops playing. Push the button in the coffin to make the gate rise back up, grab the stone and metal object out of the coffin, and the shells if you didn't get them during the fight.

Now you're going to leave the mansion to explore a new area: the Courtyard and the Residence.

---

## Part II-The Courtyard and the Residence

---

Before you go out into the courtyard, you will need to have the stone and metal object from the coffin, and the wind crest. Grab it from an item box. Take your handgun and ammo too, and nothing else. You don't need the wind crest to win the game, you just need it to get the .357 Magnum in the graveyard. Believe me, you want this gun. The way to the courtyard is in the hallway that led to the Stained Glass Room. It is the gate around the corner. If you haven't taken out the zombie there yet, it will still be there waiting for you. Go through the gate.

On the other side of the gate, you will find a small patio. Run down the path as fast as you can to avoid the cerberus that will jump out at you. When you get to the door, look for a pedestal. Put your new stone and metal object on the pedestal to open the door in front of you. Go through. The place that this door leads to is a shed, which is between the mansion, the lower courtyard, and the upper courtyard. In here, look around for the shotgun shells, the grenade, and the first aid spray that are here. Then, take the stairs down to the lower door. It will lead outside again, to the lower part of the courtyard. Walk down the path until you see a red weathervane. Check it out and stop it when it gets to west. You will see a short cutscene of a statue spinning around. Continue down the path to see a cutscene.

\*Cutscene\*

Wesker calls you on the radio, but there is too much static to really tell what he is saying. All you will be able to make out is "...monster in chains..." and "...stay away from the woods outside of the mansion...".

So of course, the woods outside of the mansion is exactly where we are going. Keep going down the path until you spot a blue one, and stop it on north. You will see a second statue spin around and you should hear the click of the next



gate unlocking. Go through the gate.

The gate leads to another graveyard. Run down the path, and take a right where it forks. You should see two large gravestones at the dead end. Place your wind crest on the one on the right side, and it will spit up three more crests. Take them out. Around this time, the crows in the graveyard will probably start to attack. They won't cause much damage, and it's a waste of ammo to shoot them, so just try to do this quickly. Check the back of all three crests to make indentations pop out of them. Then, put them on the gravestone to the left. This will make Chris' best weapon in the game, a .357 Magnum Revolver, appear. Take it and rejoice, but don't use it until I tell you to.

Now, get out of there and head for the gate opposite the one you entered this place with. When you go through the gate, Chris pauses just long enough to hear a blood-curdling wail and the rattle of chains. Didn't Wesker say on the radio that there was some kind of monster with chains in the grounds outside the mansion? That monster's name is Lisa, and you will meet her in a few minutes. You will learn to hate her.

There is one long dirt path leading up the hill in front of you. At the top is a small log cabin. Grab the herbs outside, if you can, and go inside. Work your way around to the back of the Cabin (picking up the map of the courtyard by the steps), look for an item box. Dump all of your stuff in here except for your handgun and ammo. Take your shotgun and load it up, but don't take any extra ammo. Then, walk just past the box to find a crank on the floor. Take it.

On the table you passed next to the item box, there is a typewriter and a file. I suggest you use one of your ink ribbons to save right now. On your way to the typewriter, you will hear the door to the Cabin open. Oh, craaaaaaap. Lisa is here. Put your ink ribbon in the box, then step out of the room to meet her.

\*Cutscene\*

Chris gets whacked over the head with something heavy. He's out cold. When he comes to, the hideous monstrosity that is Lisa introduces itself to him. I don't know why she waits until you wake up to try and kill you, but be thankful for it.

She comes at you slowly, but there's not much room to dodge her in this place. She is right in your way of getting out of the Cabin. Don't try to shoot her, because she's invincible for now. Just try to run past her. You may take a hit, but don't stop to worry about it: a couple more hits and you're dead. If you were hurt and there is still a green herb left outside the Cabin's door, use it. I don't think Lisa ever follows you out of the Cabin, but I always go full speed anyway. I hate her. There is a zombie on the hill, so watch out for him on the way down. Go all the way back through the cemetery and up the slope, past the weathervanes to the Shed. Once in the Shed, take the other door that you haven't been through yet.

On the other side, get your shotgun out and walk forward to see a cutscene.

\*Cutscene\*

Brad, your chopper pilot, calls you on the radio. Remember him? He's the one that left you in the forest at the beginning of the game with those dogs. Chris can hear him, but the radio won't let him respond.

There are a few dogs here, which is why I told you to bring the shotgun. Blast 'em all. If you run out of rounds in the shotgun, which you shouldn't, the handgun will pick off whoever is left. Ignore the offshoot to the left, and go

for the gates straight ahead and up the steps.

The next area is a pool. It would seem that Chris would be able to just swim across, but I guess he doesn't want to get wet. That's why you went to the Cabin to get the crank. Take the only path available to you, around the pool to the right. You should see some kind of metal thing sticking out of the ground. Stick the crank in that thing to drain the pool. Now, head down the ladder that appears, walk across the drained pool, and go up the ladder on the other side. Take the walkway all the way to the elevator at the end. Now take it down below the pool.

There are some crows down here, but you can avoid them. You are on the right hand side of the waterfall in the middle of this area. Be sure to note the waterfall: it will become important later. Run to the left side immediately and go through the gate. On the other side, take the red herb right in front of you, and go the only direction you can go. Don't worry about the snakes that appear, you can outrun them. There is a door at the end of this place, so go on through.

You are now in the Residence. There are three blue herbs right in front of you. There is a save room right around the corner too, so you can take these herbs and dump them in the item box if you want to. The first door on your right in the hallway takes you to the save room. There is a first aid spray, an ink ribbon, a grenade, and another silver container of kerosene in this save room. You haven't really done much since I told you to save in the Cabin, but I like to save my game when I get here anyway. Take your handgun and nothing else. Go out to the hall. Go through the door at the end of the hall. It leads to the Billiard Room. There are giant spiders in here, but instead of shooting them, just try to avoid them. Take the herb just to Chris' left when you enter. Find the stairs that lead down to the bar-like like area of the room, and grab the Red Book, shotgun shells, and first aid box down there. You don't need to go up the stairs to the pool table. There is a clue to a puzzle there, but you don't need it. On your way out, grab the other herb on the other side of the door. Go back to the Save Room. Drop off the Red Book, shells, herbs, and first aid box.

Take some ammo with you. Go out to the hall. Now do you see that offshoot in the hallway, and the crate next to it? Push that crate over there, and use it to cover the hole in the floor (there are two of them: cover the one on the left). Now climb over the crate to the door on the other side. If you don't cover the hole in the floor, you will be attacked by Plant 42's tentacles. Plant 42 is a boss that you will have to fight later. Go through the door.

There are two doors in the next hallway. The first leads to the Gallery, and it's locked. Go past the second one, marked 002, and pick up the map on the wall. DO NOT look through the hole in the wall after you take the map. Go through door 002. Once inside, go through the door on Chris' left to a bathroom. Run over to the shelf, take the key, and leave. Try to do this quickly. In Room 002, plug the zombie until it drops. Hopefully, you'll get a head shot because you will have to come back here a few times and you don't want to have to deal with this zombie again as a crimson. If you really want to avoid that, then do the next part quickly.

Go back to the hallway with the Save Room and the Billiards Room. When you get to the holes in the floor, push the crate forward so that it's lined up with the other hole (on the right), then climb past it. There is still one more door here, and it goes to Room 001. If you check the key you just got, you'll realize that it says "001" on it. That being the case, it opens the door marked 001. Cool, huh? Go on in and discard the key. Inside, there is a dead guy hanging by a rope. Don't worry, he'll stay dead. He left his suicide

note, along with two handgun clips and the small self-defense gun in this room before he died, so take them all. The self-defense gun only has one round, and you can't find more ammo for it, but it's still a cool little gun. Use it whenever you feel like it. There is a bathroom to this room, just like in 002, so go in it. There is a zombie on the floor, but it looks dead. Drain the tub full of dirty, \*\*\*\*\* water, and take the Control Room Key out of it. When you leave, the zombie will get up, but you can get out before he can get to you.

Go to the Save Room. Unload the self-defense gun into the item box. Now, it's up to you whether or not you want to take the canteen to deal with that zombie or not. If you do, you'll have to bring it back, due to a shortage of inventory space. If you don't, and you didn't blow its head or leg off earlier, it will be a crimson later. It's up to you. Go back to 002 (pushing the crate back to the first spot I told you about). Take the file about Plant 42 off the table in Room 002, and go over to the dressers in the back. Push the one on the left back, and push the one on the right to the right to uncover a ladder going down. It leads to the Aqua Ring, a big tank of water with sharks, and a research station nearby. Go on down.

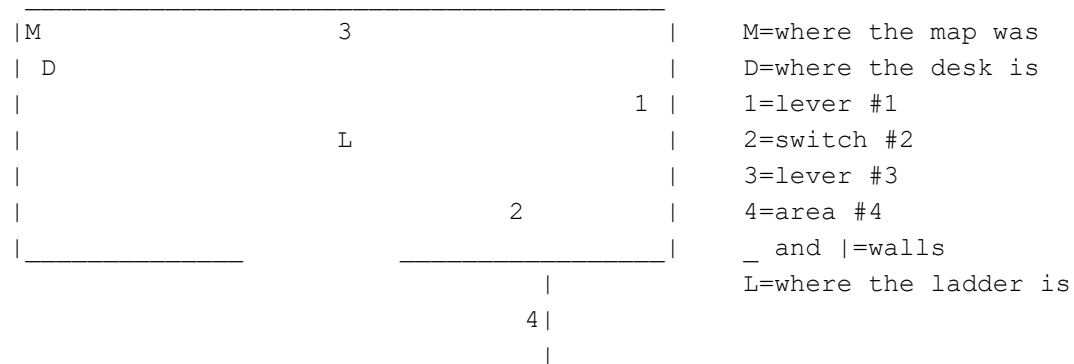
There is only one way to go down here, so move. Once you pass a locked door, there are three crates on the floor in front of you. Push them forward into the water in front of you in a straight line, so that you form a bridge across the water. Just like at the Pool earlier, Chris isn't willing to swim across to get to where he needs to go. Keep going and you'll see an herb and a door. You might need the herb in a minute, and you might not, but you really don't have enough space for all of the stuff you have to carry so leave it.

On the other side of the door is the Aqua Ring, and one of the researchers blew a hole in the tank, flooding the walkway. This means that the SHARKS are at the same level as you are. Sounds like fun, doesn't it? As soon as you're through the door, you will see a cutscene.

\*Cutscene\* (If you saved Richard earlier)

Richard is here! How did he get here though? We never find out. We then see a BIG shark swimming under the both of them, and when it goes for Chris, Richard jumps out and...OUCH. Oh, that's not pretty. Well, Richard is dead now.

RUN!! Run all the way down the walkway as fast as you can, and use the Control Room key on the door at the end. Discard it. If you were bitten, that sucks. Get over it. Go down the ladder to the Control Room. Cool, isn't it? We have to find a way to drain this Aqua Ring. Here's map to help you out.



Take the map behind the desk, then go and try to pull lever #1.

\*Cutscene\*

OH. CRAP. The big shark rams the glass of the Control Room, and causes a pressure leak in the room. An alarm goes off, and a reading tells you that you are at Critical 10%. When that reads 100%, you are totally screwed.

Quickly, hit switch 2 release the lock, then go pull lever 3. This should release the safety, but it doesn't. First, you have to go to area 4. There are three little buttons in area 4. Hit them until something happens. Go hit switch 2 and pull lever three again to close all of the shutters. The alarm is still going off, but the pressure warning is gone and you are safe. Pull lever 1 again to drain the water and shut off that stupid alarm. There is a first aid box on the ground, but you'd better leave it. Go through the door across from area 4.

This place is soaked, which is to be expected. There is a big pile of stuff in one corner, with some shotgun shells nestled in. Take them. I know that wet rounds really aren't supposed to fire well, or at all, but this is a video game. Ignore the gate and go through the double doors. This next room is actually the bottom of the Aqua Ring. Neat. Go a little further and you'll see a shark laying on the ground. When it starts thrashing, put it out of its misery with a single 9mm round. You might notice that, sitting, right next to the shark, there is an assault shotgun. Awesome! Richard must have dropped it when he got mauled by that shark earlier. That is, if you saved him at the beginning of the game. See, that's why you need to save him at the beginning of the game: it's the only way to get his gun. Take the gun and keep walking. Holy \*\*\*\*! There's the giant shark that ate Richard! Its name is Neptune, and it looks dead. But come on, how often do dead things stay dead in this game?

Climb up on the little platform next to the big fish, and try to take the key on it.

\*Cutscene\*

Man, that thing isn't dead yet! Yeah, like you didn't know. It knocks the key you need in the water.

There are two ways to kill it. You can shoot it until it dies, which is the stupid way. You can also push that little machine on the platform into the water, then turn on the console next to it. This is the smart way, because it fries the shark without wasting ammo. Don't mind the twitching, it's really dead this time. Grab the Gallery key out of the water and leave this room. Back in the last room, go through the gate I told you to ignore last time. On the other side, walk down the hall, picking up the six .357 Magnum rounds on the way. Go up the ladder at the end and unlock the door. Go through, and you'll find that it was the first door in the Aqua Ring that you passed, right next to the entrance. Go back up the ladder to Room 002.

Now, if you chose to deal with the zombie before it became a crimson, you have nothing to worry about. If not, you have a situation on your hands. Sorry. Go out to the hallway, and make your way to the Save Room. Remember to move the crate back again to avoid the monster plant. Rearrange your inventory so that you have the assault shotgun, all your shotgun ammo, the Gallery key, and the Red Book. If you have any rounds left in your old shotgun, go ahead and take it so you can use them up. After that, though, never reload it. Go back to the other hallway, pushing the crate back again, and use the Gallery key on the locked door. Discard it and go through.

The Gallery is strange looking, and you may notice bees flying around. Run down to the end of the room, take a left, and find the corpse on the floor. It is holding some insecticide spray. Hey, that's just what you need to take care of those bees. Take it and thank the corpse for letting you use it. Head back out to the last hallway and use the insecticide on the hole in the wall where I told you to grab the map of the Residence.

\*Cutscene\*

There, all the bees are dead.

Go back to the Gallery and take the handgun ammo off the table. Go back past the corpse and take the key from where the bees used to be. Ignore the red herb. Take the key and use it on the door in this room marked 003. Go in. Pass the bathroom and take the white book off of the shelf in the back of the room. It tells you some useless information. Replace it with the Red Book. Now, rearrange the books so that they make a picture of a naked lady in their bindings. I'm sure you can handle it without any instruction from me. This reveals a door. Don't go through yet. Now go to the bathroom. The one in Room 003, not your actual bathroom. Drain the water in the tub (again) to find a dagger. Don't worry, no surprises in here. Just a bathroom. Back to Room 003. There is a typewriter and an ink ribbon here, if you want to use them. I recomend you do. You are about to fight Plant 42. Just make sure you have one more space left open in your inventory. Go through the door now.

\*Cutscene\*

There's Plant 42. Big, isn't it? It grabs Chris, but lets him go. He stares incredulously up at it.

Run up the steps. You have a better shot at the plant from up there. Watch out for tentacles swinging around, and stay away from the ones spewing acid. Wait for the plant to raise its shell off of its inner body before you shoot, or your shots won't count for anything. Use shots left in your old shotgun, if you have any, then switch to the assault shotgun. Pelt the inner body over and over again, and keep moving to avoid being hit. Eventually, you'll kill the stupid thing.

-----  
IN THE EVENT THAT IT CAPTURES YOU

This has never happened to me before, even though I've tried to make it happen. I hear that the plant can capture Chris and not let him go. In this case, Rebecca will come in and see Chris, and that's when you'll take control of her. Your only option is to mix V-JOLT to kill Plant 42 like in Jill's mode.

Run out to the Gallery and enter the Chemical Room, the only door in here I haven't had you go through. Since I can't ever get the plant to capture me, I don't know if you need a combination to get through the door. If you do, try 653. If this doesn't work for you, or you want to figure it out yourself or something, go all the way back to the first hallway and go into the Billiards/Bar Room. Watch out for spiders. The pool balls on the pool table in the upstairs of the room all have colors that correspond to the colors on the keypad. Write down the number and color of each ball, and then use that information on the keypad in the Gallery. Pick up three of the empty bottles inside the Chemical Room. Follow these instructions to make V-JOLT, which are also on the bookshelves:

First take some UMB 3 (the red stuff on the table), and some water from the tap. Mix them to get UMB 4. Take some Yellow 6 (the yellow stuff on the shelf), and mix it in to get UMB 10. Take some more Yellow 6 and some water and mix them together to get UMB 7. Mix the UMB 10 with the UMB 7 to get UMB 17. Add some UMB 3 to get the V-Jolt. Congratulations. Now you need to go back to the Aqua Ring. On the walkway in the Aqua Ring where you were attacked by the sharks as Chris, there is another door available to you, closer to the center of the room. Shoot the shark once to get it to shut up, then go through the door. Walk up to the tentacles in the next room and pour the V-JOLT on them to kill Plant 42. I don't know if you need to actually walk back to the plant's room or if it happens automatically, but either way, get back there and be Chris again.

-----

\*Cutscene\* (back to if you didn't get captured)  
You get to see it shrivel up and die. Cool.

Run back down the steps and grab the Helmet Key from the fireplace. This is the only reason that you came to the Residence in the first place: to get this one key that only opens a couple of doors in the Mansion. Head out of this room through the double doors to find...

\*Cutscene\*

...Rebecca! Though, I guess if you were captured by the plant, you already saw her. Chris tells her Richard is dead, and there's a very sad moment. She tells Chris that she found a pharmaceutical room (the same one where Rebecca and Jill mix the V-JOLT).

If you're hurt, head over to the pharmaceutical room, the only door in the Gallery I haven't had you go through yet, and have Rebecca heal you. If she does,...

\*Cutscene\*

...she starts crying about Richard.

Let's leave the Residence now. It is time for...

---

### Part III: Return to the Mansion

---

On your way through the next hallway, you'll see another cutscene.

\*Cutscene\*

Hey, it's Wesker! And he's shooting bees. Man, has he got it tough. He says he got separated from Jill and asks you to go check out the Mansion one more time.

Leave the way you came in, and don't worry about moving the crate: you already killed the plant. On your way out, go to the Save Room and rearrange your inventory so that you just have the assault shotgun, some ammo, and the helmet key. On the dirt/stone path outside the Residence, you will get a call from Brad.

\*Cutscene\*

Brad calls Chris on the radio again and asks for a sign from anyone still alive, but Chris still can't respond. Crap.

I assume you can find your way back to the Mansion without my help. Watch out for the dogs and the little snakes. Once inside the shed, you'll find that Wesker left you a note saying that he fixed the doorknob in the Mansion that was broken. Under his note are shotgun shells, two first aid sprays, and a defensive grenade. Wow, what a great guy.

Inside the Mansion, you'll see a brief cutscene.

\*Cutscene\*

From the perspective of what you'll later find to be a hunter, you will see it moving along the path you just took to get back to the Mansion.

Keep going through the door that used to be broken, that Wesker fixed. Hurry, or the hunter will catch up to you. Don't worry, nothing can ever follow you through a door during regular gameplay. However, there is a hunter already in

the East Stairs. Kill it and go in the Save Room. Switch the Shotgun and its ammo out for the handgun and its ammo.

Now, the thing about the return to the Mansion is that it is really just a roundup of items that you are going to need to access other areas outside of it. Here is a short shopping list of the things you need to get.

MO Disk  
Wolf Medal  
Eagle Medal  
Battery  
Metal Object

And, of course, it will take the help of several other items and a lot of running around to find them all. Let's get started.

First thing we're gonna get is the Eagle Medal. Go up the East Stairs and take a left turn. Go all the way to the end of the hall, through the door at the end to the Fireplace Room. This is where you got the map of the second floor, if you chose to earlier. Unlock the door in the Fireplace Room with your new helmet key and go through.

There is a statue and a puzzle in here. It's a statue of...well, you can probably tell. Get on the side that it is pointing at and start pushing it into the open space beyond the doorway. Don't worry when the walls start closing in: if you stay behind the statue, you'll be fine. Push the statue as far as you can, then, run back out and go through the other doorway that opened up when the walls moved. Run back behind the wall and find a switch at the end of the room. Hit it and quickly run back through the doorway before you get squashed, and keep running down to the place you left the statue at. Push it to the left, quickly, onto the little plate on the ground. The statue will slide back into the wall on its own, and the walls will stop moving. A gate will open. All right! On the other side, grab the grenade off of the table. Then, drop down the little hole in the ground. Pick up the Last Book, Vol. 1 off the ground. Examine the book from the side to open it and find the Eagle Medal. All right, great, now that's done with. Now, about climbing out of this hole...you can't. Go check out the tombstone in front of you. George Trevor, the architect hired to construct this Mansion by Lord Spencer, has left his diary on the tombstone. Read it to learn more about what happened to him and his family when he was hired. Check the tombstone to find that it has his name on it. You will find a switch on it. Hit it, and the stone will slide back, revealing a ladder. That's your way out: through the basement.  
Oooooooooohhhhhh.

Go down to find the sewer-like area that is the basement. It's like any normal basement, but with zombies and giant spiders. Fortunately, it's not very large. Run past the spider in front of you, and take a right at the fork. Take the map, then go the other way. Dodge another spider and go through the door at the end. In the next hallway, go to the turn, and just go far enough to switch the camera angle and show you the zombies. Ignore the herbs unless you need the blue one from the spiders' poison: you need the space. Wait for the zombies to show themselves, shooting them from a distance as they appear. Make sure they're dead and go straight through a doorway. Find the console that controls power to the elevator and turn it on. Go back to that last fork and go the way you haven't been yet. Unlock the door at the end, which leads to the Kitchen. You may or may not have been here yet, depending on what you decided near the beginning of the game. If you didn't take the old key earlier, DO NOT take it now. Deal with any undead you find here, and take the handgun ammo on the table in the middle. Go to the right of the door and down the little hallway to find an elevator, the one you restored power to a minute ago. Call it down, then take it up.

Once the elevator takes you up and you step out, run immediately to Chris' left to avoid a zombie, and dodge and second zombie too. This can be kind of difficult, but you should have defensive items, and there are herbs on the floor if you get hurt. Only take them if you are hurt, because you don't have much room. Go back where that one zombie was hiding to find a small hallway with two doors. Go through the first one to find a utility room. You should only have two item spots open, so take the battery and the Magnum rounds in here. If you want to come back later for the shotgun rounds or the ink ribbon, feel free to. The second door out in that hallway is the door in the Mirror Hallway that we couldn't open early on in the game. Go through to the Mirror Hallway, then through the closest door to the Dining Room 2F. Take the nearby door to the West Stairs, and go down them and into the Medical Room. Inside, dump everything but your handgun, ammo, and helmet key. Go back out and back up the stairs and go through the door right at the top with the helmet key. Gee, it sure is useful.

In the next room, there are two stuffed birds, an ox head, and a moose head on the wall. The birds swivel around and sense where you are in the room. If you get too close to the ox or moose, they lock down the jewels in their eyes to keep you from getting them. Turn off the light switch on the wall, next to the door. Push the chests on the ground up to the moose and ox, and climb on one of them. You will hear a sound that means its gem is locked inside the head. Now, quickly jump down on the floor, run over to the other head, climb up on the other chest, and take its gem before it has a chance to lock it out. Repeat this for the one on the other side to receive both the red and yellow gems. Take the defensive dagger under the ox head, and take the file on the table if you want it.

Head back to the Medical Room, and only take the Handgun, ammo, helmet key, and red gem with you. Head all the way out to the Main Hall. I don't care how you get there, just get there. On the first floor, there is a single door next to the Statue Room's double doors. Use the helmet key on it. As soon as you enter, you see a diary on the mantle. Take it if you want it. In the short hallway, to the right is a desk with an ink ribbon in it, which you should ignore, and to the left is a door, which you should go through. Kill the zombie on the other side. Take the herb if you want to, and the jewelry box off of the shelf. Use the red gem on the jewelry box to reveal a little puzzle.

The little pieces need to fit together to make a little octagon. It's pretty easy. Rotate the biggest piece and put it on the bottom. I'm sure you can figure the rest out yourself. Once you're through with that, you will receive a broach. Examine the small piece of jewelry to make it become the emblem key. This opens an important door, the one to the office. It is close to the East Stairs, so head there, and stop at the Save Room. Take only your new key, assault shotgun, and some ammo. Head out the door Wesker fixed in the East Stairs, into that hallway. There should still be a hunter in here, so kill it. It should only take a couple of shots. Go through the only door in the hallway you haven't been through yet with the emblem key, then discard it. Inside the office...

\*Cutscene\*

You hear a scream. Chris correctly guesses it's Rebecca.

Quickly, leave this room, go back to the East Stairs, go up them, go out into the Long Winding Corridor, and go into the office that you found the dog whistle in at the very beginning of the game.

\*Cutscene\*



There's a hunter in here, and it has Rebecca cornered.

Kill it.

\*Cutscene\*

Rebecca apologizes and Chris gives her a pep-talk. They once again, stupidly, split up. Have you ever noticed how in horror movies and games they always split up? Seems kind of stupid, but it is usually important to the plotline or gameplay or something.

Go back to the Office that you were just in. It is dark, so turn on the light. It's on the desk. Take the shotgun shells in the desk, and the grenade and metal object off the bookshelf. That's three of the things on our list that we needed. Now we just need the wolf medal and MO Disk. Go to the Save Room nearby. Take the shotgun, some shells, the yellow gem, and the helmet key with you. We're about to finish our search. Head out to the Main Hall, and go through to the Dining Room, on the first floor. It looks like the statue that was on the second floor fell off and left something. It is the blue gem. Go back to the Main Hall, and this time go for the Dining Room 2F. Head for the West Stairs, then go down them. Pass the Medical Room and keep going down the hall. Ignore the hunters that come through the windows and go through the door at the end of the hall. You've been here a couple of times. There may be one or more zombies in here. If there are, blast them or avoid them. Head for the little nook in the wall, to the right of the fork. There is a dagger on the little table, if you haven't taken it yet. Go through the door right next to it. Inside is a small statue of a tiger's head. Stick the yellow gem in its eye socket to reveal the MO disk. Cool, now all we need is the wolf medal. Place the blue gem in its other eye socket to get some shotgun rounds. Leave.

Remember where we got the armor key from that trap room, and had to put down the imitation key to leave? It was just past the Mirror Hallway. Make your way all the way to that Armor Key Room somehow. There are several ways to get there. Pick your favorite. There is probably a crimson in the Mirror Hallway, so be careful. Go past the walls that closed in on you, and find the door at the end of the room. Unlock it with the helmet key, then discard it (finally). Go through.

There is a boss fight coming up, and it's an old buddy of yours. Pick up the herbs in front of the door if you want them, but leave one item space open. Keep going down the path and...

\*Cutscene\*

Hey, it's Yawn the snake!

Keep running and go down the ladder in front of you. Shoot the snake until it dies. Don't worry, it can't poison you this time. When it dies it slams itself into a bookshelf, and knocks a few books loose. One of them is flashing. Take it. It is the Last Book, Vol. 2. Open it like you opened the last one, and you'll find the wolf medal. Well, that's everything. It's time to leave the Mansion again. It's time for..

-----  
Part IV: The Caverns  
-----

Somehow make your way back to a Save Room, and make sure you save. Take your assault shotgun, ammo, battery, and the crank that we used on the Pool, and leave everything else behind. Leave the Mansion through the same door as you used to get to the Residence, and go through the Shed too. Go to and across the Pool, just like last time, and take the elevator down. Now, in that courtyard area under the Pool, instead of heading for the gate that leads to

the Residence, walk out into the open area in front of the waterfall. You may have to kill the dogs here, but if you don't want to waste the ammo, just try to avoid them. Look for an elevator in the back corner of this Courtyard. When you find it, put your battery in the hole in the wall next to it. Get in, and take the newly-powered elevator up. This takes you to a small offshoot tunnel near the Pool. Go back to the Pool and use your crank on the pedestal next to it again to fill it back up. This will not only fill the Pool with water again, but it will stop the waterfall below you in the Courtyard. Take the elevator down that you just took up to get back to the Courtyard, grab the herb where one of the dogs was sleeping, and go through the new entrance that you just made by stopping the waterfall. This leads to a short area of the game called the Caverns.

Take the ladder down, and be sure to gaze in awe of this game's amazing graphics. There are two directions at the bottom: through the door or down the tunnel. Take the tunnel first until you reach an item box. Dump your crank and green herb in and heal yourself if you need to. Go back and head through the door. On the other side is another dark, rocky passage that is uniform of this entire area. There is fork here, so go to Chris' left, and through the door. The other way is a dead end. The next room is actually the Lift Room, and it contains a large mine lift. The only problem is that it is not receiving any power right now. That makes it the third elevator that you will have to power up. Pick up the handgun ammo in front of the hole in the ground, and the herb to the side. Ignore the control panel in the back of the room and go down the passage in the corner. There is a door at the end, but make sure you pick up the handgun clip right in front of it before going through. Walk down the next tunnel until you see a cutscene.

\*Cutscene\*

Hey, it's Enrico Marini, the head of the S.T.A.R.S. Bravo Team. He looks injured, and he's not very happy with Chris for some reason. It seems that he thinks Chris is a traitor, but Chris doesn't understand what he is talking about. Before Enrico can give any details, though, someone shoots him. You may already know who it is, but just in case, I won't say who it is. Before dying, he mutters "Umbrella".

Too bad Enrico got shot. Oh well. Search his body for the hexagonal crank. Remember the passage where the item box was? Go back there, but watch out for the hunters. There is one loose in Enrico's Tunnel now, and one in the tunnel with the dead end. Blast them away as you find them. Back at the item box, throw in the handgun rounds and the herb, and use the new crank on the hole in the wall just past the box. It is a little hole with a plate around it, just in front of the gap in the tunnel. When you have used it, you will be able to continue down the tunnel. Go down to the end and grab the green herb next to the door, then take it back to the item box and put it in. Keep the hex crank with you, though. Go through the door at the end.

In the next room, yet ANOTHER tunnel, take the flamethrower off the wall right next to the door. It is a sweet weapon, but don't get too attached to it: you won't have it very long. Then, walk until you reach a boulder at a dead end. Be ready to RUN. Fast. As you get to the boulder and turn around to walk back, it starts rolling towards you, proving that some supernatural force must want you dead. Run your buns off and duck into the doorway you just came through.

\*Cutscene\* (If you made it)

Chris leaps aside just as the boulder crashes into the wall behind him, opening a door. Hey, cool.

Go through the double doors to meet your next big opponent, the Black Tiger

Spider.

\*Cutscene\*

It will come straight for you as soon as you enter the next room.

So equip your new flamethrower and let it burn the spider to a crisp. Be careful, as it will charge you and spit acid. There are also two smaller spiders in the room. Go ahead and use the flamethrower on them too: saving its ammo won't help you, since you'll have to get rid of it soon. Grab the survival knife laying on the boxes in the back of the room, and use it to cut away the webs covering the other door in the room. Then, exit through it.

In the next tunnel, take a left to find a map. Also, take the blue and/or green herb, but only if you are going to use them right now, to heal yourself from the spider fight. Walk down the tunnel and set the flamethrower on that metal plate on the wall to unlock the door, then go through. In the NEXT tunnel, go until you find another untraversable pit, and use the crank on the hole in the wall again. Now do it two more times, and be ready to run again, because the boulder at the end of this tunnel will start rolling at you too. Duck back into the last section of tunnel to avoid it, then continue on. At the very end of the tunnel, behind where the boulder was, you will find a first aid box with a first aid spray inside it. Now go to the section of tunnel that you moved with the crank, and go through the door that is now accessible. It may be hard to see at first.

Inside this next, small room is a puzzle. There are two statues, a hole in the wall, a brown stone plate in one of the walls, a hole for the hexagonal crank in the opposite wall, and a big circle on the floor. Our goal is to push the statue in the middle of the room into the hole in the wall, but it is facing the wrong direction. To turn it around, Push it up against the brown stone plate in the wall next to it. Then, use your crank on the hole in the opposite wall. This will push the statue out further, and enable you to push the statue out onto the circle on the ground. The circle will rotate the statue 90 degrees. Push the statue off the circle, and then back on again to rotate it the rest of the way around. Now, take the statue and push it into that big hole in the wall to finish the puzzle. This will reveal an opening in the wall containing the cylinder. Yep, that little piece of metal is your reward for all that you have done.

Now backtrack all the way back to the item box (leave the flamethrower, even if you somehow have room for it). There will be a hunter in the first boulder room, so watch out. I suggest you save, then dump the crank, the first aid spray, and the knife in the box. Now, it's time to go back and power up the lift in the Lift Room. Make your way back there. Find the control panel for the lift in the back of the room, and open the lid. Take out the shaft, combine it with the cylinder, and put it back in. Four little buttons will light up on the control panel. There is no way for you to already know them, so I'll give you the right order to push them in: 4,2,3,1. This is always the combination.

\*Cutscene\*

The lift rises up to the center of the room.

Get on it and take it down. In the room below, ignore the door at first and go down the walkway to find a ladder and an item box. Take the handgun clip next to the ladder, then go back to the door and go through it. This next tunnel is my very least favorite place in the entire game, and I'll give you a hint at why: I call it "Lisa's Tunnel". That's right, she's here.

Walk forward to find a fork. Whichever way you go, that's where Lisa will be,

so start going down to the left. When you see her, double back and go right. Keep running, but note the lever on one of the walls as you go. When you reach a large, open space, ignore the herbs on the ground and go through the nearby door. Don't worry, she can't follow you through. In the next room, look for a pile of crates in one of the corners. Climb them to find some Magnum rounds, another handgun clip, and a defensive grenade. Climb back down and find a single crate on the ground. Push it onto the nearby lift, then press the activation switch next to it. This will send the crate back to the area with the item box and the ladder. Go back to Lisa's Tunnel.

Wait for Lisa to come out into the open, then try to dodge her to the side. Get back to the door to the area with the item box and ladder and go through. This time, go down the ladder and find the crate that you sent via the lift earlier. Push it forward, then into the big garbage compacter at the end of the wooden walkway. Hit the activation switch and the compacter will smash it to pieces. Jump down when it is finished to find the broken flamethrower. Is it the same one you used just a while ago? Who knows, who cares. Get back up the ladder and dump the handgun and Magnum ammo in the box, then return to Lisa's Tunnel.

Now pay attention, because this needs to be done quickly: Head left, see Lisa, then go back to the right. If she follows you that way, you'll have to juke her out again. If she takes another tunnel to get to you, go back to the fork, but MAKE SURE that you hit that lever on the wall that I told you about earlier. Now that the left-hand path is clear of Lisa, run down it. Find a door with a metal plate next to it and put the broken flamethrower there. This will unlock the door, and allow you to go through.

What comes after that is a long, very strange tunnel. Just keep going until you find Lisa's Bedroom at the end. Watch out for snakes in the part that is submerged in water. Next to Lisa's bed is a jewelry box, and on the bed is a dagger. Take them, then open the box. Inside is a stone ring, the only reason you had to come to the Caverns in the first place, and a picture. The picture has some writing on it, describing what happened to Lisa and her mother when Umbrella took them. How sad. It also gives you a huge clue as to how to deal with Lisa the next time you see her. Head up the ladder on the other side of the room. At the top is an alcove with some herbs (which you should take) and another ladder. Go up.

Remember this place? We're back in the Cabin! Don't worry, no Lisa this time. Go over to the item box and take out the metal object. Combine it with the stone ring to get the stone and metal object. This is just like the one you put on the pedestal outside the Mansion to open the door to the Shed. Save if you want to, though you can do it when you get back to the Mansion, if you'd prefer. When you leave the Cabin, keep in mind that if you killed the zombie on this path earlier in the game, it will be a crimson head now. Kill it or run from it, but make your way through the graveyard (which now has zombies) and back into the Shed. Outside the Shed, take the stone and metal object off of the pedestal. You don't need to go to the Shed anymore. Now you should have both of them with you. Go inside the Mansion.

Go to the Main Hall. You should definitely be able to find it by now, and if not, bow your head in shame. Once you're there, walk into the little area under the staircase and find the gate. Insert the two stone and metal objects into the two little holes in the gate to unlock it, then go through. The point of the entire game so far has been to get both of these so that you could go through this gate. When you go through, you will hear Lisa's chains rattle. I don't know how she got in the basement of the Mansion so quickly, but she is down there waiting for you.

There are stairs behind the gate. There is an item box and a typewriter down there. Save if you need to, and take the eagle and wolf medals out of the box. Continue down this long series of tunnels until you reach a ladder, then go down it.

\*Cutscene\*

You hear some gunshots, and see Wesker shooting something. He asks you to join in.

When you take control of Chris, you'll see that Lisa is on the other side of the room. There is an easy way to win this fight: push the four stone pillars on the edge of your platform off. They are on all four corners. This will take the cover off of the coffin in the center. You can also just shoot her until she jumps off of the ledge, but this takes an inordinate amount of ammo. Wesker will cover you while you work, but watch out for Lisa: she can knock you straight into the abyss. When the coffin is uncovered...

\*Cutscene\*

...Lisa will see her mother, and then jump into the pit on her own. That's it, that's the last time you'll ever have to see her! The gate on the other side of the room opens. If you go over and talk to Wesker, he asks you to go ahead and check it out.

Go over to the elevator beyond the gate and take it up. It takes you to a little fountain-like area. There is a big structure in the middle full of water. Place the eagle and wolf medals in their own little indentations in the stone.

\*Cutscene\*

The water drains, revealing some stairs leading to a small elevator. There are a lot of elevators in this place, aren't there?

This is it: once you go down there, the rest of the game plays out underground. The lift takes you to the final area of the game, called...

-----  
Part V: The Labs  
-----

The labs are the research areas under the Mansion that Umbrella used to carry out their experiments. Once you take the elevator down, you will be asked to switch from disk 1 to disk 2. Do it.

When you are at the bottom, follow the pathway past the emergency exit door and go down the ladder. The next room is a save area, so pick up the ink ribbon on the ground and save your game here. Take your handgun, ammo, and canteen with you. If the canteen is empty, don't worry about it. Exit this room. In the next room, there are two zombies. Take them out, then burn them. I like to make sure that all the zombies I encounter early on in the Labs are gone for good, because they can be a real pain later. Take the three herbs on the ground if you want them. If you take them, take them back to the item box. Before you do anything though, fill your canteen up again with the container next to the Save Room door. Go down the stairs and through the gate. On the other side, take the tunnel to Chris' left and kill the zombie. Fry him with kerosene. Then, take out the other zombie in this area and fry him too. Return to the Save Room and put the canteen away.

Go out to the room with the stairs and go down to the room below again. Go down the tunnel to the left where the first zombie was, and go through the

double doors. This place is smeared with blood and looks pretty ominous, but don't worry: no zombies. Find the only working computer in this room and turn it on. When it asks you for a login name and password, use JOHN and ADA. If you didn't know yet, John and Ada are important names in RE2. Ada also recently reappeared in RE4. Once you're logged in, tell the computer to unlock the doors on B-2F (Basement Level 2). It will ask you for another password, so type in CELL. Then, tell it to unlock doors on B-3F. It doesn't require a password. That unlocked a door at the top of the stairs, which is our next destination, but first take the file on the computer table. Also, check out the small area nearby through that doorway. There is a grenade in there. Return upstairs and go to the door next to the staircase, but take the MO disk on the table before you go in.

Take the third and final MO disk on the bookcase next to the door, but ignore the first aid spray on the table. There is a slide show projector on the table, if you want to watch it. It is there to help you solve a puzzle, but you need the slide filter to see it. You may notice a certain someone in that slide show that you recognize. Hmmmmmm..... Well, anyway, there is a code that you need for the keypad on the wall, and I'll just go ahead and tell it to you. It's 8462. When you type that in, a wall slides away, revealing a little video monitor area. Go in and take the Lab Key. If you took the video from Kenneth's corpse back at the very beginning of the game, you can watch it here.

\*Cutscene\* (If you want to watch it)

You see A zombie, hear it eating Kenneth, and see blood flying everywhere. Eeeww.

Well, before leaving, take the shotgun ammo and the file off of the shelves next to the video room. Go to the Save Room.

If you got the first MO disk in the mansion when I told you to, then good job, everything's cool. If you didn't, then that's just too bad. You can't get the best ending to the game, because you can't save Jill. Too friggin' bad. If you got them all, read this next part.

-----  
Go to the Save Room, and make sure you have the handgun, ammo, Lab key, and all three MO disks. Go downstairs. Ignore the double doors next to the gate at first, and find two other doorways in this hallway. Unlock both of them with the Lab key, but don't go through either one. Discard the key when you're asked too. Take the dagger on the tray sitting in the hallway. Now go back to the gate and go through those double doors. Inside is another hallway. Ignore the first aid box and the first door, and go through the second one. In this next room. Take the Magnum rounds. Carefully kill the zombie. It would be very great to kill this one with a head shot. If you don't, don't worry about it. Find the file on a table, and the transmission device that looks like a Gamecube. Insert one of the MO disks into it. If you find all three of these devices and put the MO disks in them, you will unlock the door to the place where Jill is trapped.

If you didn't kill the zombie with a headshot, you should probably go get the canteen and burn this one, because we really don't want it becoming a crimson head. There is actually another Save Room downstairs, and it's close to the next place we need to go to. Go through the single door that you unlocked with the Lab key. Go straight ahead in the next corridor to find the second Save Room. There are some shotgun rounds in here, as well as some more Magnum rounds and a first aid spray. Put them in the box and save if you want to.

Switch out your handgun for the assault shotgun (ammo too). Leave and take a left to another door. Go through. On the other side is a big place lined with shelves. Go all the way to Chris' right to find the first chimera in the game.

The chimera is a short, grasshopperish creature that swings out at you with long arms. Kill it with your shotgun, and go all the way to the end of the aisle. Take the empty fuel capsule out of the machine at the end. Take it all the way back to the room where you inserted the first MO disk into the transmission device. There is a big container in the wall under a big warning sign. You may have noticed it when you came through here earlier. Open it and use it to fill your fuel capsule with nitro.

This stuff will blow up if you run, shoot, or are attacked. That's why I wanted you to make sure there were no zombies or crimsons around. Now, WALK the fuel capsule back to where you got it. Put it in the machine to power up the machine that can power up the elevator. Go down to the opposite end of this room and go through the door. You might see some more chimeras. In the next room, which is totally red, go straight to find the second transmission device. Put a MO disk in it, then take the walkway to the left. Work your way around it, killing or avoiding the chimeras, and go through the door at the end.

Finally, in this next place, you'll find the big machine in the middle of the room. Go to the other side and turn the power to the elevator on. Backtrack all the way back to the first downstairs hallway. Go in the other door that you opened with the Lab key. It leads to a walk-in cooler. Push the shelf backwards to find some shotgun rounds. Climb up on the ledge and climb through the ventilation shaft in the wall. On the other side, completely ignore this room, turn left, and climb through the other ventilation shaft. In this room, which resembles an operating room, Find the last transmission device on a small table. Pick up the grenade too. Return to the downstairs Save Room, and watch out for the chimeras.

If you want to, you can go and unlock the door to where Jill is being kept, though you can get her out yet. Go down the hallway that leads to the first transmission machine room, and locate the lock mechanism machine. Pull all three levers down to unlock the door in front of you. Go down the stairs to see an optional cutscene with Jill.

\*Cutscene\* (optional)

Chris finds Jill in a prison cell, but he can't get her out.

-----  
If you didn't get all of the MO disks, you should have skipped that last part. If you didn't, read this next part. If you did, ignore this part.  
-----

Go to the Save Room and make sure you have your shotgun, ammo, and Lab key. Go downstairs. In the big hallway, ignore the double doors next to you and go unlock the other two doors in the hallway with your Lab key. Go through the single door. Go straight ahead in the next corridor to find the second Save Room. There are some shotgun rounds in here, as well as some more Magnum rounds and a first aid spray. Put them in the box and save if you want to. Switch out your handgun for the assault shotgun (ammo too). Leave and take a left to another door. Go through. On the other side is a big place lined with shelves. Go all the way to Chris' right to find the first chimera in the game. The chimera is a short, grasshopperish creature that swings out at you with long arms. Kill it with your shotgun, and go all the way to the end of the aisle. Take the empty fuel capsule out of the machine at the end. Take it to the double doors back near the gate and steps to the upper floor. Go through. In the next hallway, skip over the first aid spray and the first door, and go through the second. Pick up the Magnum rounds and kill the zombie in here. Open the large container in the wall and use it to fill the fuel capsule with nitro. WALK, don't run, the nitro back to where you got the fuel capsule and put it into the machine. Go to the opposite end of the room and go through the door. The next room is red, for some reason. Follow the walkway

until you find another door, and watch out for chimeras. Keep going in the next room until you find the control panel to the big machine in the middle. Use it to activate the elevator. Return to the Save Room.

---

At the Save Room, take your Magnum and all its rounds out. Take nothing else. I highly recomend you save here. Walk out of the Save Room and take a right to find the elevator. Hit the call button.

\*Cutscene\*

Rebecca shows up! Chris tells her to stay with him from now on, which she is more than happy to do. They ride down the elevator.

You don't need the shotgun rounds in the tunnel at this point, so just leave them. Walk to the end of the tunnel and go through the door. Get ready for a fight.

\*Cutscene\*

Wesker is here, working on a computer. He starts some small-talk, but pulls a gun on Chris and Rebecca. He tells them about his secret employment, and shoots Rebecca. That's right, HE'S the traitor that Enrico told you about. He shows you a monstrous creature inside of a test tube. It's called a Tyrant. Wesker drains its tank and it wakes up. Suddenly, it stabs Wesker, throws him aside, and comes after Chris. Aaaahhh, crap.

Run back to the door, spin around and start shooting it with your Magnum. Five clean shots should finish it off before it reaches you. Wow, that was easy. Go and check on Rebecca.

\*Cutscene\*

Good news: Becky had her bullet-proof vest on, so she's fine.

In one of the corners of this room, there is a machine that you need to activate to unlock the door and get out. Find it. If you want it, Wesker is holding a file. Leave this room. Run back to the elevator and get on.

\*Cutscene\*

When you're back up, Rebecca suggests that the two of you blow the entire place up to destroy the virus and keep it from leaking any more. That sounds like a good idea to Chris, so he sends her off to activate the self-destruct mechanism.

Don't worry, the self-destruct timer won't start until you are almost out. Leave this hallway to the other hallway.

\*Cutscene\*

The self-destruct mechanism has been activated. Man, that was fast.

If you still can and want to save Jill...

---

(Watch out for the chimeras. They're all over B-3F now)Go to the hallway that leads to the room with the first transmission device, but don't go in that room. Instead, go to the end of the hallway. If you chose to see the optional cutscene earlier, you have already found this place and lowered the levers to unlock the passage. If not, lower the levers on the machine next to the door. Go down the stairs and open the cell door.

\*Cutscene\*

Due to the self destruct system, all the locks have been released, so you can get Jill out now. She's pretty happy to see him. She tells him that Wesker is the bad guy. Wow, thanks Jill.



-----  
Head for the Save Room upstairs. If you got Jill, she will run on ahead of you. In the Save Room, save your game one last time, and take out two first aid sprays. Climb up the ladder. Jill is there waiting for you. Go through the emergency exit. Ignore the items on the ground and run down this passage.

\*Cutscene\*

Brad calls you one last time. He says he's almost out of fuel, so you'd better hurry.

Jill will come in after you. Keep going until you find the fuse unit laying on the ground. Pick it up. Stick it in the hole in the wall next to the elevator.

\*Cutscene\*

Rebecca joins up with you, but she and Jill go back to check out a noise. You ride the elevator up alone.

Out on the Helipad, take the signal rockets in front of you and use them.

Note: In certain situations, you may not have a final battle at the end at all. It depends on whether or not you save Jill and Rebecca at certain times in the game.

\*Cutscene\*

Chris fires off the rocket, and Jill and Rebecca join him. All looks well, but then, the Tyrant comes crashing through the ground. Jill and Rebecca start shooting, and it knocks Jill to the side. It turns towards Rebecca. Looks like you have one last job to do.

Keep it away from Rebecca by letting loose with your Magnum. Be ready, because it will spin around and charge you. It can attack by ramming you, swiping you, or spearing you on its claws (instant kill). When you have caused enough damage...

\*Cutscene\*

Brad finally shows up and drops a rocket launcher out of the helicopter. He tells you to kill that thing, whatever it is.

Go grab that rocket launcher! When the Tyrant has its back turned, or is occupied by Rebecca, use that rocket launcher and blow it into millions of little Tyrant pieces. If it deflects the rocket, try again. You only have four tries, so make them count. When it's finally dead, you'll see the final cutscene.

\*Cutscene\* (assuming all of you made it)

Chris, Jill, Rebecca and Brad ride off into the sunset as the mansion and everything around it explodes. Good riddance.

Thanks for playing and reading. Hope you enjoyed it as much as I did. Be sure to play all the different modes for Chris and Jill, because this game really has a lot of replay value. Enjoy.

\*\*\*\*\*  
General Info  
\*\*\*\*\*

-----  
Item List  
-----

Arrowhead- Found by removing the head from the golden arrow. Opens the stairs to the Machine Room.

Assault Shotgun- Found when Richard is eaten. Only available if you saved him from the poison. Like the shotgun, but holds 10 rounds and doesn't need to be pumped after every shot.

Battery- Found in a utility room in the mansion. This powers up the elevator in the courtyard.

Battery Pack- Batteries for Jill's Stunner. Chris can't find or use them.

Book of Curse- Found in the Machine Room. There is an inscription inside that refers to the death masks, and the Sword Key is held on the back cover.

Bee Specimen- Used to solve the puzzle for the Wind Crest. It turns into a live bee.

Bottles-You use these to mix chemicals and make the V-Jolt in the Residence.

Broach-You find this in a Jewelry Box. It turns into the Emblem Key.

Broken Flamethrower-You find this in the caverns. It won't fire, but it helps open a door.

Broken Shotgun- You find this in a small room near the West Stairs. It helps you avoid a trap when you take the Shotgun.

Canteen- You can fill this with kerosene and burn corpses. This prevents them from becoming Crimson Heads. You also need the Lighter to do this.

Chemicals- These can be mixed together to make V-Jolt, which helps kill Plant 42. Make sure you mix them right, or you could create a poisonous gas.

Chris' Survival Knife- Chris starts off with this. It is the worst weapon in the game, and is only useful if you completely run out of ammo.

Closet Key- This opens the closet in the Art Room, where you can change outfits.

Collar- You have to kill a Cerberus to get this. It has the Coin in it.

Coin- This is found in the Collar. It turns into the Imitation of a Key.

Control Room Key- This is found in the Residence. It opens the Control Room in the Aqua Ring.

Crests- The Wind Crest is found in the mansion. In the Courtyard Cemetery, it helps you get the Sun, Moon, and Star Crests. These will get you the .357 Magnum Revolver.

Cylinder- You find this in the caverns. You need to combine it with the shaft to get the lift working.

Dagger- This is a defensive item. Equip it and it will be used automatically when you are attacked from the front. It is great for dealing with Crimson Heads.

Death Masks- You need to find four of these to get the Stone and Metal Object.

There is one without a nose, one without eyes, one without a mouth, and one missing all three.

Dog Whistle- You find this in the office. It calls the dogs on the Dog Balcony.

Emblem Key- You get this by examining the Broach. It opens the Small Office.

First Aid Box- These boxes have healing items in them. Examine the top of the box to open it.

First Aid Spray- This completely heals you, but it doesn't help with poison.

Flamethrower- Only Chris can get this weapon. It is found in the caverns. It can only be used in one boss fight, then it's gone. It sucks, doesn't it?

Flash Grenades- These are defensive items. Equip them and they will be used automatically when you are attacked from the front. They are great for dealing with Crimson Heads, but only Chris can use them. They can blow zombies' heads off.

Fuel Capsule- This is found in the lab. You need to fill it with nitroglycerin.

Fuse Unit- This is found at the end of the game on your way out of the lab. You need to put it into the elevator to get it working again.

Gold Arrow- This is found in the Mirror Hallway. You need to remove the head.

Gemstones- The yellow and red ones are found in the Moose Room. The yellow one will get you a MO Disk and the red one opens the Broach's Jewelry Box. The blue one is in the Dining Room 2F's statue and gets you some shotgun ammo.

Gold Emblem- This is found in the Piano Room. Switch it out with the wooden emblem and put it on the Dining Room wall, then solve the grandfather clock puzzle to get the Shield Key.

Grenade Launcher- This is only available for Jill. She finds it on Forrest's Balcony. He gets mad when she takes it, though. It can fire regular, acid, or incendiary rounds.

Grenade Rounds- The Grenade Launcher uses three types of ammo: regular, which blows stuff up, acid, which is full of concentrated acid, and incendiary (which is the best), which fries enemies.

Handgun- Jill starts off with this, but Chris finds it in the Main Hall. I think it's a Beretta, but I'm not sure. The S.T.A.R.S. custom handgun uses 9mm handgun ammo.

Handgun ammo- 9mm parabellum, used with the S.T.A.R.S. custom handgun.

Herbicide- Found on the Patio, used to kill a plant and take a Death Mask.

Herbs- Green herbs heal you, red ones make green ones stronger, and blue herbs cure poison.

Herb Mixtures- You can mix herbs together to make them stronger and save space.  
Green+Green=+2 health  
Green+Red=Full health (doesn't help poison)  
Green+Green+Green=Full health

Green+Blue=+1 health, cures poison  
Brown Herb (all three)=Cure-all

Hexagonal Crank- Found with Enrico's body in the caverns. It is used to change the paths in the caverns.

Imitation of a Key- Examine the coin to turn it into this. It is used to help you get the Armor Key.

Ink Ribbons- Use these at a typewriter to save your game.

Jewelry Boxes- These contain the Broach, the stone ring, and one of the Death Masks. One needs the Red Gemstone to open, and only one will open without you solving a puzzle first.

Jill's Survival Knife- Jill starts off with this. It is the worst weapon in the game, and is only useful if you completely run out of ammo.

Keys- The Sword Key is on the back of the Book of Curse, the Armor Key is on the second floor, the Shield Key is in the Dining Room, and the Helmet Key is in the Residence. They open various doors in the mansion.

Lab Key- This opens a couple of doors in the lab where it is found.

Last Book Vol. 1-2- These are found in the underground and in the library. They contain the Eagle and Wolf Medals.

Lighter- Chris starts off with this, and it is permanently part of his inventory. Jill finds it in the Office, and has to use it as a regular item.

Lockpick- Only Jill can use this. Chris has to find Old Keys to open locked doors. Barry gives this to Jill near the beginning of the game.

Lure- You find this in the Wind Crest Room. It helps you solve a puzzle.

Lure of a Bee- Combine this with the Lure.

Lure of a Bee (complete) - Put this on the plaque in the Wind Crest Room.

Magnum Revolver (.357)- You can find this in the Courtyard Graveyard with the help of the Sun, Moon, Star, and Wind Crests. This is one of the best weapons in the game, second only to the Rocket Launcher.

Magnum Revolver (Barry's .44) - This is a great gun, with about the same power as the other Magnum in the game. It's just like the one that Clint Eastwood had in Dirty Harry. You can only get this if you let Barry die in Jill's mode (Chris can't get it). You have to let Barry live to get the best ending, and there are no more .44 rounds in the game except the six already loaded, but the decision is entirely up to you.

Magnum Rounds (.357)- These go with that Magnum. Save these for the final boss. By the way, these are .357 ammo, which won't work with Barry's .44 Magnum. Sorry.

Maps- There are Maps to every area of the game, but you don't really need them.

Medals- The Eagle and Wolf Medals are found in the Last Book Vol. 1 and Vol. 2. They open the elevator to the lab.

Metal Object- This is found in the Small Office. Combine it with the Stone

Ring to make another Stone and Metal Object and go to Lisa's underground chamber.

MO Disks- One is found in the Tiger Eyes statue (use the yellow gem), and the other two are found in the lab. These activate the lock mechanism and let you unlock the door to Chris, if you're playing Jill's game, or Jill, if you're playing Chris' game.

Musical Scores- You find one Musical Score in the room near the big snake's room, and the other in the Piano Room. Combine them and play it on the piano.

Old Keys- Chris has to find these to unlock doors where Jill would use her lockpick.

Radio- When you bring the Serum back to Richard, he'll give you this. Brad will try to contact you on it a few times, but you can't respond.

Red Book- You use this to solve a puzzle and open the door to Plant 42.

Residence Keys- Keys found in the Residence. They lead to Room 001, Room 003, and the Gallery.

Rocket Launcher- Brad throws this to you at the end of the game to kill Tyrant. Make your shot count. You can unlock a rocket launcher with infinite ammo too, but for some reason it looks a lot different than the normal one.

Samurai-This is a cool 9 mm pistol that you can unlock. It is similar to the S.T.A.R.S. 9 mm, but it has an infinite clip and fires in burst of 3.

Self Defense Gun- You find this in Room 001 (where the dude hanged himself). I think it's a Derringer, like the one in Silverado. Jeff Goldblum pulls it out and tries to shoot Danny Glover. It uses .22 Magnum Rounds, but you only get 1 shot with it the entire game.

Serum- This Serum is found in the Medical Room. It cures Yawn the snake's poison. If you are poisoned by the snake as Jill, you will have to go get the serum for yourself too. If you are Chris, you must take control of Rebecca and get the Serum for Chris.

Shaft- This is near the lift in the caverns. Combine it with the Cylinder to make the lift work again.

Shotgun- This is found in the Shotgun Room (makes sense, doesn't it?). It fires 12-gauge Shotgun Rounds. This gun and the Assault Shotgun are perhaps the most versatile guns in the game, because not only do they take out bigger enemies and bosses, but they can take on a large group of zombies at once.

Shotgun Shells (12-gauge)- These work with the Shotgun and the Automatic Shotgun, and they pack a much larger punch than the handgun.

Slide Filter- This goes in the projector in the Projector Room of the lab. It helps solve a code that you need.

Signal Rockets- You find these on the Helipad. Use them to call Brad.

Stone and Metal Object- This opens the Shed. Once you have both, use them to open Lisa's Chamber.

Stone Ring- This is found in Lisa's Room at the end of the cavern. Take it out of its Jewelry Box and combine it with the Metal Object.

Stunner- Only Jill can use this. It is another defensive weapon, and great against Crimson Heads. Equip it and Jill will automatically use it when attacked from the front. It needs Battery Packs to work.

Square Crank- This is found in the Cabin, when you meet Lisa. It fills and drains the pool on the path leading to the lower Courtyard.

Survival Knife 2- You find this knife in the Caverns after you fight the spiders. Use it to cut away the webs covering one of the doors.

Wooden Emblem- You can find this in the Dining Room 1F. Switch it with the Gold Emblem in the Piano Room.

Wooden Mount- You can find this in the Long Winding Corridor. Use it in the Fireplace Room upstairs to create a map of the second floor.

X-Rays- You can find these in the laboratory. You don't need them, but they can help you solve a puzzle.

---

#### Enemy List

---

Barfing Zombies- These are the same as regular zombies, except that they puke acid.

Bees- Bees are bees, plain and simple. Shoot them with the handgun or ignore them. They don't hurt you very much.

Cerberus- Vicious zombie dogs. They can cause more damage than zombies and they're fast. Shoot them with the shotgun or the grenade launcher if you want to, or you can try to avoid them.

Chimera- These are in the lab. They are fast and can hurt you badly, especially the hanging strangling thing that they can do to you. They can climb walls and ceilings. Avoid these annoying pieces of crap or blow their stinking little limbs off with the shotgun or grenade launcher. They look like giant grasshoppers.

Crimson Heads- These are people that died, and then came back to life again as zombies, then were killed again, and then came back to life as superzombies. These guys are fast, and they somehow grew big, long claws. Those hurt. Avoid these guys or blow them away with the heavy artillery. You can prevent zombies from becoming crimsons by blowing their heads or legs off, or by burning them. They attack with their claws to the same side every time, so use this to help avoid them.

Crows- These are in the mansion and in the graveyard near the cabin. Ignore them or introduce them to the handgun. If you leave the ones in the mansion alone, and don't screw up the stained glass puzzle, they will leave you alone.

Hunters- These guys suck. They are really fast, and they hurt a lot. They can jump really far, even straight up in the air. They can also jump up and swipe your head off. As you might imagine, this will kill you. I suggest you whip out the big guns, such as shotguns on these jerks and blow them apart as soon as possible. They are short brown things with hunched shoulders and big claws.

Naked Zombie- I found these in the lab a few times. Normal zombie rules apply.

Sharks- Sharks are found in the Aqua Ring. Run away from them at first, as they will kill you otherwise, and when you have drained their tank, put a single 9mm round through them to finish them off.

Snakes- These little sons of \*\*\*\*\* can be real pains in the \*\*\*. They don't hurt you much, but they can very easily poison you. Don't try to kill them when you meet them in the courtyard. Just avoid them.

Spiders- These twinge-inducing arachnids spit poisonous acid and trample you. It is better to use a shotgun to deal with them, but it only takes around five or six handgun rounds if you want to use it instead.

Weird plant thing- This plant guards one of the death masks. Leave it alone until you get the herbicide, and then pump it through the water to kill it.

Zombie- The basic zombie, the staple of the Resident Evil series. You'll be meeting a lot of these friendly guys. They are REALLY slow. They are dead, after all. If you can get around them, do so. If not, get a nice aim at them and use the handgun. Just make sure they're really down, or they'll get up or bite your foot. These things may return as crimson heads, unless you blow off their heads or legs or burn them.

Bosses (Chronological order)

Yawn- This is the big ugly snake thing. He bites and poisons you the first time around.

-As Jill if you saved Richard: Run to the back of the room and get the Death Mask. Then fight the snake until Richard gets devoured, then take the Automatic Shotgun and leave.

-As Jill if Richard already snuffed it: Get the Death Mask and leave.

-As Chris: Get the Death Mask and leave.

Crimson in the Coffin- Shoot the idiot until he drops. Use the shotgun. You will have to dodge him a few times. Hit the button in the coffin, take the stone and metal object, and leave the cadaver behind.

Lisa- The first time you meet Lisa, in the Cabin, you don't fight her. Just run around her and leave the Cabin. Her hand-flinging attack thing hurts a lot, so try to avoid it.

Neptune- This is the big shark in the Aqua Ring. There are two ways to beat it.

-Push the machine off of the platform and turn on the other machine that was next to it. The machine will proceed to fry him to a veritable crisp.

-Shoot him until he dies. This wastes ammo.

Plant 42- This is the giant plant in the Residence. There are a few ways to beat it.

-As Jill, method 1: Go to the Chemical Room and mix some V-Jolt. Here is the formula:

- 1) Mix UMB3 with Water. This makes UMB 4.
- 2) Mix UMB 4 with Yellow 6. This makes UMB 10.
- 3) Mix some Yellow 6 with some Water. This makes UMB 7.
- 4) Mix the UMB 10 with the UMB 7. This makes UMB 17.
- 5) Mix that UMB 17 with some UMB 3 to get the V-Jolt.

Go to the room in the Aqua Ring with the big tentacles. You probably haven't been there yet, but you can use the map to find it. Use the V-Jolt on the tentacles. Go back to the Gallery in the Residence, and get to the Plant 42 Room. It will pick you up and Barry will save you. Get the key in the fireplace and get out of there.

-As Jill or Chris: Shoot the freakin' thing until it shrivels up and dies. It takes a lot of ammo. Take the key and leave.

-As Rebecca, if Chris is captured: Look at method #1 for Jill (though Barry won't come, like in Jill's game).

Yawn (again) - Climb down the ladder and shoot the snake 'til he drops dead. He can't poison you this time. Use your shotgun or the grenade launcher.

Black Tiger- This is the big spider in the Caverns.

-As Chris: Burn the big, hairy turd with your flamethrower and he'll eventually flip over, twitch, and die. Toast the little ones the same way.

-As Jill: Use whatever weapon you want, and don't stop shooting until it's good and dead.

Lisa (again) - Well, it's Lisa again. I hate her. If I wasn't afraid of getting near her, I would walk up to her and start beating her until she was a bloody mess on the ground. Go in the cavern to see her, wet yourself, and run. Go back to Barry if you're Jill (the jerk will take the lift and leave you there) and go back in. Now, go around the left side, see Lisa again, then take the right and go through the nearby door. Push the crate on the lift and send it off. Go back to Lisa's place after you get the stuff off the crate in the corner. Go to the lift room, go down the ladder, turn on the trash compacter, get the broken flamethrower, and go back to Lisa's place. Find the lever on the wall on the path to the right, and then go the other way, where you'll find another door. Put the broken flamethrower on the hangers on the wall to unlock the door, and go through. You may have to lure Lisa into the open to get past her.

Lisa (AGAIN) - I. HATE. LISA. Fortunately, this is the last time you have to deal with her.

-As Jill: If you want Barry to live and to get the best ending, give him his gun back. If you want him dead and you want his very sweet .44 Magnum, let him die. I usually let him live, being the kind, caring person that I am (and because he helps in this fight). Either way, we need to get this scary butt-ugly piece of rat \*\*\*\* to \*\*\*\*\* snuff herself out. How do we do that? Push the four stones in the corners of the room off the edge. That was easy.

-As Chris: Same thing, but it's Wesker instead of Barry and you don't have to decide whether he lives or dies.

-As Jill or Chris: It is possible to just shoot her until she jumps off of the edge. This takes A LOT of firepower, and is a huge waste of ammo.

Tyrant- Use the Magnum. Five shots will drop this dirtbag.

Tyrant (rematch)- No, he isn't finished yet. Shoot him with the Magnum until Brad throws you the Rocket Launcher. Wait for the Tyrant to be occupied with someone else (hopefully, there is someone else), or for his back to be turned, and then load a rocket into him. If it works, it will result in his being blown apart. If it doesn't, he'll knock the rocket away and you have to try again.

-----  
Character List  
-----  
-----

S.T.A.R.S.  
-----

Chris Redfield- He is one of the two playable characters. After being kicked out of the Air Force, Barry got him a job as a S.T.A.R.S. member. Chris is on the Alpha Team. Chris can take more damage than Jill, but he only has six item



spots in his inventory. He carries a lighter throughout the entire game.

Jill Valentine- The other playable character. She is also a S.T.A.R.S. Alpha Team member. She can't take as much damage as Chris, but she can carry two more items than him. Her game is significantly easier than Chris'. Early in the game, she gets a lockpick, which she keeps the rest of the game.

Albert Wesker- This guy is the leader of the S.T.A.R.S. division of the RPD, and a member of Alpha Team. He is also a biologist. He never takes those sunglasses off (at least in this game). If you didn't already know, he is a traitor, and the bad guy that tries to kill you and cover up the evidence of this incident.

Barry Burton- Barry recruited Chris for the S.T.A.R.S. He is a member of Alpha Team. He almost gets Jill killed, but that is offset by the hundreds of times he saves her. He carries a .44 Magnum. Wesker threatens to kill his family if he doesn't cooperate with him, but Barry finally shoots him at the end.

Rebecca Chambers- She's the star of RE0, and she has a small but important part in this game too. She helps Chris a few times. She is only 18, and she is just a medic, but she deals with zombies pretty well. She is the only member of the Bravo Team that can live through the game.

Richard Aiken- Richard is part of the Bravo Team. He carries a customized automatic shotgun, but he drops it when he gets eaten. He gives you the Radio when you save him from the snake's poison.

Brad Vickers- He's the pilot for the Alpha Team. He's nicknamed "Chickenheart" because he is a coward. He leaves you at the beginning of the game, but he tries to contact you later, and gives you the Rocket Launcher at the end of the game.

Enrico Marini- He's the leader of the Bravo Team, and second in command to Albert Wesker. Wesker kills him. He doesn't seem to like Chris very much, but he trusts Jill. You can find the hexagonal crank on him after he dies.

Joseph Frost- Part of the Alpha Team. Gets devoured by cerberus' at the beginning of the game. Oh well...

Kenneth Sullivan- Part of the Bravo Team. He got his neck chewed apart by a zombie before the Alpha Team got to the mansion. He leaves you a cool video of it which you can watch near the end of the game.

Forrest Speyer- Vehicle and artillery guy in the Bravo Team. He carries his trusty grenade launcher everywhere he goes, but since becoming zombified, he has no use for it. You can take it if you are playing as Jill, but Forrest may not appreciate it.

Kevin Dooley- Pilot for the Bravo Team. Found dead in his chopper. Ouch.

-----  
Everyone else  
-----

Sir Spencer- He owns the mansion, and he's tied into Umbrella. He doesn't appear in the game, at least not alive.

George Trevor- He was the architect for the mansion. Umbrella imprisoned him and his family.

Jessica Trevor- George Trevor's wife. Umbrella experimented on her, but it killed her.

Lisa Trevor- George and Jessica's daughter. She has been freakishly mutated. You have to face her three times. Show her Jessica's corpse and she'll leave you alone.

Jon Toleman- He wrote the note that came with the dog collar. He's pretty insignificant.

Keeper, Steve, Scott, and Alias- Workers at the mansion. They're zombies now.

Martin Crackhorn- Researcher that killed himself.

Anonymous Worker- Wrote the suicide note to Linda. He's hanging in the Residence.

Henry Sarton- Researcher who researched Plant 42.

Moira and Polly- Barry's daughters.

John- Researcher. His name and his girlfriend's name, Ada, are passwords in the Lab computer. You should definitely know them if you've played RE2.

Ada Wong- Ada is John's girlfriend. Their names are passwords on the computers in the Lab. If you've played RE2, you undoubtedly already know her.

Chief of Security- He sent a letter to Umbrella revealing their plan.

Keith Arving- Visual Data Room Manager.

E. Smith and S. Ross- Consultant Researchers.

William Birkin- He left an observation note in the lab. He doesn't really matter in this game, but he appears in RE0 and RE2. In RE2, he's that big, freakish thing that's always trying to kill you.

\*note\* Sir Spencer. George Trevor, Jessica Trevor, Jon Toleman, Keeper, Scott, Steve, Alias, Martin Crackhorn, the Anonymous Worker, Henry Sarton, Moira, Polly, the Chief of Security, Keith Arving, E. Smith, and S. Ross are all utterly and completely insignificant. I really had absolutely no reason to put them in there, but I did anyway.

-----  
General Tips  
-----

-Don't die.

-Take bathroom breaks.

-Watch Dawn of the Dead to prepare yourself.

-Defensive items work very well against Crimson Heads.

-Watch out for the hunters' head swiping attack-it'll kill you instantaneously.

-Watch out for that overhead strangling thing the chimeras do too.

-You can use empty soda bottles as footballs.

-If something goes wrong, don't worry. There is probably a way to fix it. The important thing is to not blame me or the game designers.

-You probably won't need the maps, but they really can help you get where you are going if you get lost.

-Don't waste ammo on any stupid crap that doesn't need to be shot, like bees and crows.

-Make sure you are prepared before boss fights and before moving to new areas.

-Combine or use items to open inventory space when you need to.

- Burning zombies means never having to see their ugly faces again.

-Turn the lights out and play late at night for the premium gameplay experience

Good luck, although with this guide, you won't need it.

-----  
Extra Stuff  
-----  
-----

Things You Can Unlock  
-----

Rocket Launcher- Finish the game in under three hours to receive this big gun. It fires powerful rockets, and it carries an infinite number of them, too.

Samurai- This gun is yours if you beat the game in under five hours. It is similar to your handgun, except that it can fire in bursts of three and it has an infinite clip.

Closet Key- It comes with the first costume you unlock. Use it to open the door in the Art Room so you can change outfits.

Jill's Alternate Outfit #1-Just beat the game with Jill once to get this.

Jill's Alternate Outfit #2-Beat the game with Jill twice to get this. It is her outfit from RE3.

Chris' Alternate Outfit #1-Just beat the game with Chris once to get this. This will also change Rebecca's outfit.

Chris' Alternate Outfit #2-Beat the game with Chris twice to get this. It is his outfit from RE:CVX.

Once Again Mode- Play on a file on which you have already won the game. This way, you can use anything that you have unlocked so far. Just beat the game once to get this.

Hard Mode- Beat the game once to get it. It contains less ammo, and has more zombies. The enemies are also tougher.

Real Survival Mode-This is a lot tougher than the original. To unlock it, beat the regular or hard game in under 5 hours. Damage taken is more severe, there is no auto-aim, and the item boxes are no longer magically linked together. I really never want to do it again.

Invisible Enemy Mode-Beat Real Survival Modeto unlock it. As you might have guessed, all of the enemies are invisible. Yes, even bosses. Also, there is no auto-aim. It was difficult for me to beat, but it was worth it. Good luck.

One Dangerous Zombie Mode-Beat the game in any mode with both Chris and Jill to unlock this. In this mode, instead of sitting on his balcony, Forrest's zombie will appear at certain areas in the Mansion and attack you. If you shoot him, he will explode and kill you. Try to avoid him any way you can. The thing I don't like about this mode is that it is selected automatically for you: after you unlock it, any normal mode you select on that file will play with One Dangerous Zombie Mode automatically.

Message from the Producer and Production Drawings- Beat the game on Invisible Enemy Mode in under 5 hours to get these. It is drawings of things from the production stages, and a congratulatory message from the producer. At least, I think it's the producer.

---

## Endings

---

### Jill

With Chris and Barry-If you let Barry live at the Altar, you rescued Chris from the Lab, and neither one of them died at the helipad, you get this ending. It is the best one. Brad carries the three of you off just before the entire mansion and grounds blows up.

With Chris, not Barry #1-If you Saved Chris from the Lab, let Barry live at the Altar but let him die at the Helipad, and kept Chris alive at the helipad, you'll get this ending. Jill and Chris escape in the helicopter just as the mansion explodes.

Alternate with Chris, not Barry-If you let Barry die at the Altar, but save Chris and keep him alive, you'll get this ending. Jill and Chris escape in the helicopter. The mansion is still there, and you see the tyrant one last time.

With Barry, not Chris-If you let Barry live at the altar, kept him alive at the helipad, and didn't rescue Chris from the Lab or let him die at the helipad, you'll get this ending. Jill and Barry escape in the helicopter just as the mansion explodes.

With no one-If you let Barry die at the Altar and left Chris in the Lab or let him die later, you'll get this one. It is the worst. Jill flies off in the helicopter. The mansion is still there, and you see the tyrant one last time.

Jill's crappy ending-This is actually just if you keep Barry alive until the end of the game, but let the final timer count down to zero. It doesn't matter if you save Chris or not. The entire mansion explodes, taking you with it.

### Chris

With Jill and Rebecca-This is the best ending. If you kept Rebecca alive the entire game, and you saved Jill and kept her alive at the Helipad, you'll get this ending. Brad carries the three of you off just before the mansion and grounds blows up.

With Jill, not Rebecca #1-If you saved Rebecca when she was being attacked by the hunter, let her die at the end, saved Jill in the Lab, and kept her alive at the helipad, you'll get this ending. Chris and Jill escape in the helicopter just as the mansion explodes.

Alternate with Jill, not Rebecca-If you let Rebecca die when she was being attacked by the hunter, rescued Jill from the Lab, and kept her alive, you'll get this ending. Chris and Jill escape in the helicopter. The mansion is still there, and you see the tyrant one last time.

With Rebecca, not Jill-If you kept Rebecca alive the entire game, but left Jill in the Lab or let her die at the helipad, you'll get this ending. Chris and Rebecca escape in the helicopter just as the mansion blows up.

With no one-If you let Rebecca die when she was attacked by the hunter, and you left Jill in the Lab or let her die later, you'll get this ending. It is the worst. Chris will fly away in the helicopter. The mansion is still there, and you see the tyrant one last time.

Chris' crappy ending-This is actually just if you let Rebecca live the entire game, and let the final countdown reach zero. It doesn't matter whether or not you save Jill. The mansion explodes, taking you with it.

This document is copyright Mr\_Bengalsworth and hosted by VGM with permission.