

# Resident Evil Chris Hard Mode Walkthrough

by Tyrant X

Updated to v1.2 on Nov 23, 2002

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- 0) Versions and Updates

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+Version 1.0----November 19, 2002-----

My first walkthrough. Haven't got past the residence yet. Half-way finished.

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+Version 1.1----November 23, 2002-----

Got to the mines. Made some minor changes to the word alignment in the Walkthrough slang section, my word choices, and some parts of the Disclaimer. I also changed my mind about picking up the MO disks.

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+Version 1.2----December 12, 2002-----

Got to the altar. I've continued the rest to Part 2. Next time I update, I'll go to the finish.

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1) Introduction

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This is a two part walkthrough for the Chris's hard mode scenario. It's somewhat descriptive, but it's straight to the point. Use it for when you already beat the game and you want the quickest way to go thru it again and earn another mode or if you just played Chris on Normal difficulty and you don't want to get your butt kicked this time around :)

PLEASE NOTE:

This walkthrough has been written for when Chris has earned the Samurai Edge automatic pistol. The only difference is that handgun bullets are not picked up in this walkthrough and they may affect your ability to pick up certain items.

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2) Walkthrough slang

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Here are some of the terms I will use to describe places in the game:

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Slang for  
hallway

What I mean

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Main hallway-	Front door, 8 doors, main stairway.
Hallway 1-	Two-level hallway with door to west balcony, zombie on steps, door to medicine room.
Hallway 2-	Elevator, stairs to kitchen, Kevin's corpse.
Hallway 3-	First Crimson head, golden arrow, 2 mirrors.
Hallway 4-	4 doors, wooden mount, door to Richard.
Hallway 5-	Small stairway, 5 doors, Wesker leaves Chris items in the nearby save point.
Hallway 6-	Door to courtyard, Emblem key door.
Hallway 7-	Collapsing ceiling, bathroom door, door to

outside where herbicide is.

Hallway 8- Dogs break thru window, push desks to get handgun bullets and knife.

Hallway 9- Armor key, Trap with sliding statues and Armor key.

Hallway 10- Deer head, door to Fishy room

Crow hallway- Hallway with the spotlight pictures. Full of crows, too :P

Residence  
hallway 1- Double doors, Residence 001, holes in floor you have to push crate over.

Residence  
hallway 2- Bugspray hole in wall, Gallery.

Mine hall  
1- First hall in the mines. Item box.

Mine hall  
2- T-shaped hall. Two hunters appear there.

Mine hall  
3- Has the elevator to Lisa hall

Mine hall  
4- Has a boulder at the end that rolls after you. Flamethrower is here.

Enrico hall- Enrico, your partner, was shot here

Lisa hall- Second encounter with Lisa. Has switch to hooks to place the broken flamethrower on.

Lab  
hallway 1- 3 zombies, door to room with projector, lab's second floor

Lab  
hallway 2- Doors that require power room key, 2 zombies, lab's third floor

Emergency  
lab door  
hallway- Door that opens when the self-destruct sequence is activated, lab's first floor

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Slang for  
the save point

What I mean

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Save point 1- Kerosene tank, Wesker leaves Chris items there; warm lantern light.

Save point 2- Medicine room.

Save point 3- Shed in courtyard. First encounter with Lisa.

Save point 4- Residence.

Save point 5- At the beginning of the mines.

Save point 6- At steps before the alter. Requires two stone and metal objects.

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Slang for  
room in the  
mansion

What I mean

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Dining room  
balcony- Room right above dining room, push woman statue off of it

West balcony- Blow dog whistle to call dogs, fake key.

East balcony- Don't go here! Only used for reference. Forrest zombie A.K.A one dangerous zombie is here.

Bathroom- The only one in the house. You have to unplug the tub to get an

old key there.

Kitchen- Pretty obvious. Pots and pans, door to elevator,  
 Graveyard- Obvious again. Stairs to crypt.  
 Crypt- Stairs from graveyard. Crimson head zombie in a tomb.  
 Attic- Room with first encounter with giant snake. Need I say more?  
 Plant room- Place where to have to use the herbicide to get the Death mask.  
 Tiger room- "Tiger shining with blue and yellow light..."  
 Music room- Room with piano. Rebecca plays "Moonlight Sonata" for you there.  
 Fishy room- Room with the bee lures, you find the Wind Crest there  
 Door to  
 Richard and  
 the big snake- Yeah...pretty descriptive...

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Slang for room in mines or lab	What I mean
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Statue room-	Room in the mines with the statue you have to push to get the cylinder
Weird room-	Room in the mines. You have to go through shoulder-deep water with snakes in it to go to room with stone ring on desk.
Spider room-	Room in the mines. You fight the giant spider here.
Trash compacting room-	Room in the mines. It has the waterfalls and the trash compactor at the bottom.
Trash transporting room-	Room in the mines. You have to push a crate on the transporter and push the button to take it to the Trash compacting room.

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Abbreviations	Unabbreviated
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HG	Handgun
SG	Shotgun
MG	Magnum
SGS	Shotgun shells
MGB	Magnum bullets
*	List of items you should have now

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 3) Chris's Hard mode Walkthrough  
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1. Go to zombie that killed Keven (Hallway 2).
2. Go back to Main hallway.
3. Go get dagger but watch out for zombie on way back.
4. Go back to Hallway 2 and thru door near Kevin.
5. Go thru Hallway 3 and pick up Golden arrow(examine).
6. Unlock door to dining room balcony and pick up dagger.
7. Go thru main hallway to graveyard door.
8. Place arrowhead in groove, walk down steps.
9. Pick up Book of Curse, examine back.

Items you should have now are:

- \*Handgun
- \*Knife
- \*Sword key

10. Go back to main hallway, unlock door to Kitchen, pick up small key.
11. Unlock door to Hallway 1 in dining room balcony, go downstairs and to door that requires small key, pick up flash grenade and broken shotgun. Go to ave point 2. Drop off: Knife.

Items you should have now are:

- \*HG
- \*Sword key
- \*Broken shotgun

12. Unlock door to Hallway 4 and go thru, go thru last door.
13. Pick up dog whistle, go thru door to Hallway 5 and downstairs to save point 1. Drop off: Dog whistle; Pick up: Closet key (if acquired). Get old key off typewriter desk.
14. Go back to Hallway 5, thru broken door (first time), to Hallway 6.
15. Go thru double doors to Hallway 7, use Broken shotgun on trap and pick up real shotgun.
16. Go to bathroom, unplug tub, pick up old key.
17. Unlock door to outside, pick up Herbicide and go back to Hallway 7
18. Go to Hallway 8, push 2nd desk to get a dagger and open the door at end and go thru. Discard key.
19. Use closet key(if acquired), otherwise go back to Hallway 1.

Items you should have now are:

- \*HG
- \*SG
- \*Herbicide
- \*One old key

21. Unlock door to west balcony with old key. Go downstairs to save point 2. Pick up: Dog whistle ; Drop off: none. Go to west balcony.
22. Blow dog whistle and kill dogs. Pick up Collar and examine it. Examine back of coin. Go back through same door and discard Dog whistle. Go to Hallway 9 and switch fake key for real key on the trap. Go back to save point 2.

Items you should have now are:

- \*HG
- \*SG
- \*Herbicide
- \*Armor key

23. Unlock door at end of sublevel hallway. Go to the Plant Room and place herbicide in water. Obtain Death mask. Go to door before last on the other side of the hallway.
24. Open closet door and kill zombies. Pick up old key. Go back to Hallway 2.
25. Unlock door to Music Room and go to main hallway.
26. Unlock door to East balcony. DO GO THROUGH! Go to Hallway 4.
27. Unlock Door to Richard and the big snake and go through. Come out and continue down the hallway. Unlock double doors.
28. Push the upper-right statue, the lower-left, then the lower-right to solve the puzzle. Push the button and pick up the puzzle box. Examine the box and press both half-heart shapes to open it. Take Death mask. Go to Hallway 5.
29. Unlock door to Hallway 10 and go to Hallway 6 thru broken door (second and final time until Wesker fixes it).
30. Unlock door to Crow hallway and discard key. Turn on the lights of the 4th, 5th, and 6th paintings. Then turn on the 1st and the 6th again. Press the button under the picture of the queen. Unlock gate with small key first and then pick up Death mask. Go to graveyard.
31. Place Death masks in the crypt grooves and return to the Door to Richard and the big snake.
32. Examine Richard and go to next room. Kill zombie and go to the next room. Light the candle and push the cabinet. Pick up the music score and return to dining room.
33. Pickup blue jewel and go to the tiger room.
34. Place blue jewel in tiger eye and pick up shotgun shells. Go to music room.
35. Push the cabinet around the corner and pick up the second half of the score. Combine the two and use them in front of the piano. Let Rebecca practice and go to Hallway 10 while you're waiting.
36. Go to room with the bedroom and pick up the old key. Use it to open the door to the fishy room. Pick up the gold bee and combine it with the fish hook. Pick up the real-looking bee and place the gold bee in that panel. Put the real-looking bee in the panel where you got the gold bee and press the button under the picture. Pick up the Wind Crest and put it back in the crate go back to the dining room.
37. Pick up the emblem above the fireplace and go back to the music room.
38. Go into the secret panel and replace the gold emblem for your emblem. Go back into the dining room.
39. Place gold emblem above fireplace and set the clock to 6:00. Pick up Sheild key and go to Door to Richard and the big snake.

Items you should have now are:

- \*HG
- \*SG
- \*Maybe some SGS
- \*Shield key
- \*Wind Crest

40. Open the door to the Attic. Run around the snake's body once clockwise (away from it's head) and go for the Death mask to avoid getting bitten. Go to Crypt.
41. Use death mask on the last groove and kill the Crimson Head. Press the button inside the coffin and take the stone and metal object. Go to Hallway 6 via Graveyard and Crow hallway.
42. Go to outside to courtyard entrance. Use stone and metal object on panel

- and go through the door. Take the lower path first.
43. Set the first rooster to West and the second one to North to unlock the gate. Go through the gates.
  44. Use your wind crest on the statue and use the Sun, Star, and Moon pieces on the second statue to get your magnum. Go through the gate.

Items you should have now are:

- \*HG
- \*SG
- \*Maybe some SGS
- \*MG

45. Go to through the woods to save point 3. Go to the back of the house to find the square crank. After Lisa clips you on the head, go up the stairs and shoot her three times with your magnum. After she falls, run past her and back to upper courtyard path.
46. Go to the gate killing all of the dogs.
47. Use the square crank to drain the pool. Go across and go down the elevator.
48. Run past the crows and to the gate.
49. Run into the residence and to save point 4. Drop off: Square Crank, Handgun, SG and SGS. Take the flash grenade and the ink ribbon off the bookcase and save your game. Turn off the game and take a break right now. You earned it. After your break, go back to Residence hallway 1.
50. Push the crate over the hole in the floor. Go Residence hallway 2.
51. Go to room 002 and into the bathroom. Take the key off the sink. Go to room 002.
52. Go to bathroom. Unplug bathtub and get Control Room key. Go to Residence Hallway 1.
53. Go through double doors and down the stairs. Pick up SGS and Red book. Go to Room 002.
54. Push bookcases and go down ladder. Push the crates into the water and go across. Go to submerged double doors.
55. Run past sharks toward the screen and open the control room door. Go through.
56. Go down the ladder to the control room. Check the paper on the desk not far from the ladder. Memorize the valve it tells you to open in case of an emergency. Walk up to the front control panel and Neptune should hit the glass.
57. Go to the right control panel and release the safety. Then go to the left and close the shutters. When they malfunction, go to the back and release the memorized oil valve and try to close the shutters again. Then go to the front control panel and drain the water. Go to the back again and open the door.
58. Coming toward the screen, pick up the shotgun shells in the pile of garbage and open the gate double doors still coming toward the screen.
59. Ignore and run past the beached sharks until you come to some water with Neptune in it. Step down (if you dare!) and get on the platform. Attempt to pick up the key on the rack and Neptune will knock it away.
60. Push the control panel in the water and flip the switch behind you. When Neptune is finished frying, walk to his starboard side(right) and pick up the gallery key. Go back to the gate you came from.

Items you should have by now are:

- \*MG
- \*Maybe some MGB
- \*Gallery key
- \*Red book

61. Where you came toward the screen last time, go away from the screen and into the other gate double doors. Pick up the MGB off the crates. Climb up the ladder at the end of the hallway and go through the door. Go back to Residence hallway 2.
62. Open the gallery door and go through. Ignoring the bees, go to down the long hallway and stop short at the dead man. Pick up the insecticide off of him and go back to Residence hallway 2.
63. At the end of the hallway, near room 002, take the map off the wall and spray the insectide into it. Go back to the gallery.
64. This time you can go past the dead man safely to the end of the hallway. Pick up key to room 003, open that room, and go through.
65. Take the book out of the bookcase and place the red book into it. Rearrange the books to form a picture of a naked woman outstretched (hehehe...) and go through the revealed door.
66. Chris gets caught by a vegatable! When you take over Rebecca, go to the only door in the gallery you haven't explored. The combination to the door is 345 in that order.
67. Pick up four bottles and listen carefully, or in this case, read carefully: Mix the water with yellow-6 to make a green solution. Mix the UMB 3 with water to make a purple solution. Mix the purple solution with yellow 6 to make an orange solution. Mix the orange solution with the green solution to make a blue solution. And mix the blue solution with UMB 3. Congratulations, you made the J-Volt! Now go back to the aqua ring entrance.
68. Go through the only available door and down the ladder. Go back to the control room and up the ladder. Go through the door at the top of the ladder. Go around the center ring of the room and you should find a new door on the same wall. Go through it and use the J-Volt on the plant's roots. Go back through the door.
69. You should have lost control of Rebecca and Chris should have been released now. Equip your MG. Go to the balcony of the room and wait for the plant to open its mouth. Unload your MG into immediately and it should die. Go back downstairs and in the fireplace, you should find Helmet key. Go back to the shed just before the courtyard.

Items you should have by now are:

- \*MG
- \*Helmet key

70. Take the items Wesker left you and go out the door to the mansion: Hallway 6. As the hunter chases you down, go back to Hallway 5 quickly. Go to the door past Hallway 10 and go through it. Open the door that requires the helmet key.
71. Push the statue straight across the room until it reaches the end. Go around the collapsing wall to the other side and push the switch at the end. Run back to the statue and push it left until the walls go back out. Go through the secret entrance and pick up The Last Book Vol. 1. Examine the side to find Eagle Medal. Jump down the hole.
72. Run past the spiders and take the left path when you reach a fork-in-the-hallway. Go through the door.
73. Go straight down this hallway and turn on the elevator power at the end. Go back and take the other path. Open the door at the end. Go into the



elevator.

74. Go around the corner away from the screen and into the small room. Pick up the battery and only the MGB. Go back to the hallway and through the door at the end.
75. Go to Hallway 1 and open the helmet key door. Use the made-you-look strategy on the eagle to get the red gem(run to the opposite side of the room, run under the eagle, and to the desired side of the room). Go to the Main hallway.
76. Open helmet key door. Go to end of hallway and open door pick up jewel box. Place the red jewel in the jewel box and place the puzzle pieces to form the umbrella symbol(you ought to know how to do that) and take the broach. Examine it to find the Emblem key. Go to the Emblem door in Hallway 6.
77. Turn on the light and pick up the metal object. When Rebecca screams, go back to the room where you found the dog whistle and save her. Go to Hallway 9.
78. Open helmet key door at end. Go down the hallway and down the ladder. Kill the snake and it will knock down the The Last Book Vol. 2. on the other side of the bookcase. Examine the side to find Wolf Medal. Go back to Save point 1. Drop off: Eagle Medal, Wolf Medal, Metal Object ; Pick up: Square crank. Go to courtyard shed.

Items you should have by now are:

\*MG

\*Square crank

\*Battery

79. Taking the upper path, go across the pool area and down the elevator. Place the battery in the compartment near the elevator and take the elevator up. Use the square crank on the pool crankshaft and go back down the elevator. Go the mine area where the waterfall used to be.
80. Go to save point 5. Drop off: Square crank. Go to the only available door.
81. Take the route away from the screen in this T-shaped hallway.
82. Keep going until you reach the door on the other end and go through.
83. Go talk to Enrico. After he gets killed, talk to him again and take the Hexagon crank. Go back to Mine hall 1.
84. Use the crank on the hole in the wall next to the item box once. Go through the new path and through the door to Mine hall 4.
85. Take the flamethrower off the wall and go to the boulder in the room. Examine it, turn around, and run to the door you from to avoid being smashed. Go to the new door the boulder exposed to the Spider room.
86. Equip flamethrower and burn this motha spider. Remember to move around occasionally to avoid being rushed. After it dies, go to the other side of the room and pick up the survival knife. Use it on the double doors that are covered with the webs. After you finish cutting, go through.
87. Use the blue herbs if necessary. Go to the hooks on the panel and place your flamethrower. Go through the door.
88. Go to the hole in the wall and use the hexagon crank four times. When the boulder comes at you, duck in the hall just ahead of you. Go through the door to the statue room.
89. Push the statue in front of the statue pusher and use the crank on the hole in the wall to push the statue out. Use it again to disengage the pusher. Push the statue on the panel on the floor. When it turns it, push the statue on it again(push it off, push it back on) and the statue should be facing the same direction as the other statue in the wall. Now push your statue in the corresponding gap in the wall. Take the Cylinder

from the panel. Go to Mine hall 3.

90. Take the shaft from the control panel and combine it with the cylinder. Examine the cyclinder. Turn it until it reads "4,2,3,1" in Roman numerals on the side. Place it back in the control panel and press 4,2,3,1 on it. Go down the active elevator.
91. This is the Trash Compacting room. Take the door.
92. This is Lisa Hall. Go up the stairs on the other side of the room, avoiding Lisa, and through the door near the switch.

The rest is on Part 2!!!!!!!

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#### 4) Disclaimer

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