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0. I N T R O D U C T I O N
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In September 2001, Capcom announced that the Resident Evil series would be migrating over to the GameCube for the future. Part of the deal was a remake of the original Resident Evil, the exclusives Resident Evil Zero and Resident Evil 4, and ports of Resident Evil 2, Resident Evil 3: Nemesis and Resident Evil CODE: Veronica X, all for the GameCube. Resident Evil 2 is a direct port from PSone to GameCube in this case. Virtually most of the game has remained the same from the release of the Dual Shock Version in 1998, to the GameCube version in 2003. Note that this is a PSone port, not a Dreamcast or N64 port, and thus will not feature any EX File information.

This FAQ shall only cover:

Resident Evil 2/BioHazard 2 (GameCube)

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1. V E R S I O N H I S T O R Y
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January 17, 2003

Version 1.0

The FAQ is pretty much finished as the GameCube version features pretty much no changes whatsoever (aside from voice/graphics changes). What a huge disappointment, and yet, I expected it. Oh well.

January 15, 2003

Version 0.5

Bought the GameCube version, everything is the same (except for some high-res graphics). FAQing begins.

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2. R E S I D E N T E V I L 2 : C O U N T L E S S V E R S I O N S
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Resident Evil 2 has spanned across the PlayStation, Nintendo 64, Dreamcast and PC. Each version contains exclusives, and this section will detail them. They really don't feed anything to the GameCube version, since it's exactly the same as the PSone Dual Shock Version.

Resident Evil 2 (GameCube)

Exclusive features:

- None
- One Disc Only

Lack of:

- N64 exclusives
- PC exclusives

Resident Evil 2 (PlayStation)

Exclusive features:

- None

Lack of:

- Analog Control
- Extreme Battle Mode
- Arrange Mode
- N64 exclusives
- PC exclusives

Resident Evil 2: Dual Shock Edition (PlayStation)

Exclusive features:

- Dual Shock controller compatibility (PSX exclusive only)

Lack of:

- N64 exclusives
- PC exclusives

Resident Evil 2 (Nintendo 64)

Exclusive features:

- No memory card needed
- EX Files
- Randomizer
- Blood Color
- Violence Control
- One cart only

Lack of:

- PC exclusives
- Extreme Battle Mode
- Arrange Mode

Resident Evil 2: Platinum (PC)

Exclusive features:

- Unlocked Extreme Battle Mode

- Wallpaper
- Fully accessed Arrange Mode

Lack of:

- N64 exclusives

Resident Evil 2 (Dreamcast)

Exclusive features:

- BioHazard CODE: Veronica Demo (Japan only)
- One CD only (Japan only)
- BioHazard 2 Music Soundtrack (Japan only)

Lack of:

- PC exclusive unlocked features
- PC exclusives
- N64 exclusives
- Resident Evil 2 Artwork (Japan only)
- Resident Evil 2 FMV Movie viewer (Japan only)

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

Leon is a rookie cop who came to Raccoon City to find zombies. He is very clueless at times, especially in the beginning and middle of his games. He also doesn't seem to try hard at the police force. But when he runs into Ada Wong, he learns to do things right and not be so clueless at times. His weaponry is standard. He has a Pistol, Shotgun, Magnum, Flamethrower, possibly a Submachine Gun and in his B game, a Rocket Launcher. He is better than Claire at firing weapons, but fires slower than Ada. He is controllable on Disc 1.

Claire Redfield

Claire Redfield is the brother of Chris Redfield, from the first game and Code: Veronica. She is tough and willing in situations. She runs faster than Leon, but slower than Ada. While she never meets Ada, she runs into Sherry Birkin, a little girl. She takes good care of Sherry and is, essentially, the main character of this whole game, though she gets Part 2. She has a very different weaponry from Leon's. She has a different Pistol, a Bow Gun, A Grenade Launcher, a Spark Shot, possibly a Submachine Gun and in her B game, a Rocket Launcher.

Ada Wong

Ada Wong is very independent. She is helpful throughout most of Leon's game. Also, she fires, runs, and takes damage better than Claire, Leon and Sherry. But unfortunately for her, she doesn't get out with Leon. But in Leon's B game, she becomes *VERY* helpful against the final Mr. X battle. Although it may seem like it and many people believe this, it actually IS Ada who helps out Claire in her B game against the final Mr. X.

Sherry Birkin

Sherry is alone in her normal world. That is until she meets Claire and becomes her best friend. She is a bit of a nuisance at times, stopping for Claire to come back for her. She is useful, though, especially in the final William Birkin battle. Yes, she is the daughter of William Birkin, who has now become a monster. She is VERY immature for a 12 year old. She also briefly runs into Ada during Leon B, where she loses her pendant that carries her family picture.

Annette Birkin

Annette is the mother of Sherry. She seems to be skitsofrenic. She tries to kill Ada and Leon and tries to help out Claire and Sherry. She is very frantic, and seems to only care about the G- Virus her husband, William Birkin, created. She then becomes caring of her daughter at the end of Claire B, giving her the needed keys to get out of the base.

Brian Irons

He is the darranged police cheif. He kills Ms. Warden, and plans to kill Claire. But his actions of rigging the RPD with traps and puzzles will lead to his ultimate downfall. He is eventually killed by the William Birkin monster.

Ben Burtolucci

He is a reporter who knows what's behind the Raccoon City incident. He, at first, refuses to tell anything until he is nearly killed by the William Birkin monster. He eventually tells Leon and is then killed afterwards.

William Birkin

His first GameCube appearance was of course, in Resident Evil Zero, where he worked with Wesker and was responsible for the demise of the Marcus Mansion. He started working in the Arklay Facilities and pretty much competed with Alexia Ashford and James Marcus. He is the scientist behind the creation of the G-Virus. He is paranoid about giving away his G-Virus, which leads to his ordeal. Umbrella's swat team member, HUNK, attacked William Birkin. Birkin would have died, but saved himself by injecting the G-Virus. Now he is a monster out to perpetuate his G-species.

Hunk

Hunk is the man who attacks William Birkin. He is pretty tough to survive in the sewers for 4 days. He is seen without his mask in his RE3 Epilogue. He also makes a cameo in CODE: Veronica X in a file, where he transports the Tyrant to Rockfort Island.

Marvin Branagh

He makes a small appearance in the game to aid Claire or Leon by giving them a key to get further into the RPD. He eventually turns into a zombie. He makes an appearance in Resident Evil 3: Nemesis, as well, but he's unconscious when Jill Valentine finds him.

Robert Kendo

He is the Gun Shop owner. According to Resident Evil 3: Nemesis, he was good friends with Resident Evil's Barry Burton. He gets killed at the beginning by zombies, but he leaves a weapon behind for Leon or Claire. He was the man who created the Samurai Edge Handgun seen in Resident Evil for the Nintendo GameCube.

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4. B A S I C I N F O R M A T I O N
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A. CONTROLS

GAMECUBE VERSION

---TYPE A---

A: OK/ATTACK/CHECK
B: CANCEL/RUN
X: UNUSED
Y: STATUS
Z: MAP
R: ATTACK STANCE
L: CHANGE AIM
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: UNUSED

---TYPE B---

A: OK/ATTACK/CHECK
B: CANCEL/RUN
X: MAP
Y: STATUS
Z: UNUSED
R: ATTACK STANCE
L: CHANGE AIM
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: UNUSED

---TYPE C---

A: OK/ATTACK/CHECK
B: CANCEL
X: STATUS
Y: MAP
Z: UNUSED

R: FORWARD (Press Lightly)/RUN (Press Strongly)
L: ATTACK STANCE
START: OPTION
CONTROL STICK: LEFT/RIGHT/FORWARD/BACKWARD
D-PAD: LEFT/RIGHT/FORWARD/BACKWARD
C-STICK: UNUSED

B. DIFFICULTY MODES

EASY MODE

This is the easiest mode available in the game. There are items available in the Item Box, and you get more ammo throughout the game. Enemies and bosses are somewhat easy to defeat.

NORMAL MODE

This mode is even harder than Easy Mode. You get no extra items and enemies are reasonably hard to defeat.

ARRANGE MODE - ROOKIE MODE

You start off with a Submachine Gun and enemies are extremely easy to defeat. The Rocket Launcher and the Gatling Gun can then be found in the Item Box.

ARRANGE MODE - USA VERSION (BioHazard 2 only)

In the Japanese version of the game, BioHazard 2, there is a mode called 'USA Version'. This mode is basically the increased difficulty of the U.S. versions over the Japanese versions. Although it says 'USA Version' the language is still in Japanese.

C. HERB GUIDE

FINE (GREEN) = 100% HEALTH

Little to no damage suffered.

CAUTION (YELLOW) = 75% HEALTH

Some damage suffered.

CAUTION (ORANGE) = 50% HEALTH

A lot of damage suffered.

DANGER (RED) = 25% HEALTH

Extreme amount of damage suffered. Near death.

POISON (PURPLE) = 100%-25% HEALTH

Poisoned by a monster, gradually loses health.

|1. RED + GREEN = FULL HEALTH|

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

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

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

|3. GREEN + GREEN = 50% HEALTH|

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

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

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

|5. BLUE = POISON HEAL|

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

|6. GREEN = 25% HEALTH|

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

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

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

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

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

|10. FIRST AID SPRAY = FULL HEALTH|

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

D. COMBAT TACTICS

CONSERVE AMMO!

Resident Evil 2 is somewhat hard. It is easy to use up a lot of ammo. The Tyrant known as Mr. X, and Lickers require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun and run away from battles.

FIRE FROM A DISTANCE!

Lickers and Naked Zombies are extremely versatile when close up to Leon and Claire. You will want to get to a distance and fire guns like the Shotgun, Grenade Launcher and Handgun. When it comes to zombies, try to shoot them at close range.

TRY TO DECAPITATE ZOMBIES!

When playing, the SHOTGUN can blow a zombie's head off. For a SHOTGUN SHELL to decapitate a zombie, get close and aim it up, and then fire.

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

Sometimes you can drop health because some monsters are stronger than others. Avoid this by carrying a Green herb and First Aid Spray. The Green Herb can cover small damage, while the First Aid Spray can cover sudden health drops from Lickers or Naked Zombies.

MAKE MULTIPLE SAVES!

Make at least 3 saves. Make one for the Police Station, and progress on the game, but save onto another spot (preferably the post-G-Imago/William I fight). Those are definite save areas. If you keep multiple saves, you can then start from an older save if you mess up (EX: Use up too much ammo).

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5. W A L K T H R O U G H : L E O N S. K E N N E D Y

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A. LEON SCENARIO A

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CITY AREA 1

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From the crashed truck, head down, passed the hoard of zombies. Keep going until you reach the Gun Shop. In the Gun Shop, the owner has a Shotgun pointed toward Leon, but Leon convinces the owner that he is a human. When you regain control of Leon, walk behind the counter the owner was just behind and grab the Handgun Bullets. Then walk over to the other counter and grab another box of Handgun Bullets. As you walk toward the back door, zombies crash through the windows and eat the Gun Shop Owner! Head behind the counter and shoot the zombies. Once they are all dead, head to the corpse of the shop owner and grab his Shotgun, which has 4 shells. Keep your Handgun equipped, though. Leave the shop through the back door.

From the shop, turn left, passed the locked basketball court gate to the truck at the back. Grab the Handgun Bullets. The gate you just passed will suddenly break open because of the zombies. Kill the zombies and then head through the metal door in the basketball court. It leads to a staircase. Climb the staircase, head across the catwalk and down another set of stairs. Dispatch the 3 zombies and head through the next door. Dodge the zombies and enter the Bus. Collect the Handgun Bullets behind Leon. Dispatch the zombies and exit the Bus through the other door. Carefully run passed the zombies until you reach a gate. Enter the gate. You're now in the Raccoon City Police Department's Front Lawn.

=====
RACCOON CITY POLICE STATION
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Head down the stairs to an alleyway. Cross the alleyway until you get to another flight of stairs. Climb them and then grab the Green Herb from where that plant is growing. Then enter the Police Station. Once in, head to the only open door- the second door to the left. Inside, Leon talks to an extremely wounded officer. The officer tells Leon to use his Key Card to unlock the other doors in the hall. Once Leon exits back into the Main Hall, the door to the room locks behind him.

Head to the computer on the reception desk and then use the Blue Card Key (given to you by the officer you just met). The locked doors except for the one you just visited unlock. Head to the first door on the left. There is an Item Box in the room with 3 First Aid Sprays in it. Grab two and deposit the Knife and Green Herb you found outside. Grab the Police Memorandum and remember the combination number "2-2-3-6". Exit through the other door in this room. You're now in Green Hallway # 1. Walk forward until you see a Licker. Use the Shotgun you found in the Gun Shop to kill it. Aim low to hit it. Once the Licker is gone, grab the Green Herb. Head back to the Item Box and mix it with the other one you have. Then deposit the Mixed Herb. Remember the gray door next to where the Licker was for later. Exit to Green Hallway # 2. There, enter the double doors on the side.

In this room, head to the back area and use the lighter on the fireplace. The painting above burns away and a Red Jewel falls out. Grab it. Return to Green Hallway # 2 and exit through the next door. In this hall, dispatch the zombies. Head right, near the staircase and grab the 3 Green Herbs. Mix all of them and enter the door. You're now in the first Save Room, which has a Dark Room in it. In the back area, you can develop film you find throughout the game. Deposit one First Aid Spray, the Shotgun (trust me!) and the Red Jewel. Exit the room and climb the staircase. Once up, turn right and run until you see the 3 statues. To solve the puzzle, you have to have both statues facing the middle statue. Push the statue to the right of the middle statue into the brown rectangle shape in the floor next to the blocked-off door. Then take the other statue and push it into the other brown square shape next to the unblocked door. Another Red Jewel will fall out of the middle statue's fist. Grab it. Now head through the door next to the right statue. This is the STARS Office Hallway. Enter the STARS Office in the middle of the hallway.

In this room, find the locker left of the door. Open it to find another Shotgun. Grab it and head over to the middle desk. Grab Chris' Dairy. After you grab it, get the Unicorn Medal from the same desk. After getting the Unicorn Medal, Claire comes in. Leon decides that he and Claire need to split up. You give her Chris' Dairy and a radio. After the scene is over, leave the room. Go back to the Statue Room where you got the second Red Jewel and head down the staircase. Once back on the first floor, reenter the Save Room with Dark Room in it. Deposit the second Red Jewel you found and save if you have to. Now backtrack to the Main Hall. On the Woman Statue in front of the small steps, use the Unicorn Medal and a Spade Key will fall out of the statue. Now backtrack to Green Hallway # 1, where you found that Licker. Remember the gray door? Use the Spade Key. In the Messy File Room, go around until you see a step- ladder. Push it until it stops. Climb the step- ladder and grab the Crank. You won't use the Crank until later. Keep going until you reach the staircase leading to the Red Jewel Statue Room. Go into the Save Room with the Dark Room in it and deposit the Crank.

Travel back to the STARS Hallway. Go passed the door you went through before until you turn left and see a door. Use the Spade Key to unlock it. Discard the Spade Key (whenever the game asks you to discard an item, do it because it's useless). Enter the door you just unlocked and use your Shotgun to kill the 5 zombies. This is STARS Reception Room. Head right around the corner until you see a door. To the right is a locked desk. You'll get the key for it soon. Just enter the door next to the desk. Leon is now in the Library. There's nothing important to do here now, so just exit through the double doors. You're now on the balcony above the Main Hall. Kill the zombies with your Handgun. Now turn left until you reach the red box with the emergency ladder. Examine it and take the "yes" option to lower the emergency ladder. The ladder allows access to the Main hall of the first floor so you don't have to keep going back to the staircase in the Red Jewel Statue Room. Don't go down the emergency ladder yet, though. Instead, keep going until you see a door. You're now in the Chief's Reception Room. It is also a Save Room.

Grab the Small Key from the bench, save your game. Now exit the room through the door next to the Typewriter. There are two powerful zombies, so kill them quickly. See the burning helicopter? Well have to extinguish it. Head to the only passable door in this room, located right of the door you just came through. This is the Bird Hallway. Keep running until you see a door. Unlock it and go through. You're now in the East Staircase. Grab the Green Herbs and go down the staircase. Enter the door at the bottom. You're now in the Fan Room. Examine the corpse to find Bullets. Kill the walking zombies and enter the office. See the Safe? Remember the code from the Police Memorandum File? Enter the code and the Safe will reveal Shotgun Shells and a Police Station map. Head out through the double doors. You're now in the East Reception Hall. Clear the zombies, but instead of heading through the brown single door here (the other single door leads to the Main Hall), head back to the East Staircase and climb it back to the Bird Hallway.

Once back in the Bird Hallway, turn right. Dodge the Crows until you reach another door. Head through and you're now on the roof of the Police Station. Head down the stairs until you reach another area of the city.

=====
CITY AREA 2
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Dodge the zombies until you reach a small Cabin Area. In this area, go to the desk and grab the bullets and the Valve Handle. Don't bother opening the backdoor because it only leads back to the fire from the beginning of the game. Go back to the roof of the Police Station. Once back on the roof, go through the fence opening left of the door. Go to the hole on the wall and use the Valve Handle. Water will spill from above and put out the fire. Go back to the Bird Hallway.

=====
POLICE STATION BASEMENT
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Once back, go back to the Save Room where you found the Small Key. Grab the 2 Red Jewels you got a while back and head to the now extinguished helicopter. Go passed the wreckage and head through the door (you'll notice a blocked door; don't worry about it). You'll be in a room full of valuables. Notice the statues beside the Knight Armor Statue? Place a Red Jewel on each of the women statues and a King Plug will fall from

the Knight Statue. Also, grab the Diamond Key from the crates to the left and the Shotgun Shells hidden amongst the boxes left of the door. Return to the Save Room you just went to. Deposit the King Plug because you don't need until the near end of the game. Now go back to the STARS Reception Room.

Remember the locked desk? Use the Small Key and it will reveal Handgun Parts!!! Combine this with your Handgun to make a Custom Handgun, which can fire 3 bullets at a time! Go back to the STARS Hall and then head back to the Red Jewel Statue Room. Head down the staircase. Once back down in the Dark Room Hall, use the Diamond Key to enter the metal door next to the door that leads to Green Hallway 2 (actually, deposit the Diamond Key for now after using it on the door). The door you just unlocked leads to a file room. There's nothing important here, so exit through the next door. You're now in the room where you talked with that wounded officer (If you play Resident Evil 3: Nemesis, you find out his name is Marvin Branagh).

In the small office, he's now a zombie, so kill him with the Custom Handgun or Shotgun. Grab the Heart Key on the desk and exit through the front door. You're now back in the Main Hall. Go through the door right of the main entrance and you'll be back in the Reception Area outside the Fan Room. Enter the Fan Room again and then head to the entrance to the East Staircase. You'll see another door. Use the Heart Key, discard it and enter. Grab the Green Herbs and then head to the staircase. Pick up the Shotgun Shells behind the Staircase before going down.

Once down the staircase, you're now in the basement. Turn right until you reach double doors. Go through them and you'll be in a Parking Lot. Run forward and you'll trigger a cut scene with Ada Wong, who's looking for her boyfriend. Help her push the truck blocking the door and head through the door you just opened up. Go passed the door until you see a gate. Head through. Talk to Ben in the second cell. After the cut scene, grab the Manhole Opener. Remember the door you just passed in the previous hallway? Go there now. Inside this room, find the manhole left of the Dog Cells. Use the Manhole Opener and climb down into the Sewers.

=====
THE SEWERS
=====

Go passed the Giant Spiders until you reach another ladder. Climb it. To the left is a Save Room. Save now. Grab the King Plug and the Diamond Key. Now enter the other door in this room. You are in the H- Shaped room. Go to the end of the room until you see a door. To the right are plug holders. You'll need four of them. Insert the King Plug and exit through the way you came. You'll see Ada. After the cut scene, you'll be in control of her.

=====
CONTROLLING ADA
=====

Exit the room. You're now in the Sewer Plant area. Kill the zombies. Now find a lift. Take it down and grab the Shotgun Shells. Take the lift back up and then head through other door in this area. You're now in the Crate Room. Head down the steps left of the controls and push the right crate into the wall. Climb the middle crate and push it towards the right crate. Then push the left crate in towards the wall. Climb the steps again and then activate the controls. The crates will rise. Cross them and then grab the Club Key. Go back to the first room you took control of Ada in. After the cut scene of Ada giving Leon the Shotgun

Shells and Club Key, Leon is back in control.

=====
BACK TO THE POLICE STATION
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Go all the way back to the main tunnel of the Police Station Basement. Use the Club Key on one of the double doors. Inside, grab the red Card Key. Now go to the other double doors in the room. You have to power up the RPD Basement, so go to the conductor and press Up, Down, Up, Down and Up and Up.

Head next door and inside, you can grab the Submachine Gun and Side Pack. You may want to save it for Claire in Claire B, though. Grab the other ammo elsewhere. Now head back to the first floor of the Police Station.

Once back, head to the door behind the staircase. Use the Club Key to open the door. Inside, grab the Magnum. Exit. Go back to the Reception Area outside the Fan Room. Head through the brown door and head to the first door you see. Use the Diamond Key and discard it. Inside, just grab the Rook Plug. A Licker will then attack, but your new Magnum or Submachine Gun can take care of it.

Exit and find the Green Door in the same hall. Use the Club Key and discard it. Enter the room. Go to the back of the room. Ignite the back furnace with your Lighter. Then turn on the right statue. Then turn on the middle statue and finally the left statue. The Golden Cogwheel will drop from the wall painting. Grab it.

Now climb the East Staircase again and make your way to the Save Room nearby. Grab the Crank from the Item Box. Now go back to the Library. Climb the staircase in the Library. Go passed the door until you drop to a secret area. Press the lighted button to regain access to the 1st floor of the Library. See the bookshelves that have flashing buttons on them? Push the first two to the right and the Bishop Plug will be revealed. Head back to the secret area and grab it. Then climb the staircase in the Library again. Head through the door you passed this time. You're on the third floor of the Main Hall. Head through the other door on this balcony. You're now in the Gear Room.

In the Gear Room, use the Crank on the right wall to lower a small set of steps. Climb those steps to reach a gear wall. Attach the Golden Cogwheel so the wall nearby opens. Grab the Knight Plug and then head down the dust chute. Going down the chute takes you back to the hall outside Ben's Cellblock. Ben will be in a cut scene in which William Birkin impregnates him with G- Imago. Get back to Ben and talk to him. Ada will then come in and tell Leon to head into the Umbrella Lab.

Go back to the area where you took control of Ada. Once back there, head through the door to the save room and save. Bring the Magnum and Shotgun. Go to the door with the plugs. There, the G- Imago will attack you!

=====
BOSS 1: G-IMAGO
=====

DIFFICULTY: MEDIUM

Arm that Magnum and start shooting. The G-Imago will spit out infant monsters in the process. Be careful- they can damage. After 1 full Magnum clip has passed, switch to the Shotgun. Another Shotgun clip will

finish it off.

=====
BOSS 1: G-IMAGO
=====

Now go to the door and insert the Knight, Bishop and Rook plugs. Now exit the final door of the Police Station! We are out of the RPD now! YAY! Now Leon and Ada have to find Claire and get out of the city!

=====
DEEP INTO THE SEWERS
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Pass the RPD exit and you'll see Ada pop through a wall. After lecturing her, head through the giant door. Through it, pass through this infested hall and through the next door to the save room.

Inside, grab the Valve Handle. Head down the lift. Down there, Annette Birkin will shoot Leon. Ada will be in control again.

=====
ADA AGAIN
=====

Take Ada through the next door. Follow Annette Birkin through the fan tunnel to the sewer control room. Find her and she will show her an FMV. After Annette is gone, go down the ladder across the bridge. Ada will see something and then vanish...

=====
LEON EXPLORES THE SEWERS
=====

Leon is back in control. Take him through the door and grab the map if you didn't with Ada. In the sewer tunnel, turn left passed the fan ladder. You can't go up it now because it is spinning.

Turn left up a ledge and grab the Wolf Medal from the corpses. Now backtrack passed the fan and turn left (Leon's left). Pass through the gate. Proceed down to the waterfall. Place the Wolf Medal inside the machine to the right and take the door to the left.

Inside, use the Valve Handle on its socket and cross the bridge. Across it, use the valve handle again. Grab the 2 nearby herbs and proceed through the door.

Run down the tunnel and you'll see Ada fighting the next boss...

=====
BOSS # 2: GIANT ALLIGATOR
=====

DIFFICULTY: EASY (IF USING CANISTER) HARD (IF USING WEAPONS)
Run back down the tunnel. Fire a shot from the Submachine Gun or Magnum to slow it down. Run to the canisters and examine them to press them down. Arm the Shotgun now, because it has a wide shooting range. Run back to the entrance and wait for the Alligator. It should now have the canister in its mouth. Now SHOOT it with the Shotgun! The Crocodile's head should blow up!

You can also battle it out with this terror. Arm the Submachine Gun and

fire. Turn and run and then fire some more. Keep repeating this pattern, since the Submachine Gun fires fastest. The alligator hits hard, so have healing items handy. If you run short of Submachine Gun ammo, which probably won't happen unless you wasted it against the G-Imago, or you left the Submachine Gun for Claire use the Magnum!

=====
BOSS # 2: GIANT ALLIGATOR
=====

=====
GETTING OUT OF THE SEWERS
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Now we need to get out. Head to the giant door in the alligator hall and unlock it. Head to where you saw Ada and talk to her. Climb up the ladder to where Ada fought Annette. Go to the corpse in the room and grab the Eagle Medal.

Now go back to where you fought that Alligator. Head back to the bridge room and use the valve handle to lower it. Now return all to the waterfall and use the Eagle Medal. Pass through the new door now.

Through it is a tunnel to cross. Passed that is the tram. Activate it with the console to the right. Ride the tram.

=====
BOSS # 3: WILLIAM'S ARM
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DIFFICULTY: EASY

You can help Ada fight it out with this guy or let her do the fighting. You might want to do the latter choice if you are skimping on ammo thanks to stupidly fighting the crocodile. Wait for clouds of dust to fall from the ceiling and then fire. Ada will automatically scare it away once it is damaged enough.

=====
BOSS # 3: WILLIAM'S ARM
=====

After the tram ride finishes, search the corner right of the flare for a Locker Key. Proceed through the next door. Follow the tunnels and sway left. Grab the Shotgun Parts and combine them with the Shotgun! The Auto Shotgun is even more powerful than the Magnum!

Follow the other side of the tunnels. Take through the door and up the ladder in the next tunnel. You are in the Factory Save Room. Reorganize your items because there is yet ANOTHER boss battle coming.

You want the normal Shotgun, but you MODIFIED it! Well, you found another Shotgun way back in the RPD, so that is the one you should use, thanks to it being faster than the modded Shotgun. Pack the Magnum, too, and if you wish, the Submachine Gun.

NOTE: The next boss is pretty tough! If you are skimping in all types of ammo because you left the Submachine Gun in the RPD basement, my suggestion to you now is to go ALL THE WAY BACK to the RPD and get it. Super Lickers are coming up and even the Magnum can't kill it directly!

To get back, follow the tram back through the tunnels into the sewers. Head up the lift to the save room and passed the room where you fought the G-Imago. Head outside Ben's cell to the RPD basement and grab the Submachine Gun, but ONLY if you are desperate for ammo! You can still

get back to the RPD for anything you may have left, so here is your last chance!

Head out and into the elevator car. You will recognize this area from Resident Evil Zero. Unfortunately, you cannot get to the Marcus Mansion from here. Nice try. In the back, grab the Control Panel Key and activate the elevator car outside in the panel. Back inside, the arm boss injures Ada again. Head out with the Shotgun equipped.

=====
BOSS # 4: WILLIAM II
=====

DIFFICULTY: MEDIUM

This guy is William II, not I. In the corresponding scenario, Claire B, Claire fights William I in the RPD exit. Get FAR, FAR away from William. Now fire the Normal Shotgun at will. Its wide range can secure a clean hit and it is also pretty fast. Fire clean hits and switch to the Magnum after 1 clip of the Shotgun.

William falls down- dead? Nah.

=====
BOSS # 4: WILLIAM II
=====

Back inside, Ada is hurt. You arrive in William Birkin's lab. Now to beat Leon A!

=====
THE LAB
=====

After talking to Ada, grab the supplies in the save room. Replace the Shotgun for the Auto Shotgun. Grab the Magnum, too. Head out. Turn right through the door. Turn left at the fork.

Through the next door, turn to the very left door. Inside the Cold Room, grab the Fuse from the cart and use it on the nearby machine. After the Main Fuse is done, head back to the fork. Use the main Fuse there.

Now travel down the right fork. Inside, kill all the plants and turn right. Grab the Flamethrower in the Locker and exit. Head to the locked shutter and raise it. Through it is a door. Beyond that is a ladder.

Climb down. Take the next door. Go down the tunnel and use the Flamethrower on the 3 Super Lickers. Grab the 3 herbs and pass the shutter. You need the MO Disk for that.

Through the next door is yet another save room. Run passed this room. In the next room, take the left door. Inside, use the Key from the tram area on the lockers here. You get MAGNUM PARTS! YAY! Add that to the Magnum and you have a killing machine! Use the Auto Shotgun on the super zombies.

Grab the Lab Card Key! Outside, head to the other door, passed the larva. Arm the Flamethrower. Use the Lab Card Key to gain entrance. Sigh. Another boss battle.

=====
BOSS # 5: GIANT MOTH
=====

DIFFICULTY: EASY

Use the Flamethrower against big ugly. After about 30% of it is gone, this moth dies a HORRIBLE and hot death. Meh. This guy shouldn't be CALLED a boss!

=====

BOSS # 5: GIANT MOTH

=====

Head to the computer and use the Shotgun on the larva. Enter the computer and enter the password "GUEST." Now head back to the room outside the Cold Room. Head to the right shutter. Open it up and register your fingerprint in the nearby computer.

You still can't open that giant door unless Claire registers her print. You do that in Claire B.

Take to the nearby single door. Inside, grab the MO Disk and exit. Outside, Annette confronts you and gets piped! Grab the G- Virus from her. The Lab then tells Leon it will explode in a few minutes. Head back to the Fuse Room.

Outside, Ada will confront you. After she falls down to the pit, run back to the MO Disk shutter. There, use the MO Disk and pass through the large door.

Take to the elevator and then boss # friggin 6 comes out. Good thing the game is almost over!

=====

BOSS # 6: WILLIAM III

=====

DIFFICULTY: MEDIUM

After it comes in, run and fire the Custom Magnum into its ugly face! After about 5 Shots, it mutates into William IV.

=====

BOSS # 6: WILLIAM III

=====

=====

BOSS # 7: WILLIAM IV

=====

DIFFICULTY: HARD

Fire more Magnum shots into this ass. After about 10 shots, it finally goes down. For good? Nah again.

=====

BOSS # 7: WILLIAM IV

=====

Head down the elevator! Follow the tunnel and watch the ending of Leon A! It is not the full ending, though. Play the next game, Claire B, for the ending of this ending!

B. LEON SCENARIO B

(NOTE: To access this scenario, defeat Claire Scenario A. Then save the game after finishing her game in order to get this scenario.)

=====

CITY AREA 1

=====

From the crashed truck, head down, passed the hoard of zombies. Keep going until you reach the back Area. In the back Area, kill all the zombies. Grab the Cabin Key nearby and use it on the locked back door. Carefully run passed the zombies until you reach some stairs. Enter the gate. You're now in the Raccoon City Police Department's Roof. Watch the FMV.

=====

RACCOON CITY POLICE STATION

=====

Head into the Bird Hallway and down the East Staircase. In the Detective's Office, grab the Valve Handle. Head to the nearby safe in the adjacent room. Remember the code I told you to remember in Claire A? It was 2236. Enter for an RPD Map and some Acid Rounds. Head back up the East Staircase. Pass through the Save Room and into the Main Hall. Dispatch all the zombies on the ledge and grab the Unicorn Medal on the other side, passed the 2 doors.

Activate the Emergency Ladder and head down. Grab the Shotgun from the desk. Go to the giant statue and like in Claire A, use it to grab the Spade Key. Head back to the roof via the ladder. There, head left and use the Valve Handle. Check the chopper for Ammo. Equip the Shotgun. A boss is coming. Head inside the Bird Hallway. Mr. X, a Tyrant designed to hunt William Birkin down comes in.

=====

BOSS # 1: MR. X

=====

DIFFICULTY: EASY

Launch Shells into this evil, evil man. Switch to the Handgun Bullets when you run out. Mr. X drops a random item.

=====

BOSS # 1: MR. X

=====

Travel to the room here Claire used the 2 Red Jewels. Inside, grab the Blue Card Key. Head for the Main Hall. Head to the computer on the reception desk and then use the Blue Card Key. The locked doors except for the one where Claire saw Marvin unlock. Head to the first door on the left. There is an Item Box in the room. Deposit the Knife.

Exit through the other door in this room. You're now in Green Hallway # 1. Walk forward to the first door. Grab the Green Herb. Now use the Spade Key and discard it. Inside, push the ladder to where Claire found the crank. This time, though, he finds a First Aid Spray. Outside, exit to Green Hallway # 2. There, enter the double doors on the side.

In this room, head to the back area and use the lighter on the fireplace. The painting above burns away and a Red Jewel falls out. Grab it. Return to Green Hallway # 2 and exit through the next door. In this hall, dispatch the zombies. Head right, near the staircase and grab the 2 Green Herbs. Mix all of them and enter the door.

You're now in the second Save Room, which has a Dark Room in it. In the back are, you can develop film you find throughout the game. Exit the room and climb the staircase. Once up, turn right and run until you see the 3 statues. To solve the puzzle, you have to have both statues facing the middle statue. Push the statue to the right of the middle statue

into the brown rectangle shape in the floor next to the blocked-off door.

Then take the other statue and push it into the other brown square shape next to the unblocked door. Another Red Jewel will fall out of the middle statue's fist. Grab it. Now head through the door next to the right statue. This is the STARS Office Hallway. Enter the STARS Office in the middle of the hallway.

In this room, find the locker left of the door. Open it to find the Magnum. Head to the STARS Reception Room to find Sherry. Watch her climb under the blocked door. Grab the Diamond Key and talk to Claire.

Go back to the Statue Room where you got the second Red Jewel and head down the staircase. Once back on the first floor, reenter the Save Room with Dark Room in it.

Save up and reorganize your inventory. Make sure you have the Diamond Key, 2X Red Jewels, Shotgun w/ Shells, Handgun w/ Bullets. Head into the door leading to the Cabinet Room. Inside, pick the flashing cabinet for a Bomb. Exit into the Marvin Room. Go to where Claire got the Detonator and grab the Heart Key.

Travel back to the Chopper Hallway. Head inside the room where you found the Blue Card Key and use the 2 Red Jewels. Grab the Chess Plug.

Travel to the damaged door and use the Bomb and Detonator. Travel down the East Staircase and down to the door leading to the basement. Use the Heart Key and discard it.

=====
POLICE STATION BASEMENT
=====

Once down the staircase, you're now in the basement. Turn right until you reach double doors. Go through them and you'll be in a Parking Lot. Run forward and you'll trigger a cut scene with Ada Wong, who's looking for her boyfriend. Help her push the truck blocking the door and head through the door you just opened up. Go passed the door until you see a gate. Head through. Talk to Ben in the second cell. After the cut scene, grab the Manhole Opener. Remember the door you just passed in the previous hallway? Go there now. Inside this room, find the manhole left of the Dog Cells. Use the Manhole Opener and climb down into the Sewers.

=====
THE SEWERS
=====

Go passed the Giant Spiders until you reach another ladder. Climb it. To the left is a Save Room. Save now. Grab the King Plug and the Diamond Key. Now enter the other door in this room. You are in the H- Shaped room. Go to the end of the room until you see a door. To the right are plug holders. You'll need four of them. Insert the King Plug and exit through the way you came. You'll see Ada. After the cut scene, you'll be in control of her.

=====
CONTROLLING ADA
=====

Exit the room. You're now in the Sewer Plant area. Kill the zombies. Now find the lift Sherry came from. Take it down and grab the Shotgun Shells. Take the lift back up and then head through other door in this

area. You're now in the Crate Room. Head down the steps left of the controls and push the right crate into the wall. Climb the middle crate and push it towards the right crate. Then push the left crate in towards the wall. Climb the steps again and then activate the controls. The crates will rise. Cross them and then grab the Club Key. Go back to the first room you took control of Ada in. After the cut scene of Ada giving Leon the Shotgun Shells and Club Key, Leon is back in control.

=====
BACK TO THE POLICE STATION
=====

Go all the way back to the main tunnel of the Police Station Basement. Use the Club Key on one of the double doors. Inside, grab the red Card Key. Now go to the other double doors in the room. You have to power up the RPD Basement, so go to the conductor and press Up, Down, Up, Down and Up and Up.

Head next door and inside, you can grab the Submachine Gun and Side Pack. If you left it for Leon in Claire A, it'll be here. If Claire took it, Leon is out of luck. Grab the other ammo elsewhere.

Now travel to the Chief's Office and to the room where Claire first found Sherry. There, grab the Crank on the chest on the table.

Once back, head to the door behind the staircase. Use the Club Key to open the door. Inside, grab the Ammo. Exit. Go back to the Reception Area outside the Fan Room. Head through the brown door and head to the first door you see. Use the Diamond Key and discard it. Inside, just grab another Plug. A Licker will then attack, but your Magnum or Submachine Gun can take care of it.

Exit and find the Green Door in the same hall. Use the Club Key and discard it. Enter the room. Go to the back of the room. Ignite the back furnace with your Lighter. Then turn on the right statue. Then turn on the middle statue and finally the left statue. The Golden Cogwheel will drop from the wall painting. Grab it.

=====
BOSS # 2: MR. X
=====

DIFFICULTY: EASY
Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and Magnum simultaneously. Mr. X falls- grab the random ammo!

=====
BOSS # 2: MR. X
=====

Attempt to return to the East Staircase and Mr. X will jump through the wall.

=====
BOSS # 3: MR. X
=====

DIFFICULTY: EASY
Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and Magnum simultaneously. Mr. X falls- grab the random ammo!

=====

BOSS # 3: MR. X

=====

Notice the similarities between boss 2 and 3? Hehehehehehehe.

Now climb the East Staircase again and make your way to the Save Room nearby. Save and pack these items:

- Handgun
- Bullets
- Submachine Gun
- Shotgun
- Shells
- Plug

Now travel to the Chief's Office and to the room where Claire first found Sherry. There, grab the Crank on the chest on the table. Mr. X will stalk you on your way out.

=====

BOSS # 4: MR. X

=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and Magnum simultaneously. Mr. X falls- grab the random ammo!

=====

BOSS # 4: MR. X

=====

Now go back to the Library. Climb the staircase in the Library. Go passed the door until you drop to a secret area. Press the lighted button to regain access to the 1st floor of the Library. See the bookshelves that have flashing buttons on them? Push the first two to the right and another Plug will be revealed. Head back to the secret area and grab it.

Then climb the staircase in the Library again. Head through the door you passed this time. You're on the third floor of the Main Hall. Head through the other door on this balcony. You're now in the Gear Room.

In the Gear Room, use the Crank on the right wall to lower a small set of steps. Climb those steps to reach a gear wall. Attach the Golden Cogwheel so the wall nearby opens. Grab the Plug.

Slide into the Ben's Cell. There, Ben will be there. After he dies, go back to where you controlled Ada. In the RPD Exit Door, William I will attack you.

=====

BOSS # 5: WILLIAM BIRKIN I

=====

DIFFICULTY: MEDIUM

Arm that Submachine Gun and start shooting. William Birkin I will hit you with the pipe in the process. Be careful- it very well can damage. Heal after that!

=====

BOSS # 5: WILLIAM BIRKIN I

=====

Now go to the final door and apply the last plugs. Now exit the final door of the Police Station after seeing Ada pop through a wall! We are out of the RPD now! YAY! Now Leon and Ada have to find Claire and get out of the city!

=====
DEEP INTO THE SEWERS
=====

Pass the RPD exit. Head through the giant door. Through it, pass through this infested hall and through the next door to the save room.

Inside, grab the Valve Handle. Head down the lift. Down there, Leon will get shot. Ada will follow Annette.

=====
ADA AGAIN
=====

Take Ada through the next door. Follow Annette Birkin through the fan tunnel to the sewer control room. Find her and she will show her an FMV. After Annette is gone, go down the ladder across the bridge. Ada will see something and then vanish...

=====
LEON EXPLORES THE SEWERS
=====

Leon is back in control. Take him through the door and grab the map if you didn't with Ada. In the sewer tunnel, turn left passed the fan ladder. You can't go up it now because it is spinning.

Turn left up a ledge and grab the Wolf Medal from the corpses. Now backtrack passed the fan and turn left (Leon's left). Pass through the gate. Proceed down to the waterfall. Place the Wolf Medal inside the machine to the right and take the door to the left.

Inside, use the Valve Handle on its socket and cross the bridge. Across it, use the valve handle again. Grab the 2 nearby herbs and proceed through the door.

Run down the tunnel and you'll see Ada fighting the next boss if Claire didn't kill it in Claire A...

=====
BOSS # 6: GIANT ALLIGATOR
=====

DIFFICULTY: EASY (IF USING CANISTER) HARD (IF USING WEAPONS)

Run back down the tunnel. Fire a shot from the Submachine Gun or Magnum to slow it down. Run to the canisters and examine them to press them down. Arm the Shotgun now, because it has a wide shooting range. Run back to the entrance and wait for the Alligator. It should now have the canister in its mouth. Now SHOOT it with the Shotgun! The Crocodile's head should blow up!

You can also battle it out with this terror. Arm the Submachine Gun and fire. Turn and run and then fire some more. Keep repeating this pattern, since the Submachine Gun fires fastest. The alligator hits hard, so have healing items handy. If you run short of Submachine Gun ammo, which probably won't happen unless you wasted it against William I and Mr. X, or you took the Submachine Gun as Leon, use the Magnum!

=====

BOSS # 6: GIANT ALLIGATOR

=====

=====

GETTING OUT OF THE SEWERS

=====

Now we need to get out. Head to the giant door in the alligator hall and unlock it. Head to where you saw the Giant Crocodile. Climb up the ladder to where Ada fought Annette. Go to the corpse in the room and grab the Eagle Medal.

Now go back to where you fought that Alligator. Head back to the bridge room and use the valve handle to lower it. Now return all to the waterfall and use the Eagle Medal. Pass through the new door now.

Through it is a tunnel to cross. Passed that is the tram. Activate it with the console to the right. Ride the tram.

=====

BOSS # 7: WILLIAM'S ARM

=====

DIFFICULTY: EASY

You can help Ada fight it out with this guy or let her do the fighting. You might want to do the latter choice if you are skimping on ammo thanks to stupidly fighting the crocodile. Wait for clouds of dust to fall from the ceiling and then fire. Ada will automatically scare it away once it is damaged enough.

=====

BOSS # 7: WILLIAM'S ARM

=====

After the tram ride finishes, search the corner right of the flare for a Locker Key. Proceed through the next door. Follow the tunnels and sway left. Grab the Shotgun Parts and combine them with the Shotgun!

Follow the other side of the tunnels. Take through the door and up the ladder in the next tunnel. You are in the Factory Save Room. Reorganize your items because there is yet ANOTHER boss battle coming.

Head out and down the lift. Follow the tunnels and grab the Control Panel Key. Another boss comes in.

=====

BOSS # 8: MR. X

=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and Magnum simultaneously. Mr. X falls- grab the random ammo!

=====

BOSS # 8: MR. X

=====

Get back to the Control Room where Ada is at. Use the Control Panel Key on that machine and head to the Elevator Car. Power it up like in the previous game (Claire A) and head in.

Once in, talk to Ada and fight boss number *8*!

=====
BOSS # 8: WILLIAM III
=====

DIFFICULTY: MEDIUM

This guy is William III, not II. In the corresponding scenario, Claire A, Claire fights William II in the RPD. Get FAR, FAR away from William. Now fire the Shotgun at it. Its wide range can secure a clean hit and it is also pretty fast. Fire clean hits and switch to the Magnum after 6 Shells of the Shotgun.

William falls down- dead? Nah.

=====
BOSS # 8: WILLIAM III
=====

Back inside, Ada is hurt. You arrive in William Birkin's lab. Now to beat Leon B!

=====
THE LAB
=====

After talking to Ada, head out. Head through the vent and an FMV will occur. You are in the Elevator Hallway. Claire never came here. Head down the tunnel and to the right. Inside the Power Area, push the steel box down the lift. Push it to the other set of crates in the room. You can climb them and see a locked door. You need to get to the Power Room.

Back in the Power Area, ride the second lift down (down from the first lift. Down there, kill the Super Lickers and flip the switch. Head back to the elevator hallway and up the elevator at the other end. You will be in the lab's main area near the save room Claire left Sherry in. head through the door to the fuse area.

Through the next door, turn to the very left door. Inside the Cold Room, grab the Fuse from the cart and use it on the nearby machine. After the Main Fuse is done, head back to the fork. Use the main Fuse there.

Now travel down the right fork. Inside, kill all the plants and turn right. Grab the Lab Card Key and Flamethrower exit. Head to the locked shutter and raise it. Through it is a door. Beyond that is a ladder.

Climb down. Take the next door. Go down the tunnel and use the Flamethrower on the 3 Super Lickers. Grab the 3 herbs and pass the shutter. You don't need to head through there, unlike Claire A.

Through the next door is yet another save room. Run passed this room. In the next room, take the left door. Inside, use the Key from the tram area on the lockers here. You get Magnum Parts! YAY! Add that to the Magnum and you have a killing machine! Use the Submachine Gun on the super zombies.

Grab the Power Room Key! Outside, head to the other door, passed the larva. Arm the Flame Rounds. Use the Lab Card Key to gain entrance. Sigh. Another boss battle.

=====
BOSS # 9: GIANT MOTH
=====

DIFFICULTY: EASY

Use the Flamethrower against big ugly. After about 3 rounds of it is gone, this moth dies a HORRIBLE and hot death. Meh. This guy shouldn't be CALLED a boss!

=====
BOSS # 9: GIANT MOTH
=====

Head to the computer and use the Handgun on the larva. Enter the computer and enter the password "GUEST." Now head back to the room outside the Cold Room. Annette will be on the way. Head to the right shutter. Open it up and register your fingerprint in the nearby computer.

Enter through the door if you registered the print in Claire A. Through it is 3 Super Lickers and either Submachine Gun or Submachine Gun Ammo, depending on what Claire did in Claire A. Head outside.

Head back to the Power Area and up the crates to the locked door. On your way is Annette and a boss fight.

=====
BOSS # 10: MR. X
=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and Magnum simultaneously. Mr. X falls- grab the random ammo!

=====
BOSS # 10: MR. X
=====

Use the Power Room Key. Through it is a confrontation between Ada and Mr. X! The self-destruct sequence also commences. Grab the Master Key from Ada's Body.

Travel to the Save room Sherry was left at in Claire A. Get Sherry and head back to the nearby elevator. Inside the elevator is a computer. Use the Master Key to open up an escape route. You are taken to the Train Area shown at the end of Claire A.

Head into the train and head into the second car. It is a Save Room. Grab the Platform Key nearby. Make your inventory look like this:

Submachine Gun
Shotgun
Magnum
Platform Key
3 Full Healing Items

Head outside and to the gate. Use the Platform Key. Now there is 5 minutes left before the base explodes! Through it, go up the stairs and grab the Joint Plugs on a console near the stairs. Head through the next door.

Through it, attach the Joint Plugs to the console at the other side of the room. Another boss battle comes in!

=====
BOSS # 11: MUTATED MR. X
=====

DIFFICULTY: HARD

Mr. X has mutated, so arm the Submachine Gun. You should have one now no matter what Claire did in the RPD. Fire and run to the side- Mr. X can sway in many directions. Heal when in Orange Caution. Mr. X is also VERY fast. Moreso than Nemesis from RE3.

A shadow of Ada Wong will eventually come in and throw a ROCKET LAUNCHER to Leon. Grab it and fire one rocket into Mr. X, killing it permanently!

=====

BOSS # 11: MUTATED MR. X

=====

Run back to the escape train. Near the tunnel where Claire emerges in Claire A is a gate control machine. Flip the switch and run into the control room of the train. Flip the switch and see the ending from Claire A.

After the Claire A ending, we have to fight ONE MORE BOSS as Leon.

Head to the back of the train and fight the final William Birkin.

=====

BOSS # 12: WILLIAM V

=====

DIFFICULTY: EASY

Fire 10 Magnum shots into this ass, along with the Rocket. After about 10 shots, it finally goes down. For good? Yes. Glad? Yes.

=====

BOSS # 12: WILLIAM V

=====

Now watch the extended ending! You have just watched the UNOFFICIAL events of RE2! Now try the opposite scenario, Leon A-Claire B, or the Hunk, Tofu or EX Battle games!

=====

6. W A L K T H R O U G H : C L A I R E R E D F I E L D

=====

A. CLAIRE SCENARIO A

=====

CITY AREA 1

=====

From the crashed truck, head down, passed the hoard of zombies. Keep going until you reach the Gun Shop. In the Gun Shop, the owner has a Bow Gun pointed toward Claire, but Claire convinces the owner that he is a human. When you regain control of Claire, walk behind the counter the owner was just behind and grab the Handgun Bullets. Then walk over to the other counter and grab another box of Handgun Bullets. As you walk toward the back door, zombies crash through the windows and eat the Gun Shop Owner! Head behind the counter and shoot the zombies. Once they are all dead, head to the corpse of the shop owner and grab his Bow Gun, which has 12 Bolts. Keep your Handgun equipped, though. Leave the shop through the back door.

From the shop, turn left, passed the locked basketball court gate to the truck at the back. Grab the Handgun Bullets. The gate you just passed

will suddenly break open because of the zombies. Kill the zombies and then head through the metal door in the basketball court. It leads to a staircase. Climb the staircase, head across the catwalk and down another set of stairs. Dispatch the 3 zombies and head through the next door. Dodge the zombies and enter the Bus. Collect the Handgun Bullets behind Claire. Dispatch the zombies and exit the Bus through the other door. Carefully run passed the zombies until you reach a gate. Enter the gate. You're now in the Raccoon City Police Department's Front Lawn.

=====
RACCOON CITY POLICE STATION
=====

Head down the stairs to an alleyway. Cross the alleyway until you get to another flight of stairs. Climb them and then grab the Green Herb from where that plant is growing. Then enter the Police Station. Once in, head to the only open door- the second door to the left. Inside, Claire talks to an extremely wounded officer. The officer tells Claire to use his Key Card to unlock the other doors in the hall. Once Claire exits back into the Main Hall, the door to the room locks behind her.

Head to the computer on the reception desk and then use the Blue Card Key (given to you by the officer you just met). The locked doors except for the one you just visited unlock. Head to the first door on the left. There is an Item Box in the room with 3 First Aid Sprays in it. Grab two and deposit the Knife and Green Herb you found outside. Grab the Police Memorandum and remember the combination number "2-2-3-6". Exit through the other door in this room.

You're now in Green Hallway # 1. Walk forward until you see a Licker. Use the Bow Gun you found in the Gun Shop to kill it. Aim low to hit it. Once the Licker is gone, grab the Green Herb. Head back to the Item Box and mix it with the other one you have. Then deposit the Mixed Herb. Remember the gray door next to where the Licker was for later. Exit to Green Hallway # 2. There, enter the double doors on the side.

In this room, head to the back area and examine the painting. Claire needs to use the lighter on the fireplace. She will find it later. Return to Green Hallway # 2 and exit through the next door. In this hall, dispatch the zombies. Head right, near the staircase and grab the 3 Green Herbs. Mix all of them and enter the door.

You're now in the first Save Room, which has a Dark Room in it. In the back are, you can develop film you find throughout the game. Deposit one First Aid Spray, the Shotgun (trust me!) and the Red Jewel. Exit the room and climb the staircase. Once up, turn right and run until you see the 3 statues. To solve the puzzle, you have to have both statues facing the middle statue. Push the statue to the right of the middle statue into the brown rectangle shape in the floor next to the blocked-off door. Then take the other statue and push it into the other brown square shape next to the unblocked door.

The first Red Jewel will fall out of the middle statue's fist. Grab it. Now head through the door next to the right statue. This is the STARS Office Hallway. Enter the STARS Office in the middle of the hallway.

In this room, find the locker left of the door. Open it to find the G. Launcher. Grab it and head over to the middle desk. Grab Chris' Dairy. After you grab it, get the Unicorn Medal from the same desk. Leave the room. Go back to the Statue Room where you got the Red Jewel and head down the staircase.

Once back on the first floor, backtrack to the Main Hall. On the Woman Statue in front of the small steps, use the Unicorn Medal and a Spade Key will fall out of the statue. Now backtrack to Green Hallway # 1, where you found that Licker. Remember the gray door? Use the Spade Key. In the Messy File Room, go around until you see a step- ladder. Push it until it stops. Climb the step- ladder and grab the Crank. You won't use the Crank until later. Keep going until you reach the staircase leading to the Red Jewel Statue Room. Go into the Save Room with the Dark Room in it and deposit the Crank.

Travel back to the STARS Hallway. Sherry will be here. Go passed the door you went through before until you turn left and see a door. Use the Spade Key to unlock it. Discard the Spade Key (whenever the game asks you to discard an item, do it because it's useless). Enter the door you just unlocked. Leon is here This is STARS Reception Room. Head right around the corner until you see a door. To the right is a locked desk. Pick it and grab the item. Enter the door next to the desk.

Claire is now in the Library. There's nothing important to do here now, so just exit through the double doors. You're now on the balcony above the Main Hall. Kill the zombies with your Handgun. Now turn left until you reach the red box with the emergency ladder. Examine it and take the "yes" option to lower the emergency ladder. The ladder allows access to the Main hall of the first floor so you don't have to keep going back to the staircase in the Red Jewel Statue Room. Don't go down the emergency ladder yet, though. Instead, keep going until you see a door. You're now in the Chief's Reception Room. It is also a Save Room.

Grab the Lighter from the bench and save your game. Now head back to the ladder and go down it. Then head back to Green Hallway 2. There, head through the double doors to that painting. Use the Lighter. Grab the second Red Jewel. Travel back to the Save Room where you found the Lighter.

Now exit the room through the door next to the Typewriter. There are two powerful zombies, so kill them quickly. See the burning helicopter? Well have to extinguish it. Head to the only passable door in this room, located right of the door you just came through. This is the Bird Hallway. Keep running until you see a door. Unlock it and go through. You're now in the East Staircase. Grab the Green Herbs and go down the staircase. Enter the door at the bottom. You're now in the Fan Room. Examine the corpse to find Bullets. Kill the walking zombies and enter the office.

See the Safe? Remember the code from the Police Memorandum File? Enter the code and the Safe will reveal Shotgun Shells and a Police Station map. Head out through the double doors. You're now in the East Reception Hall. Clear the zombies, but instead of heading through the brown single door here (the other single door leads to the Main Hall), head back to the East Staircase and climb it back to the Bird Hallway.

Once back in the Bird Hallway, turn right. Dodge the Crows until you reach another door. Head through and you're now on the roof of the Police Station. Head down the stairs until you reach another area of the city.

=====
CITY AREA 2
=====

Dodge the zombies until you reach a small Cabin Area. In this area, go to the desk and grab the Second Bow Gun and the Valve Handle. Don't bother opening the backdoor because it only leads back to the fire from the beginning of the game. Go back to the roof of the Police Station. Once back on the roof, go through the fence opening left of the door. Go to the hole on the wall and use the Valve Handle. Water will spill from above and put out the fire. Go back to the Bird Hallway.

=====
POLICE STATION BASEMENT
=====

Once back, go back to the Save Room where you found the Lighter. Grab the 2 Red Jewels you got a while back and head to the now extinguished helicopter. Go passed the wreckage and head through the door (you'll notice a blocked door; don't worry about it). You'll be in a room full of valuables. Notice the statues beside the Knight Armor Statue? Place a Red Jewel on each of the women statues and a Half Jaguar Stone will fall from the Knight Statue.

Also, grab the Diamond Key from the crates to the left and the G. Launcher hidden amongst the boxes left of the door. Return to the Save Room you just went to. Deposit the Half Jaguar Stone because you don't need until the near end of the game. Now go back to the bottom of the staircase outside the Dark Room.

Once back down in the Dark Room Hall, use the Diamond Key to enter the metal door next to the door that leads to Green Hallway 2 (actually, deposit the Diamond Key for now after using it on the door). The door you just unlocked leads to a file room. Pick the flashing lock and grab the Bomb, then exit through the next door. You're now in the room where you talked with that wounded officer (If you play Resident Evil 3: Nemesis, you find out his name is Marvin Branagh).

In the small office, he's now a zombie, so kill him with the Bow Gun or G. Launcher. Grab the Heart Key on the desk and exit through the front door. You're now back in the Main Hall. Go through the door right of the main entrance and you'll be back in the Reception Area outside the Fan Room.

Enter the Fan Room again and then head to the entrance to the East Staircase. You'll see another door. Use the Heart Key, discard it and enter. Grab the Green Herbs and then head to the staircase. Pick up the Shotgun Shells behind the Staircase before going down.

Once down the staircase, you're now in the basement. Turn left until you reach double doors. Go through them and you'll be in a Sewer Entrance. Run forward and down the ladder. Head into the save room and head out for now. You'll trigger a cut scene with Sherry Birkin, who's looking for her father. You are now controlling Sherry. The small vent leads to an area of the sewers.

=====
CONTROLLING SHERRY
=====

Exit the room. You're now in the Sewer Plant area. Dodge the zombies. Now find the door to the very left. Head through it and grab the Grenade Launcher Ammo. Head through other door in this area. You're now in the Crate Room. Head down the steps left of the controls and push the right crate into the wall. Climb the middle crate and push it towards the right crate. Then push the left crate in towards the wall. Climb the

steps again and then activate the controls. The crates will rise. Cross them and then grab the Club Key. Go back to the first room you took control of Sherry in. After the cut scene of Sherry giving Claire the G. Launcher Ammo and Club Key, Claire is back in control.

=====
BACK TO THE POLICE STATION
=====

Go all the way back to the main tunnel of the Police Station Basement. Use the Club Key on one of the double doors. Inside, grab the red Card Key. Now go to the other double doors in the room. You have to power up the RPD Basement, so go to the conductor and press Up, Down, Up, Down and Up and Up.

Head next door and inside, you can grab the Submachine Gun and Side Pack. You may want to save it for Leon in Leon B, though. Grab the other ammo elsewhere. Now head back to the first floor of the Police Station.

Once back, head to the door behind the staircase. Use the Club Key to open the door. Inside, grab the ammo. Exit. Go back to the Reception Area outside the Fan Room. Head through the brown door and head to the first door you see. Use the Diamond Key and discard it. Inside, just grab the Eagle Stone. A Licker will then attack, but your G. Launcher or Submachine Gun can take care of it.

Exit and find the Green Door in the same hall. Use the Club Key and discard it. Enter the room. Go to the back of the room. Ignite the back furnace with your Lighter. Then turn on the right statue. Then turn on the middle statue and finally the left statue. The Golden Cogwheel will drop from the wall painting. Grab it.

Now climb the East Staircase again and make your way to the Save Room nearby. Grab the Crank from the Item Box. Now go back to the Library. Climb the staircase in the Library. Go passed the door until you drop to a secret area. Press the lighted button to regain access to the 1st floor of the Library. See the bookshelves that have flashing buttons on them? Push the first two to the right and the Bishop Plug will be revealed. Head back to the secret area and grab it. Then climb the staircase in the Library again. Head through the door you passed this time. You're on the third floor of the Main Hall. Head through the other door on this balcony. You're now in the Gear Room.

In the Gear Room, use the Crank on the right wall to lower a small set of steps. Climb those steps to reach a gear wall. Attach the Golden Cogwheel so the wall nearby opens. Grab the Half Jaguar Stone and combine it with the other half.

Then head back to the Chief's Room. Keep it on for Iron's Room. There, insert the 3 stones (Jaguar, Serpent, Eagle) into the painting. A new compartment will be revealed. Travel to it and head down the elevator. Pass through the dungeons and talk to Irons. William Birkin will inject G-Imago into Irons. Grab the nearby Acid Rounds and head down the ladder. The first boss battle occurs with G- Imago.

=====
BOSS 1: G-IMAGO
=====

DIFFICULTY: MEDIUM

Arm that G. Launcher and start shooting. The G-Imago will spit out infant monsters in the process. Be careful- they can damage. After 1

full G. Launcher clip has passed, switch to the Submachine Gun. Another 10% Submachine Gun clip will finish it off.

=====
BOSS 1: G-IMAGO
=====

Now get back to Sherry and go back here. Call the ladder and climb it to the next room. After seeing William Birkin, exit the final door of the Police Station! We are out of the RPD now! YAY! Now Claire and Sherry have to find Leon and get out of the city!

=====
DEEP INTO THE SEWERS
=====

Pass the RPD exit and you'll see Sherry fall through a vent. We gotta control Sherry again.

=====
SHERRY AGAIN
=====

Take Sherry through the next door. Look for a vent in this secret warehouse. RUN through this tunnel before the roaches get her. Outside, grab the Wolf Medal and Sherry will fall through.

=====
CLAIRE EXPLORES THE SEWERS
=====

Claire is back in control. Take her through the door and into the save room. Through it, grab the Valve Handle from the item box. Head down the lift.

Follow the tunnel and grab the map. In the sewer tunnel, turn left passed the fan ladder. You can't go up it now because it is spinning.

Now the other way passed the fan and turn left (Claire's left). Pass through the gate. Proceed down to the waterfall. Take note of the machine to the right of the waterfall and take the door to the left.

Inside, use the Valve Handle on its socket and cross the bridge. Across it, use the valve handle again. Grab the 2 nearby herbs and proceed through the door.

Run down the tunnel and you'll see Sherry near the next boss...

=====
BOSS # 2: GIANT ALLIGATOR
=====

DIFFICULTY: EASY (IF USING CANISTER) HARD (IF USING WEAPONS)
Run back down the tunnel. Fire a shot from the Submachine Gun or Bow Gun to slow it down. Run to the canisters and examine them to press them down. Arm the G. Launcher now, because it has a wide shooting range. Run back to the entrance and wait for the Alligator. It should now have the canister in its mouth. Now SHOOT it with the G. Launcher! The Crocodile's head should blow up!

You can also battle it out with this terror. Arm the Submachine Gun and fire. Turn and run and then fire some more. Keep repeating this pattern, since the Submachine Gun fires fastest. The alligator hits hard, so have healing items handy. If you run short of Submachine Gun ammo, which probably won't happen unless you wasted it against the G-Imago, or you

left the Submachine Gun for Leon use the G. Launcher!

=====
BOSS # 2: GIANT ALLIGATOR
=====

=====
GETTING OUT OF THE SEWERS
=====

Now we need to get out. Head to the giant door in the alligator hall and unlock it. Head to where you saw Sherry and talk to her. Grab the Wolf Medal. Climb up the ladder. Go to the corpse in the room and grab the Eagle Medal.

Now go back to where you fought that Alligator. Head back to the bridge room and use the valve handle to lower it. Now return all to the waterfall and use the Eagle Medal. Pass through the new door now.

Through it is a tunnel to cross. Passed that is the tram. Activate it with the console to the right. Ride the tram.

After the tram ride finishes, search the corner right of the flare for a Locker Key. Proceed through the next door. Follow the tunnels and sway left. Grab the Spark Shot! The Spark Shot is even more powerful than the G. Launcher's Flame Rounds!

Follow the other side of the tunnels. Take through the door and up the ladder in the next tunnel. You are in the Factory Save Room. Reorganize your items because there is yet ANOTHER boss battle coming.

NOTE: The next boss is pretty tough! If you are skimping in all types of ammo because you left the Submachine Gun in the RPD basement, my suggestion to you now is to go ALL THE WAY BACK to the RPD and get it. Super Lickers are coming up and even the G. Launcher can't kill it directly!

To get back, follow the tram back through the tunnels into the sewers. Head up the lift to the save room and passed the room where you fought the G-Imago. Head outside Iron's secret room to the RPD basement and grab the Submachine Gun, but ONLY if you are desperate for ammo! You can still get back to the RPD for anything you may have left, so here is your last chance!

Head out and into the elevator car. You will recognize this area from Resident Evil Zero. Unfortunately, you cannot get to the Marcus Mansion from here. Nice try. In the back, grab the Control Panel Key and activate the elevator car outside in the panel. Back inside, the arm boss appears. Head out with the Spark Shot equipped.

=====
BOSS # 4: WILLIAM II
=====

DIFFICULTY: MEDIUM

This guy is William II, not I. In the corresponding scenario, Leon B, Leon fights William I in the RPD exit. Get FAR, FAR away from William. Now fire the Spark Shot at will. Its wide range can secure a clean hit and it is also pretty fast. Fire clean hits and switch to the Bow Gun after 15 clip of the Spark Shot.

William falls down- dead? Nah.
=====

BOSS # 4: WILLIAM II

=====

Back inside, Sherry is fine. You arrive in William Birkin's lab. Now to beat Claire A!

=====

THE LAB

=====

After talking to Sherry, grab the supplies in the save room. Replace the Bow Gun for the Submachine Gun. Grab the G. Launcher, too. Head out. Turn right through the door. Turn left at the fork.

Through the next door, turn to the very left door. Inside the Cold Room, grab the Fuse from the cart and use it on the nearby machine. After the Main Fuse is done, head back to the fork. Use the main Fuse there.

Now travel down the right fork. Inside, kill all the plants and turn right. Grab the items in the Locker and exit. Head to the locked shutter and raise it. Through it is a door. Beyond that is a ladder.

Climb down. Take the next door. Go down the tunnel and use the Flame Rounds on the 3 Super Lickers. Grab the 3 herbs and pass the shutter. You need the MO Disk for that.

Through the next door is yet another save room. Run passed this room. In the next room, take the left door. Inside, use the Key from the tram area on the lockers here. You get G. Launcher ammo! YAY! Add that to the G. Launcher and you have a killing machine! Use the Sub Machine Gun on the super zombies.

Grab the Lab Card Key! Annette is in the next scene. She gives you the instructions to the G- Vaccine and dies.

Outside, head to the other door, passed the larva. Arm the Flame Rounds. Use the Lab Card Key to gain entrance. Sigh. Another boss battle.

=====

BOSS # 5: GIANT MOTH

=====

DIFFICULTY: EASY

Use the Flame Rounds against big ugly. After about 10 of it is gone, this moth dies a HORRIBLE and hot death. Meh. This guy shouldn't be CALLED a boss!

=====

BOSS # 5: GIANT MOTH

=====

Head to the computer and use the Sub Machine Gun on the larva. Enter the computer and enter the password "GUEST." Now head back to the room outside the Cold Room. Head to the right shutter. Open it up and register your fingerprint in the nearby computer.

You still can't open that giant door unless Leon registers her print. You do that in Leon B.

Take to the nearby single door. Inside, grab the MO Disk. Grab the Vaccine Base, too. Turn on the light and apply it to the machines on the wall. Turn on that giant machine in the room to make the Vaccine Medium.

Head back to the exit shutter. There, use the MO Disk and pass through the large door. But head back to Birkin's Experiment Room. In the machine on the corner, apply the Vaccine Medium for the G- Vaccine.

Head back to the MO Disk Shutter and then head into the tube room. Inside, take to the elevator and then boss # friggin 6 comes out. Good thing the game is almost over!

=====
BOSS # 6: WILLIAM III
=====

DIFFICULTY: MEDIUM

After it comes in, run and fire the Submachine Gun into its ugly face! After about 15% Shots, it mutates into William IV.

=====
BOSS # 6: WILLIAM III
=====

=====
BOSS # 7: WILLIAM IV
=====

DIFFICULTY: HARD

Fire more Flame Round shots into this ass. After about 10 shots, it finally goes down. For good? Nah again.

=====
BOSS # 7: WILLIAM IV
=====

Head down the elevator! Follow the tunnel and watch the ending of Claire A! It is not the full ending, though. Play the next game, Leon B, for the ending of this ending!

B. CLAIRE SCENARIO B

=====
CITY AREA 1
=====

From the crashed truck, head down, passed the hoard of zombies. Keep going until you reach the back Area. In the back Area, kill all the zombies. Grab the Cabin Key nearby and use it on the locked back door. Carefully run passed the zombies until you reach some stairs. Enter the gate. You're now in the Raccoon City Police Department's Roof. Watch the FMV.

=====
RACCOON CITY POLICE STATION
=====

Head into the Bird Hallway and down the East Staircase. In the Detective's Office, grab the Valve Handle. Head to the nearby safe in the adjacent room. Remember the code I told you to remember in Leon A? It was 2236. Enter for an RPD Map and some Acid Rounds. Head back up the East Staircase. Pass through the Save Room and into the Main Hall. Dispatch all the zombies on the ledge and grab the Unicorn Medal on the other side, passed the 2 doors.

Activate the Emergency Ladder and head down. Grab the G. Launcher. Go to the giant statue and like in Leon A, use it to grab the Spade Key. Head

back to the roof via the ladder. There, head left and use the Valve Handle. Check the chopper for Acid Rounds. Equip the G. Launcher. A boss is coming. Head inside the Bird Hallway. Mr. X, a Tyrant designed to hunt William Birkin down comes in.

=====

BOSS # 1: MR. X

=====

DIFFICULTY: EASY

Launch grenades into this evil, evil man. Switch to the Acid Rounds when you run out. Mr. X drops a random item.

=====

BOSS # 1: MR. X

=====

Travel to the room here Leon used the 2 Red Jewels. Inside, grab the Blue Card Key. Head for the Main Hall. Head to the computer on the reception desk and then use the Blue Card Key. The locked doors except for the one where Leon saw Marvin unlock. Head to the first door on the left. There is an Item Box in the room. Grab two and deposit the Knife.

Exit through the other door in this room. You're now in Green Hallway # 1. Walk forward to the first door. Grab the Green Herb. Now use the Spade Key and discard it. Inside, push the ladder to where Leon found the crank. This time, though, she finds the Lighter. Outside, exit to Green Hallway # 2. There, enter the double doors on the side.

In this room, head to the back area and use the lighter on the fireplace. The painting above burns away and a Red Jewel falls out. Grab it. Return to Green Hallway # 2 and exit through the next door. In this hall, dispatch the zombies. Head right, near the staircase and grab the 2 Green Herbs. Mix all of them and enter the door.

You're now in the second Save Room, which has a Dark Room in it. In the back area, you can develop film you find throughout the game. Exit the room and climb the staircase. Once up, turn right and run until you see the 3 statues. To solve the puzzle, you have to have both statues facing the middle statue. Push the statue to the right of the middle statue into the brown rectangle shape in the floor next to the blocked-off door.

Then take the other statue and push it into the other brown square shape next to the unblocked door. Another Red Jewel will fall out of the middle statue's fist. Grab it. Now head through the door next to the right statue. This is the STARS Office Hallway. Enter the STARS Office in the middle of the hallway.

Leon is here. After the talks, look around the room. In this room, find the locker left of the door. Open it to find the Bow Gun. Grab it and head over to the middle desk. Get the Diamond Key from the same desk. After getting the Diamond Key, leave the room. You'll see Sherry run away.

Go back to the Statue Room where you got the second Red Jewel and head down the staircase. Once back on the first floor, reenter the Save Room with Dark Room in it.

Save up and reorganize your inventory. Make sure you have the Diamond Key, 2X Red Jewels, G. Launcher w/ Acid Rounds, Handgun w/ Bullets. Head into the door leading to the Cabinet Room. Inside, pick the flashing

cabinet for a Bomb. Exit into the Marvin Room. Go to where Leon got the Heart Key and grab the Detonator. Combine it with the Bomb to make the bomb and detonator.

Travel back to the Chopper Hallway. Head inside the room where you found the Blue Card Key and use the 2 Red Jewels. Grab the Half Jaguar Stone.

Travel to the damaged door and use the Bomb and Detonator. Pass through the clear hall now. Enter the Chief's Room. Examine the body and talk to Brian Irons. Take the other door in this room.

Follow the hall to the Chief's Side Room. There, meet up with Sherry. Head back to Irons and grab the Heart Key. Travel down the East Staircase and down to the door leading to the basement. Use the Heart Key and discard it.

=====
POLICE STATION BASEMENT
=====

Once down the staircase, you're now in the basement. Turn left until you reach double doors. Go through them and you'll be in a Sewer Entrance. Run forward and down the ladder. Head into the save room and head out for now. You'll trigger a cut scene with Sherry Birkin, who's looking for her father. You are now controlling Sherry. The small vent leads to the same area where you controlled Ada in Leon A.

=====
CONTROLLING SHERRY
=====

Exit the room. You're now in the Sewer Plant area. Dodge the zombies. Now find the door Ada came from. Head through it and grab the Grenade Launcher Ammo. Head through other door in this area. You're now in the Crate Room. Head down the steps left of the controls and push the right crate into the wall. Climb the middle crate and push it towards the right crate. Then push the left crate in towards the wall. Climb the steps again and then activate the controls. The crates will rise. Cross them and then grab the Club Key. Go back to the first room you took control of Sherry in. After the cut scene of Sherry giving Claire the G. Launcher Ammo and Club Key, Claire is back in control.

=====
BACK TO THE POLICE STATION
=====

Go all the way back to the main tunnel of the Police Station Basement. Use the Club Key on one of the double doors. Inside, grab the red Card Key. Now go to the other double doors in the room. You have to power up the RPD Basement, so go to the conductor and press Up, Down, Up, Down and Up and Up.

Head next door and inside, you can grab the Submachine Gun and Side Pack. If you left it for Claire in Leon A, it'll be here. If Leon took it, Claire is out of luck. Grab the other ammo elsewhere.

Now travel to the sewer entrance Leon used to get to the sewers, just outside Ben's Cell. There, grab the Crank on the floor near the locked sewer. Detour into Ben's Cell (He's now dead) and grab the Bow Gun Bolts. Now head back to the first floor of the Police Station.

Once back, head to the door behind the staircase. Use the Club Key to open the door. Inside, grab the Ammo. Exit. Go back to the Reception

Area outside the Fan Room. Head through the brown door and head to the first door you see. Use the Diamond Key and discard it. Inside, just grab the Eagle Stone. A Licker will then attack, but your G. Launcher or Submachine Gun can take care of it.

Exit and find the Green Door in the same hall. Use the Club Key and discard it. Enter the room. Go to the back of the room. Ignite the back furnace with your Lighter. Then turn on the right statue. Then turn on the middle statue and finally the left statue. The Golden Cogwheel will drop from the wall painting. Grab it.

=====

BOSS # 2: MR. X

=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and G. Launcher simultaneously. Mr. X falls- grab the random ammo!

=====

BOSS # 2: MR. X

=====

Attempt to return to the East Staircase and Mr. X will jump through the wall.

=====

BOSS # 3: MR. X

=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and G. Launcher simultaneously. Mr. X falls- grab the random ammo!

=====

BOSS # 3: MR. X

=====

Notice the similarities between boss 2 and 3? Hehehehehehehe.

Now climb the East Staircase again and make your way to the Save Room nearby. Save and pack these items:

- Handgun
- Bullets
- Submachine Gun
- G. Launcher w/ Acid Rounds
- Acid Rounds
- Eagle Stone
- Half of Jaguar Stone

Detour to Iron's Room and look at the painting behind his desk. Use the Eagle Stone to free up inventory.

Now go back to the Library. Climb the staircase in the Library. Go passed the door until you drop to a secret area. Press the lighted button to regain access to the 1st floor of the Library. See the bookshelves that have flashing buttons on them? Push the first two to the right and the Serpent Stone will be revealed. Head back to the secret area and grab it.

Then climb the staircase in the Library again. Head through the door you

passed this time. You're on the third floor of the Main Hall. Head through the other door on this balcony. You're now in the Gear Room.

In the Gear Room, use the Crank on the right wall to lower a small set of steps. Climb those steps to reach a gear wall. Attach the Golden Cogwheel so the wall nearby opens. Grab the Half Jaguar Stone and combine it with the other half Gear back for Iron's Room.

On your way back to the Library, another boss battle ensues.

=====
BOSS # 4: MR. X
=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and G. Launcher simultaneously. Mr. X falls- grab the random ammo!

=====
BOSS # 4: MR. X
=====

Keep it on for Iron's Room. There, insert the 3 stones (Jaguar, Serpent, Eagle) into the painting. A new compartment will be revealed. Travel to it and head down the elevator. Pass through the dungeons and talk to Irons. William Birkin will beat him up. Grab the nearby Acid Rounds and head down the ladder. Yet ANOTHER boss battle occurs, but it isn't Mr. X; it is William Birkin I.

=====
BOSS # 5: WILLIAM BIRKIN I
=====

DIFFICULTY: MEDIUM

Arm that Submachine Gun and start shooting. William Birkin I will hit you with the pipe in the process. Be careful- it very well can damage. Heal after that!

=====
BOSS # 5: WILLIAM BIRKIN I
=====

Now go back to Sherry and back down this tunnel. Climb the ladder. Now exit the final door of the Police Station after seeing Mr. X! We are out of the RPD now! YAY! Now Claire and Sherry have to find Leon and get out of the city!

=====
DEEP INTO THE SEWERS
=====

Pass the RPD exit and you'll see Sherry fall through a vent. After yelling for her, head through the giant door. Through it, pass through this infested hall and through the next door to the save room.

Inside, grab the Valve Handle. Head down the lift. Down there, Claire will see a shot Leon. Claire now has to find Ada and Sherry.

=====
CLAIRE EXPLORES THE SEWERS
=====

Take Claire through the door and grab the map if you didn't with Ada or Leon. In the sewer tunnel, turn left passed the fan ladder. You can't go

up it now because it is spinning.

Turn left up a ledge and grab the Wolf Medal from the corpses. Now backtrack passed the fan and turn left (Claire's left). Pass through the gate. Proceed down to the waterfall. Place the Wolf Medal inside the machine to the right and take the door to the left.

Annette Birkin will be here. Inside, use the Valve Handle on its socket and cross the bridge. Across it, use the valve handle again. Grab the 2 nearby herbs and proceed through the door.

Run down the tunnel and you'll see the Giant Alligator if you didn't kill it with the canister as Leon...

=====

BOSS # 6: GIANT ALLIGATOR

=====

DIFFICULTY: EASY (IF USING CANISTER) HARD (IF USING WEAPONS)

Run back down the tunnel. Fire a shot from the Submachine Gun or G. Launcher to slow it down. Run to the canisters and examine them to press them down. Arm the Bow Gun now, because it has a wide shooting range. Run back to the entrance and wait for the Alligator. It should now have the canister in its mouth. Now SHOOT it with the Bow Gun! The Crocodile's head should blow up!

You can also battle it out with this terror. Arm the Submachine Gun and fire. Turn and run and then fire some more. Keep repeating this pattern, since the Submachine Gun fires fastest. The alligator hits hard, so have healing items handy. If you run short of Submachine Gun ammo, which probably won't happen unless you wasted it against William I and Mr. X, or you took the Submachine Gun as Leon, use the G. Launcher!

=====

BOSS # 6: GIANT ALLIGATOR

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GETTING OUT OF THE SEWERS

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Now we need to get out. Head to the giant door in the alligator hall and unlock it. Head to where you saw the Giant Crocodile. Climb up the ladder to where Ada fought Annette. Go to the corpse in the room and grab the Eagle Medal.

Now go back to where you fought that Alligator. Head back to the bridge room and use the valve handle to lower it. Now return all to the waterfall and use the Eagle Medal. Pass through the new door now.

Through it is a tunnel to cross. Passed that is the tram. Activate it with the console to the right. Sherry will come in. Ride the tram.

After the tram ride finishes, search the corner right of the flare for a Locker Key. Proceed through the next door. Follow the tunnels and sway left. Grab the Spark Shot!

Follow the other side of the tunnels. Take through the door and up the ladder in the next tunnel. You are in the Factory Save Room. Reorganize your items because there is yet ANOTHER boss battle coming.

Head out and down the lift. Follow the tunnels and grab the Control Panel Key. Another boss comes in.

=====
BOSS # 7: MR. X
=====

DIFFICULTY: EASY

Mr. X is back, so use the same reflexes from the previous battle. Use the Submachine Gun and G. Launcher simultaneously. Mr. X falls- grab the random ammo!

=====
BOSS # 7: MR. X
=====

get back to the Control Room where Sherry is at. Use the Control Panel Key on that machine and head to the Elevator Car. Power it up like in the previous game (Leon A) and head in.

Once in, talk to Sherry and fight boss number *8*!

=====
BOSS # 8: WILLIAM III
=====

DIFFICULTY: MEDIUM

This guy is William III, not II. In the corresponding scenario, Leon A, Leon fights William II in the elevator car. Get FAR, FAR away from William. Now fire the Spark Shot at it. Its wide range can secure a clean hit and it is also pretty fast. Fire clean hits and switch to the G. Launcher after 15% of the Spark Shot.

William falls down- dead? Nah.

=====
BOSS # 8: WILLIAM III
=====

Back inside, Sherry is fine. You arrive in William Birkin's lab. Now to beat Claire B!

=====
THE LAB
=====

After talking to Sherry, head out. Head through the vent and an FMV will occur. You are in the Elevator Hallway. Leon never came here. Head down the tunnel and to the right. Inside the Power Area, push the steel box down the lift. Push it to the other set of crates in the room. You can climb them and see a locked door. You need to get to the Power Room.

Back in the Power Area, ride the second lift down (down from the first lift. Down there, kill the Super Lickers and flip the switch. Head back to the elevator hallway and up the elevator at the other end. You will be in the lab's main area near the save room Leon left Ada in. head through the door to the fuse area.

Through the next door, turn to the very left door. Inside the Cold Room, grab the Fuse from the cart and use it on the nearby machine. After the Main Fuse is done, head back to the fork. Use the main Fuse there.

Now travel down the right fork. Inside, kill all the plants and turn right. Grab the Lab Card Key and exit. Head to the locked shutter and raise it. Through it is a door. Beyond that is a ladder.

Climb down. Take the next door. Go down the tunnel and use the Flame Rounds on the 3 Super Lickers. Grab the 3 herbs and pass the shutter. You don't need to head through there, unlike Leon A.

Through the next door is yet another save room. Run passed this room. In the next room, take the left door. Inside, use the Key from the tram area on the lockers here. You get Grenade Rounds! YAY! Add that to the G. Launcher and you have a killing machine! Use the Bow Gun on the super zombies.

Grab the Power Room Key! Outside, head to the other door, passed the larva. Arm the Flame Rounds. Use the Lab Card Key to gain entrance. Sigh. Another boss battle.

=====

BOSS # 9: GIANT MOTH

=====

DIFFICULTY: EASY

Use the Flame Rounds against big ugly. After about 3 rounds of it is gone, this moth dies a HORRIBLE and hot death. Meh. This guy shouldn't be CALLED a boss!

=====

BOSS # 9: GIANT MOTH

=====

Head to the computer and use the Handgun on the larva. Enter the computer and enter the password "GUEST." Now head back to the room outside the Cold Room. Annette will be on the way. Head to the right shutter. Open it up and register your fingerprint in the nearby computer.

Enter through the door if you registered the print in Leon A. Through it is 3 Super Lickers and either Submachine Gun or Submachine Gun Ammo, depending on what Leon did in Leon A. Head outside.

Head back to the Power Area and up the crates to the locked door. Use the Power Room Key. Through it is a confrontation between Sherry and Mr. X! The self-destruct sequence also commences.

Travel to the Fuse Room and grab the Master Key from Annette's body. Head to the elevator next to the save room (where Leon left Ada). Inside the elevator is a computer. Use the Master Key to open up an escape route. You are taken to the Train Area shown at the end of Leon A.

Head into the train and head into the second car. It is a Save Room. Grab the Platform Key nearby. Make your inventory look like this:

Submachine Gun
Spark Shot
G. Launcher
Platform Key
3 Full Healing Items

Head outside and to the gate. Use the Platform Key. Now there is 5 minutes left before the base explodes! Through it, go up the stairs and grab the Joint Plugs on a console near the stairs. Head through the next door.

Through it, attach the Joint Plugs to the console at the other side of the room. Another boss battle comes in!

=====
BOSS # 10: MUTATED MR. X
=====

DIFFICULTY: HARD

Mr. X has mutated, so arm the Submachine Gun. You should have one now no matter what Leon did in the RPD. Fire and run to the side- Mr. X can sway in many directions. Heal when in Orange Caution. Mr. X is also VERY fast. Moreso than Nemesis from RE3.

A shadow of Ada Wong will eventually come in and throw a ROCKET LAUNCHER to Claire. Grab it and fire one rocket into Mr. X, killing it permanently!

=====
BOSS # 10: MUTATED MR. X
=====

Run back to the escape train. Near the tunnel where Leon emerges in Leon A is a gate control machine. Flip the switch and run into the control room of the train. Flip the switch and see the ending from Leon A.

After the Leon A ending, we have to fight ONE MORE BOSS as Claire.

Head to the back of the train and fight the final William Birkin.

=====
BOSS # 11: WILLIAM V
=====

DIFFICULTY: EASY

Fire 10 G. Launcher shots into this ass. After about 10 shots, it finally goes down. For good? Yes. Glad? Yes.

=====
BOSS # 11: WILLIAM V
=====

Now watch the extended ending! You have just watched the OFFICIAL events of RE2! Now try the opposite scenario, Claire A and Leon B!

=====
7. S U R V I V O R M I N I G A M E S
=====

A. Hunk: 4th Survivor

You earn Hunk by beating Leon A and Claire B or Claire A and Leon both with A Grades on Normal Mode. Check out the walkthrough dedicated to Hunk for more information. In the Sewer Area, use the Handgun to put DOWN the monsters and then run by. Against Lickers and Ivy, use the Magnum and Shotgun carefully. Against Mr. X, RUN! Against Crows, Shotgun them and then run by. Try using the herbs after the last save room on 2F RPD. The guys there can be devastating!

B. Tofu: Tofu Survivor

To earn him, beat the Normal Difficulty Scenarios in order. You have 2 choices. Beat RE2: Claire A, Leon B, Hunk, Claire A, Leon B, Claire A,

Leon B. Or you can beat RE2: Leon A, Claire B, Hunk, Leon A, Claire B, Leon A, Claire B. Tofu is tough to describe. For a good strategy, go to residentevilfan.com and download a video of Tofu's walkthrough!

=====

8. EXTREME BATTLE GAME

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Extreme Battle game is an extra mode that needs to be unlocked in the PlayStation Dual Shock and the U.S. Dreamcast version. Unlock it the same way you would unlock the Hunk game; simply beat Scenario A and Scenario B on Normal Mode with an A Ranking. In the PC version of the game, it is available from the start, with all characters, so you don't have to do anything to earn it.

In the PlayStation Dual Shock and Dreamcast versions, the player starts out with Leon or Claire, at Level 1. Once the game is beaten with either one of them, Ada will be unlocked, as well as Level 2. Beat Level 2 with any character and you'll unlock Chris Redfield and Level 3. In the PC version, all the levels and characters are unlocked. Your goal in this game is to go from the Birkin lab to the RPD and find 4 Antivirus Bombs.

A. LEON KENNEDY

It is easy to dodge enemies in the game. Follow your way to the RPD from the lab, avoiding enemies. You'll be going to the sewers If you MUST fight, use your best weapons on the tougher enemies. On your way, you'll find healing items. When you get to the RPD, look in these places for the Antivirus bombs:

S.T.A.R.S. Office
Ben's Cellblock
Chief Iron's Sideroom
Marvin's Room
RPD Backdoor (where the Valve Handle is in the A Scenario)
Meeting Room (where the Red Jewel is behind the fireplace)

B. CLAIRE REDFIELD

It is easy to dodge enemies in the game. Follow your way to the RPD from the lab, avoiding enemies. You'll be going to the sewers If you MUST fight, use your best weapons on the tougher enemies. On your way, you'll find healing items. When you get to the RPD, look in these places for the Antivirus bombs:

S.T.A.R.S. Office
Ben's Cellblock
Chief Iron's Sideroom
Marvin's Room
RPD Backdoor (where the Valve Handle is in the A Scenario)
Meeting Room (where the Red Jewel is behind the fireplace)

C. ADA WONG

It is easy to dodge enemies in the game. Follow your way to the RPD from the lab, avoiding enemies. You'll be going to the sewers If you MUST fight, use your best weapons on the tougher enemies. On your way, you'll find healing items. When you get to the RPD, look in these places for the Antivirus bombs:

S.T.A.R.S. Office
Ben's Cellblock
Chief Iron's Sideroom
Marvin's Room
RPD Backdoor (where the Valve Handle is in the A Scenario)
Meeting Room (where the Red Jewel is behind the fireplace)

D. CHRIS REDFIELD

It is easy to dodge enemies in the game. Follow your way to the RPD from the lab, avoiding enemies. You'll be going to the sewers If you MUST fight, use your best weapons on the tougher enemies. On your way, you'll find healing items. When you get to the RPD, look in these places for the Antivirus bombs:

S.T.A.R.S. Office
Ben's Cellblock
Chief Iron's Sideroom
Marvin's Room
RPD Backdoor (where the Valve Handle is in the A Scenario)
Meeting Room (where the Red Jewel is behind the fireplace)

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9. S E C R E T S A N D E X T R A S
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A. Codes, Secrets, Etc.

I didn't discover any of these codes. I honestly don't remember where I got them from, but these aren't from me.

UNLOCK TOFU

Beat Claire A, Leon B, Claire A, Leon B, Hunk, Claire A, and Leon B (or Leon A, Claire B, Leon A, Claire B, Hunk, Leon A, Claire B) all in that order on Normal Mode to unlock TOFU. All except the Hunk scenarios must be A ranked.

UNLOCK HUNK

Beat Claire A and Leon B (Or Leon A, Claire B) on Normal Mode with an A Ranking. You should unlock Extreme Battle Game at the same time.

UNLOCK EXTREME BATTLE GAME

Beat Claire A and Leon B (Or Leon A, Claire B) on Normal Mode with an A Ranking. You should unlock Hunk at the same time.

UNLOCK ADA WONG IN EXTREME BATTLE GAME

Simply defeat Level 1 of Extreme Battle Game with any character.

UNLOCK CHRIS REDFIELD IN EXTREME BATTLE GAME

Simply defeat Level 2 of Extreme Battle Game with any character.

NEW COSTUMES (AND GUN FOR CLAIRE)

Play a Scenario A game. Then go to the courtyard of the Police Station WITHOUT GRABBING A SINGLE ITEM on your way there. Down the stairs in the courtyard will be the zombie of Brad Vickers (courtesy of Nemesis from RE3). Kill Brad (you can use all your ammo you have, or go inside the RPD and get some). Then search the corpse of the zombie for a SPECIAL KEY. Take it to the DARK ROOM and then open the lockers left of the door. If you do this trick correctly in Scenario A, Brad will return in Scenario B so your B character can new costumes. Claire gets a new gun which uses Handgun ammo.

SECRET FILM

Go to the STARS Office in the Police Station. Go to the biggest desk, which belongs to Albert Wesker. Search the desk 50 times for a Secret Film. Take it to the Dark Room and develop it. It becomes a picture of Rebecca Chambers, heroine from Resident Evil and Resident Evil Zero.

UNLIMITED AMMO

I got this from the GameFAQS code database. Go to the Item Screen, select the controller configuration and then hold R and press Z 10 times.

=====

10. F I L E T R A N S C R I P T S

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A. Normal Files

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FILE: POLICE MEMORANDUM

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This letter is just to inform everyone about the recent move of equipment that has happened during the precinct's rearrangements. The safe with four digit lock has been moved from the S.T.A.R.S. office on the second floor, to the eastern office on the first floor.

2 2 3 6

Raccoon Police Liaison Dept

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FILE: PATROL REPORT

=====

September 20th 9:30pm Reported: Sgt. Neil Carlsen

We received a report of a suspicious individual skulking around the sewer in the outskirts of Raccoon City. I searched the area and located the individual, but he ran away before I had a chance to question him. I

recover the following items: - A small amount of C4 plastic explosives -
An electronic detonator - 9x19 parabellium rounds - Infrared scope
(broken) End of report.

=====
FILE: OPERATION REPORT 1
=====

-Operation Report-

September 26th

The Raccoon Police Dept was unexpectedly attacked by zombies. Many have been injured. Even more were killed. During the attack, our communications we have decided to carry out an operation with the intent of rescuing any possible survivors as well as to prevent this disaster from spreading beyond Raccoon City.

The details of the operation are as follows: Security of armaments and ammunition Chief Irons has voiced concern regarding the issue of recent unresolved incidents. On the very day of the zombies' attack, he made the decision to relocate all weapons to scattered intervals throughout the building as a temporary measure to prevent their possible seizure. Unfortunately, this decision has made it extremely difficult for us to locate all ammunition caches. It has become our top priority to recover these scattered ammunitions.

To unlock the weapons storage. As stated earlier, it will be extremely difficult to secure all ammunition. However, a considerable supply still remains in the underground weapon storage. Unfortunately, the person in charge of the key card used to access the weapon storage is missing and we have been unable to locate the key. One of the breaker's went down during the battle and the electronic locks are of functioning in certain areas. It has become a top priority to restore the power in the power room and secure those locks.

Recorder: David Ford September 27th 1:00pm.

The west barricade has been broken through and another exchange ensued. We sheltered the injured in the confiscation room on the first floor temporarily. Twelve more people were injured in the battle.

Reporter : David Ford -Additional Report-

Three additional people were killed following the sudden appearance of an as yet unknown creature. This creature is identified by missing patches of skin and razor-like claws. However, its most distinguishing characteristic is its lance-like tongue capable of piercing a human torso in an instant. Their numbers as well as their location remaining unknown. We have tentatively named this creature the "Licker" and are currently in the process of developing countermeasure to deal with this new threat.

=====
FILE: OPERATION REPORT 2
=====

-Operation Report-

September 28th Early Morning 2:30am.

Zombies overran the operation room and another battle broke out. We lost four more people, including David. We're down to four people, including myself. We failed to secure the weapons cache and hope for our survival continue to diminish. We won't last much longer...We agreed upon a plan to escape through the sewer. There's a path leading from the precinct underground to the sewage disposal plant. We should be able to access the sewers through there. The only drawback is that there is no guarantee the sewage disposal plant is free of any possible danger. We know our chances in the sewers are slim, but anything is better than simply waiting here to die. In order to buy more time, we locked the only door leading to the underground, which is located in the eastern office. We left the key behind in the eastern office since it's unlikely that any of those creatures have the intelligence to find it and unlock the door. I pray that this operation report will be helpful to whoever may find it.

Recorder : Elliot Edward

=====
FILE: CHRIS'S DIARY
=====

August 8th

I talked to the chief today once again, but he refused to listen to me. I know for certain that Umbrella conducted T-virus research in that mansion. Anyone infected turns into a zombie. But the entire mansion went up in the explosion; along with any incriminating evidence. Since Umbrella employs so many people in town, no one is willing to talk about the incident. It looks like I'm running out of options. August 17th We've been receiving a lot of local reports about the strange creatures appearing at random throughout the city. This must be the work of Umbrella.

August 24th

With the help of Jill and Barry, I finally obtained information vital to this case. Umbrella has begun research on the new G-virus, a variation of the original T-virus. Haven't they done enough damage already? We talked it over, and have decided to fly to the main Umbrella HQ in Europe. I won't tell my sister about this trip because doing so will put her in danger. Please forgive me Claire.

=====
FILE: MAIL TO CHRIS
=====

Mr. Chris Redfield Raccoon City Police Dept S.T.A.R.S. Division

As per your request, we have conducted our internal investigation and discovered the following information:

- 1) Regarding the G-virus currently under development by Umbrella Inc. So far it is unconfirmed that the G-virus even exists. We're continuing with our investigation.
- 2) Regarding Mr. Brian Irons, Chief of the Raccoon Police Dept. Mr. Irons has allegedly received a large sum of funds in bribes from Umbrella Inc. over the last five years. He has apparently involved in the cover up of the mansion case along with several other

incidents in which Umbrella appears to have direct involvement. Mr. Irons had been arrested under psychiatric evaluation as a result of the charges but released due to circumstantial evidence as well as his phenomenal academic standing. As such extreme cautions advised when dealt with him.

Jack Hamilton

Section Chief Internal Investigation United States Federal Police
Department

=====
FILE: CHIEF'S DIARY
=====

September 23rd It's all over. Those imbeciles from Umbrella have finally done it...Despite all their promises, they've ruined my town. Soon the streets will be infested with zombies. I'm beginning to think that I may be infected myself. I'll kill everyone in town if this turns out to be true!!!

September 24th

I was successful in spreading confusion among the police as planned. I've made sure that no one from the outside will come to help. With the delays in police station, no one will have the chance to escape my city alive. I've seen to it personally that all escape routes from inside the precinct have been cut off as well. There are several survivors still attempting to escape through the lower levels, but I'll make sure no one gets out.

September 26th

I've had a change of heart about the remaining survivors inside the precinct. I've decided to hunt them down myself. I shot Ed in the back through the heart less than an hour ago. I watched him writhe in pain upon the floor in a pool of his own blood. The expression on his face was positively exquisite. He died with his eyes wide open, staring up at me. It was beautiful. I wonder if the mayor's daughter is still alive? I let her escape so I could enjoy hunting her down later...I'm going to enjoy my new trophy. Yes, frozen forever in the pose I choose to give her.

=====
FILE: INVESTIGATE REPORT ON P-EPSILON GAS
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This report demands immediately attention. The P-Epsilon gas has been proven capable of incapacitating all known B.O.W.s. As such, it has been designated for emergency usage in the event of a B.O.W. escape. Report based on data collected during the prior incidents indicate the potential for negative side effects. The P-Epsilon has proven to weaken the B.O.W.s cellular functions.

However, prolonged exposures will result in the creation of adaptive antibodies to the agent. Furthermore some species have been observed to absorb the P-Epsilon gas as a source of nutrition and use the toxins extracted against anything that is a threat. Use of P-Epsilon gas should be severely limited to extreme cases only. We strongly request the authority to re-evaluate the P-Epsilon gas development system. We would

like this re-evaluation take place immediately.

2nd R&D Room/Security Team

=====
FILE: SECRETARY'S DIARY
=====

April 6th

I accidentally moved one of the stone statues on the second floor when I leaned against it. When the chief found out about it, he was furious. I swear the guy nearly bit my head off, screaming at me never to touch the statue again. If it's that importantly, maybe they shouldn't have put it out in the open like that...

April 7th

I heard that all the art pieces from the chief's collection are rare items, literally worth hundreds of thousand of dollars. I don't know which is the bigger mystery: where he finds these tacky things, or where he's getting the money to pay for them.

May 10th

I wasn't surprised to see the chief come in today with yet another large picture frame in his hands. This time it was a really disturbing painting depicting a nude person being hanged. I was appalled by the expression on the chief's face as he leered at that painting. Why anyone would consider something like that to be a work of art is beyond my comprehension.

=====
FILE: SECRETARY'S DIARY
=====

June 8th

As I was straightening up the chief's room, he burst through the door with a furious look on his face. It's only been 2 months since I've started working here, but that was the second time I've seen him like this. The last time was when I bumped into that statue, only this time he looked even more agitated than ever. I serious thought for a moment that he was going to hurt me.

June 15th

I finally discovered that the chief has been hiding all along...If he finds out that I know, my life will be in serious danger. It's getting late already. I'm just going to have to take this a day at a time...

FILE: MAIL TO CHIEF

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept

We have lost the mansion lab facility due to the renegade operative, Albert Wesker. Fortunately, his interference will no lasting effect upon our continued virus research. Our only present concern is the presence of the remaining S.T.A.R.S. members: Redfield, Valentine, Burton, Champer and Vickers. It comes to light that S.T.A.R.S. have any evidence

to the activities of our research, dispose of them in a way that would like purely accidental. Continue to monitor their progress and make certain their knowledge does not go public. Annette will continue to be your contact throughout this affair.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept

I have deposited the amount of \$10000 to the account for your services this term as per agreement. The development of the G-virus scheduled to replace the T-virus, is near completion. Once completed, I am certain that I will be appointed to be a member of the Executive board for Umbrella Inc. It is imperative that we proceed with caution. Redfield and the remaining S.T.A.R.S. members are still attempting to uncover information on the project. Continue to monitor their activities and block all attempts to investigate the underground research facilities.

William Birkin

To: Mr. Brian Irons, Chief of the Raccoon City Police Dept

We have a problem. I have received information informing me that Umbrella HQ has sent spies to recover my research on the G-virus. There are a number of unknown agents involved. They must not be allowed to take this project away from me as it represents my entire life work. Search the city thoroughly for any suspicious persons. Detain any such individuals by whatever means possible and contact me immediately through Annette. With these precautions, any possible threat should be eliminated. I will not allow anyone to steal my work on the G-virus. Not even Umbrella...

William Birkin

=====
FILE: M. WATCHMAN'S DIARY
=====

August 11th

I finally had the chance to see blue skies for the first time in ages, but did a little to lift my spirit. I was reprimanded by the chief for neglecting my duties while I was up on the clock tower. There's only one thing I still don't understand: the chief seemed more concerned about the fact that I was up on the tower rather than that I was neglecting my duties. Why was access to the tower prohibited in the first place anyway ?

September 5th

I recently talked to the old man who works in the scrap yard out back. His name is Thomas. He's a quiet man and really seems to enjoy chess. He even went so far as to design a special key and lock engraved with chess pieces on them for one of the doors in the disposal yard. We made plans to play chess tomorrow night. I can't help but wonder how good he is. One thing that's been bothering me about him is the way that he's always scratching himself...Does he have some sort of skin disease or is he rude?

September 9th

Thomas is a much better player than I has imagined. I used to think of myself as a fairly decent player, but he did a pretty good job of humbling me. About the only thing I imagine that could match his skills in chess is his appetite. All the guy did was talk about food throughout the entire game. He sounded fairly healthy, but he didn't look quiet right...I wonder if he's okay.

September 12th

I was supposed to play another game of chess with Thomas, but we had to cancel because he hasn't been feeling too well. He stopped by to see me, but I told him to go back and rest since he literally looked like the walking dead. He insisted he was just fine, but I could tell he was really having problems. Come to think of it, I haven't been feeling too good myself lately...

=====
FILE: SEWER MANAGER FAX
=====

User List of the Connecting Facility On the first and third Wednesday of the month, Angelica Margaret, chief of maintenance, will make use of the facilities. Be sure to reduce the moisture levels in the facility by activating the fan, as the equipment she will be using is susceptible to the effects of water vapours. On the 28th of every month, the chemical transporter Don Weller will use the facility. The chemicals he will be transporting are extremely volatile. Extreme caution should be observed throughout their transport. On the 6th and 16th of every month, police chief Brian Irons will visit the facility to attend the regular meeting that take place in the lab. On the 4th Friday of every other month, William Birkin will use the facility to conduct a training seminar for the Chicago branch of Umbrella Inc. as the probability of an attack upon William Birkin will be high, take every measure conceivable to guard his life. You will be informed of all other potential visitors and times they will arrive as needed. Guide these individuals to their destination safely. We expect nothing but the best for you.

Charles Coleman Secretary Chief Umbrella Headquarters

=====
FILE: SEWER MANAGER'S DIARY
=====

June 28th

It's been a while, but I saw Don today and we talked after completing our work. He told me he had been sick in bed until yesterday. It really doesn't come as much of a surprise given how long he's been working here. He was sweating like a horse and kept scratching his body while we were talking. I asked if he was hot, but he just looked at me funny. What's wrong with him anyway?

July 7th

Chief Irons has been visiting the lab quite often lately. I don't know what he's doing over there but he always looks grim. The expression on his face has been even more unsettling than usual... My guess is that it's because of Dr. Birkin's impossible requests. The chief has my sympathies though. After all he's done for the town, he doesn't deserve

this.

July 21st

I rarely drink because I'm on the graveyard shift, but I don't suppose I have much to complain about it since this is how I make my living. August 16th Chief Irons came in late today, looking grimmer than his usual self. I tried to joke with him to cheer him up but he wasn't amused. He pulled his gun and threatened to shoot me! I was able to calm him down, but that guy must have some serious problems. He knows he can't enter the lab without my help and my medal. This is what it means for the chief "to serve and protect" !?

August 21st

William informed me that the police and media have begun their investigation on Umbrella's affair. He said that the investigation will be citywide and that there is a possibility they'll even search through the sewer. He asked me to suspend all Umbrella sewer facility operations until the investigation has concluded. The sewer will still be used for passage, but he stressed that I have to be extremely cautious and that I'd lose my job if anyone finds out about this operation.

=====
FILE: LABORATORY SECURITY MANUAL
=====

-Security measure in case of an emergency-

In the instance of an uncontrollable biohazardous breakout, all security measures will be directed toward the underground transport facility. In the instance that any abnormalities are detected among cargo in transit, designated high-speed train. At which point, all materials will be isolated and disposed of without delay. In the instance of a Class 1 emergency, the entire train will be purged and disposed of without delay. In the instance that the lab itself becomes contaminated, the northernmost route currently used to transport materials to and from the facility will be designated as an emergency escape route. This route will secure passage to the relay point outside the city limits. Disclosure about any information regarding research conducted here, or the existence of this facility, is strictly prohibited. Since it is top priority to keep all research classified, escape access may be denied under certain extenuating circumstances.

=====
FILE: USER REGISTRATION
=====

Temporary User Registration for the Culture Experiment Room.

User Name: "GUEST"
Password: None
Valid for 24 hours.

=====
FILE: INSTRUCTION FOR SYNTHESIS OF THE
G-VIRUS ANTIGEN : G-VACCINE CODE NAMED
"DEVIL."
=====

Any beings infected by the G-virus will reproduce through the impregnation of an embryo within another living being. Unless rejected by the host, the embryo will undertake a process of gradual cellular invasion, infecting the host's cells on a molecular level as it rewrites their DNA. Once the metamorphosis is complete, the host will be capable of continuing this cycle of self-replication. The duration of time for the process to run its course will vary from subject to subject. In the early stages of cellular invasion, it is possible to halt progression of the metamorphosis through the administration of the G-vaccine antigen. The following procedure details its synthesis. The vaccine creation requires the base vaccine.

This can be arranged by the activator VAM. First set the empty cartridge to the VAM and activate it. After the several moments the process will be complete and the white-color base vaccine will be set in the cartridge automatically. Then confirm the green light is on, remove the cartridge and proceed to the next step. Once the base vaccine has been prepared, set it in the vaccine synthesis machine located in the P-4 level experiment room. The machine is fully automated and only requires the user to push the sequence start switch. At this point, the program will run automatically and synthesis will be complete within approximately 10 seconds. As the synthesis of DEVIL is an extremely delicate process, the quality will vary with slight shocks or changes in temperature. Careful handling is required for the proper results.

=====
11. I T E M L I S T
=====

KEYS

DIAMOND KEY

LOCATION: RPD

HEART KEY

LOCATION: RPD MARVIN ROOM (LA, LB)
 CHIEF IRONS ROOM (CA, CB)

SPADE KEY

LOCATION: RPD MAIN HALL

CLUB KEY

LOCATION: SEWERS (LA, CB, CA, LB)

BLUE CARD KEY

LOCATION: RPD'S MARVIN (LA, CA)
 CHIEF STORAGE ROOM (LB, CB)

RED CARD KEY

LOCATION: RPD BASEMENT

CABIN KEY

LOCATION: RPD BACKDOOR

SPECIAL KEY

LOCATION: BRAD'S BODY (LA, CB, CA, LB)

POWER ROOM KEY

LOCATION: WILLIAM'S LAB ROOM (CB, LB)

MASTER KEY

LOCATION: ADA'S BODY (LB)
ANNETTE'S BODY (CB)

PLATFORM KEY

LOCATION: ESCAPE TRAIN SAVE ROOM

WEAPONS

SHOTGUN

LOCATION: GUN SHOP (LA)
RPD STARS (LA)
RPD MAIN HALL (LB)

SUBMACHINE GUN

LOCATION: RPD BASEMENT (LA, LB, CA, CB)
LAB TANK ROOM (CB, LB)

GRENADE LAUNCHER

LOCATION: RPD STARS (CA)
RPD MAIN HALL (CB)

BOW GUN

LOCATION: GUN SHOP (CA)
RPD BACK ENTRANCE (CA)
RPD STARS (CB)

MAGNUM

LOCATION: RPD WATCH ROOM (LA)
RPD STARS (LB)

ROCKET LAUNCHER

LOCATION: FINAL TYRANT BATTLE (LB, CB)

GATLING GUN

LOCATION: OBTAINED AS SECRET WEAPON

FLAMETHOWER

LOCATION: LAB GAS ROOM (LB, LA)

SPARK SHOT

LOCATION: SEWERS EXIT TUNNELS (CA, CB)

SHOTGUN PARTS

LOCATION: SEWER EXIT TUNNELS (LA, LB)

QUEST ITEMS

LIGHTER

LOCATION: CHIEF'S SAVE ROOM (CA)
FILING ROOM (CB)

RED JEWEL

LOCATION: MEETING ROOM (LA, CA, CB, LB)

STATUE ROOM (LA, CA, CB, LB)

GOLDEN COGWHEEL

LOCATION: PRESSROOM (LA, CB, CA, LB)

ROOK PLUG

LOCATION: RPD INTERROGATION ROOM (LA, LB)

KNIGHT PLUG

LOCATION: RPD CLOCK TOWER (LA, LB)

BISHOP PLUG

LOCATION: RPD LIBRARY (LA, LB)

KING PLUG

LOCATION: CHIEF IRONS STORAGE ROOM (LA, LB)

SERPENT STONE

LOCATION: RPD LIBRARY (CA, CB)

JAGUAR STONE

LOCATION: HALF IN IRONS STORAGE ROOM (CA, CB)
HALF IN RPD CLOCK TOWER (CA, CB)

EAGLE STONE

LOCATION: RPD INTERROGATION ROOM (CA, CB)

VALVE HANDLE

LOCATION: RPD BACK DOOR (LA, CA)
RPD DETECTIVE'S ROOM (LB, CB)

BOMB

LOCATION: MARVIN'S ROOM (CA, CB)

DETONATOR

LOCATION: RPD CABINET ROOM (CA, CB)

MANHOLE OPENER

LOCATION: BEN'S CELLBLOCK (LA, LB)

CRANK

LOCATION: FILE ROOM (LA, CA)
CHIEF IRONS SIDE ROOM (LB)
CELL BLOCK SEWER ENTRANCE (CB)

WOLF MEDAL

LOCATION: SEWER TRASH COMPRESSOR (CA)
SEWER CORPSES (LA, LB, CB)

EAGLE MEDAL

LOCATION: SEWER BRIDGE (LA, CB, CA, LB)

CONTROL PANEL KEY

LOCATION: SEWER ELEVATOR CAR (LA, CA)
CONTROL ROOM (CB, LB)

MAIN FUSE

LOCATION: LAB COLD STORAGE (LA, CB, CA, LB)

VACCINE CARTRIDGE

LOCATION: ANNETTE IN LAB (CA)

BASE VACCINE

LOCATION: LAB VACCINE ROOM (CA)

MO DISK

LOCATION: LAB VACCINE ROOM (LA, CA)

JOINT S PLUG

LOCATION: ESCAPE TRAIN AREA (LB, CB)

JOINT N PLUG

LOCATION: ESCAPE TRAIN AREA (LB, CB)

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12. M O N S T E R A N D B O S S L I S T
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MONSTER: ZOMBIE

PISTOL BULLETS: 8

MONSTER: CEREBERUS

PISTOL BULLETS: 5

MONSTER: CROW

SHOTGUN/BOW GUN: 1

MONSTER: LICKERS

SHOTGUN/G. LAUNCHER: 2-3

MONSTER: ULTRA LICKERS

MAGNUM/G. LAUNCHER: 3-5

MONSTER: IVY PLANT

FLAMETHROWER/SUBMACHINE GUNS: 3-6%

MONSTER: SUPER IVY PLANT

FLAMETHROWER/SUBMACHINE GUNS: 3-6%

MONSTER: BUGS

NO WEAPON- JUST RUN!

BOSS: TRENCHCOAT MR. X

SHOTGUN/G. LAUNCHER: 3-6

BOSS: G-IMAGO

MAGNUM/G. LAUNCHER: 4-6

BOSS: WILLIAM I

MAGNUM/G. LAUNCHER: 5-6

BOSS: WILLIAM II

MAGNUM/G. LAUNCHER: 7-9

BOSS: WILLIAM III

MAGNUM/G. LAUNCHER: 10-13

BOSS: WILLIAM IV

MAGNUM/G. LAUNCHER: 15+

BOSS: WILLIAM V
MAGNUM/G. LAUNCHER: 10+

BOSS: GIANT ALLIGATOR
MAGNUM/PISTOL: 1-2 (WITH CANISTER)

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13. P L O T I N F O R M A T I O N

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A. Synopsis of Resident Evil Series

The Plot of Resident Evil

Resident Evil Zero

July 23-24, 1998

The S.T.A.R.S. Bravo team cruise around Raccoon Forest looking for monsters. Their copter crashes, and they find an overturned MP vehicle. The vehicle was transporting a convict named Billy Coen. The Bravos decide to search the surrounding areas. Rebecca Chambers finds a train, boards it and then runs into zombies. She runs into Billy, they get into an argument, but eventually team up. Meanwhile, a guy in a robe controls a bunch of leech monsters. Eventually the train starts up and takes our heroes to an old building, where they run around for awhile and discover hideous things. Rebecca and Billy eventually kill the robe guy, who turns out to be James Marcus, and they go their separate ways after the building blows up. Rebecca runs to the mansion after letting the convict Billy go, while Billy runs to some other place.

Resident Evil

July 24-25, 1998

The Alpha Team tries to find Bravo Team. Jill, Chris, Barry, and Wesker run to the mansion after getting chased into it by zombie dogs. Joseph is killed and Brad flies the coop... literally. They all get separated inside the mansion, and all go on their little hunts go get the hell out. Chris finds Rebecca, and Jill teams up with Barry. They all find out about a virus. After evading snakes, and a killer chain-woman, they find out Wesker's behind it all, and Wesker gets killed by the Tyrant, who in turn is killed by the good guys. The mansion explodes after Brad rescues everyone.

Resident Evil 3: Nemesis

September 28, 1998

Jill evades the new zombies in town, and sees Brad get killed by her... NEMESIS! She runs from her nemesis, meets Carlos and Nicholai and powers up a train. Nicholai gets "killed", and Carlos loses his cool, but Jill manages to kick Nemesis' ass in the clock tower after being infected with the T-Virus.

Resident Evil 2

September 29-30, 1998

Leon and Claire drive into town, with their own goals in mind. They meet up, run away from the zombies to the police station, meet the creepy

Cheif Irons, Ben Burtolucci and the sexy chick, Ada Wong. Oh, and they also meet that little annoying girl, Sherry. They both run away from Mr. X and kill the Birkin Tyrant. Ada drops out of the picture, literally, and Leon/Claire/Sherry make their escape following a huge explosion.

Resident Evil 3: Nemesis

October 1, 1998

Jill wakes up, Carlos cures her, and Jill runs to the park to discover Nicholai's true intentions. From there, Jill kick's Nemesis' ass once and for all, lets Nicholai get away from town, and escapes with Carlos and an old friend before Raccoon City's missile attacked by the nuclear-happy U.S. government.

Survivor

Ark Thompson loses his memory, thinks he's an evil killer, but somehow managed to remember. The T-Virus is spilled on an island, so Ark kills even more monsters, meets up with Lott and Lily, two little children, and Ark gets out just in time.

CODE: Veronica

Claire's captured in Paris, but Wesker attacks her prison island and zombies are everywhere again. so she's let go by Rodrigo, an injured jail keeper. She meets Steve, another prisoner, and meets Alfred, who's a weirdo who wants her dead. Claire discovers Wesker's still around, sends a notice to Leon to contact Chris, and gets off the island with Steve after a derranged Alfred blows it up. Claire kicks another Tyrant's ass, and they end up in Antarctica. Steve kills Alfred, Alexia is released and captures them. Chris arrives on the island, sees Rodrigo get eaten/barfed up, and Chris meets Wesker. He travels to Antarctica, saves Claire and fights Alexia after she turns Steve into an evil monster who gets killed. After that, Wesker and Chris fight to the death, and then Chris and Claire escape.

B. Wesker's Report

If you pre-ordered the American Version of Resident Evil CODE: Veronica X, bought the Japanese PS2 or DC version of CODE: Veronica Complete, or bought the BioHazard 5th Anniversary Briefcase, you got the Wesker's Report DVD.

If you didn't, it's here for you to read, because it bursts with seams of the original PSX RE, RE2 and RE3 information. Others may hate the Report because they can't think what Capcom is aiming with that, but I love it!

Sure, the information for the "Mansion Incident" may seem a little outdated when the remake is accounted for, since it covers the original PlayStation version, but it still contains the basic information about the storyline of Resident Evil.

This is also for people who do not understand the plot information for Resident Evil 2. This explains a lot about what happened in RE2, for those who are wondering.

=====
INTRODUCTION
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"My name is Albert Wesker. I aspired to become a leading researcher at Umbrella Inc. A pharmaceutical enterprise who covertly conducted Bio Organic Weapons, better known as B.O.W., for development. But at the leader development training ground situated in Raccoon City, I met a brilliant and talented researcher who decided to take a different path; William Birkin.

In time I shifted my position to S.T.A.R.S., a special force unit of the Raccoon Police Department. Umbrella, for crisis management reasons of their illegal Bio Organic Weapons development had many of its people working in the police department.

I became the leader of S.T.A.R.S. and conducted all sorts of intelligence activities for Umbrella. As I continued to serve I devised my own plans and waited for the right time moment to execute them. Then at last, opportunity knocked.

=====
1998 July 24th
=====

The freak murder incidents that had occurred in the forest near the mansion started it all. The mansion was Umbrella's secret BOW laboratory and it was clear that the undeveloped T-Virus was the cause of the murder. Initially, Umbrella instructed me secretly to keep S.T.A.R.S. to the mansion, dispose of them, then report the situation to headquarters so that their combat with the B.O.W. could be used for data analysis allowing Umbrella a comprehensive portrait of the B.O.W.'s combat abilities.

From the two S.T.A.R.S. teams I first pitched in the Bravo Team. As expected, the top elite of S.T.A.R.S. gave all they had and became useful sample data. Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team. The members of Alpha Team also proved their worth and as expected many died.

There were five survivors from the initial eleven S.T.A.R.S. members. From the Alpha team were Chris Redfield, Jill Valentine and Barry Burton. And from the Bravo Team were Rebecca Chambers and Enrico Marini. It was time to begin executing my plans.

In the midst of the whole affair I could take Umbrella's ultimate Bio-Organic Weapon, the Tyrant, and join forces with an opposing corporation of Umbrella. To buy into that opposing corporation I would need the actual combat data of the Tyrant. The surviving privileged members of S.T.A.R.S. were just the perfect bait.

I decided to have one of them play the Judas and draw them to the Tyrant. That Judas was Barry. Barry was the strong truth and justice kind and cherished his family more than anything. His type is easy to manipulate. I just took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with the family man Barry playing Judas the scheme went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico who found out what was behind it all. I used Barry to get to him.

After I successfully got rid of that nuisance I awaited the sample specimen that Barry would bring to me in the Tyrant room. I injected the virus I obtained from Birkin in advance. If I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin the virus had profound effects. It would put my body in a state of temporary "death". It would then bring me back to life with super human powers. Therefore I unleashed an awesome Tyrant from its slumber and let it attack me. As my consciousness faded away I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant and the plan I devised which cost me my humanity ended in failure. Now anything and anyone who stood in my way would be terminated. It's been that way for a long time and it always will be. At all costs I had to make S.T.A.R.S. pay.

=====
September
=====

Two months had passed since the mansion incident.

To regain everything I had lost in my new organization I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella. I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games...with anyone.

Eventually, Birkin would be assassinated, and the G-virus would be in the hands of Umbrella. But the salvage team led by Hunk was ahead of us. By the time they got to Birkin, he'd already injected himself with the G-virus...he became his own creation, and decimated them. Soon after, the T-virus carried by rats spread throughout Raccoon City, and Umbrella faced its worst scenario.

=====
September 28th
=====

The good citizens became zombies, and the city had headed for its devastating fate. Humans were no match against zombies. In the chaos, Umbrella Europe applied a new type B.O.W., called "Nemesis". The Nemesis would hunt down and destroy the surviving member of S.T.A.R.S., Jill. It became imperative that our organization would also obtain the Nemesis data.

=====
September 29th
=====

To cover up the whole affair, Umbrella jettisoned a Tyrant to take care of Leon and Claire, who were trying to unveil their secrets. Then, there was a new revelation. Birkin used to hide the findings of his studies in his daughter Sherry's pendant.

It was very possible that the G-virus was there. While Umbrella was busy with their cover up, we had to capture Sherry before they did. I sent Ada undercover to seek the location of Sherry. I, the "dead man" on the other hand, had to work in the shadows.

A spy's obligation and priority is in mission, to carry out the mission like a machine without any emotional interference. But through her

interaction and involvement with Leon Scott Kennedy, there had been an affection growing inside her. My instincts sensed danger. Something had to be done, quickly. My instincts did not disappoint me.

Even though Ada almost had her hands on the G-virus, which Leon had acquired from Sherry, that affection of her drove her to her death. But she was still of some use. I had to save her life. My people hurried to retrieve the G-virus that Leon threw away.

But Hunk, the only survivor of Umbrella's salvage team, was there before us.

=====
September 30th
=====

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish Leon and Claire in order to obtain his combat data.

Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-virus from his dead body.

=====
October 1st
=====

In the morning the government bombed Raccoon city in an attempt to stop for the viral outbreak. This was, of course, their feigned reason... Later, Claire left to Europe to find her lost brother Chris, and Leon joined forces with an underground anti-Umbrella organization.

Sherry is safe in our hands. I would never underestimate Birkin. There's something about this little girl..."

B. Wesker's Report II

JAPANESE COPY: <http://www.capcom.co.jp>
TRANSLATION COURTESY OF <http://www.residentevilhorror.com>

This contains SPOILERS. Please consider that before reading. You have to have ALSO played Resident Evil 2 and Resident Evil CODE: Veronica X at the very LEAST to understand this. Play Resident Evil: Survivor and Resident Evil 3: Nemesis for a complete understanding.

This was translated by GameFAQS user: Saiki. Thanks to him for the translation. I have done some editing.

This is also here mainly because it deals a lot with William Birkin. As we know, he plays a large role in Resident Evil 2, so if you want to know more about him, read this transcript.

To Ada Wong:

When I first visited that place, I was 18 and it was summer, twenty years ago. I still remember the smell when the helicopter landed and the rotor caused the wind to stir. From the air, the mansion seemed normal but from ground level, something was different. William Birkin,

who was 2 years younger than me, seemed only interested in the research files he had as usual...

July 31, 1978 (Monday)

Two days ago, the two of us were assigned to that place. Everything could have been planned out from the beginning or it could have all been a coincidence. The only person to know the truth is most likely, Sir Ozwell Spencer. Spencer at that time, was using the Arklay labs for the research on the T-Virus.

As soon as we got off the helicopter, the president of that lab stood in front of the elevator.

I don't even remember that man's name. It didn't matter what was said officially. From that day, that lab belonged to Birkin and I. We were assigned to be chief researchers at the facility. This of course, was Spencer's will.

We were the chosen ones.

The two of us ignored the president as we entered the elevator. We had already been briefed about the layout of the area and Birkin, with no bad intentions, ignored everyone as usual.

Usually, when someone sees our actions, they would react within 5 seconds. But the president didn't even react at all.

At the time, I was only a youngster so it didn't bother the president. The president understood what Spencer was thinking and didn't take notice of someone like me.

While the three of us were on the elevator, Birkin still kept his eyes on the research files. The files contained information about a new faro-virus found 2 years ago in Africa called Ebola.

Even now, there are thousands of people researching the Ebola. But the people are always divided in half, one group to save people from the virus and the other to kill people with the virus.

As known, if a person is infected with the Ebola, the chances of dying is 90%. It has the capability to destroy the physical structure within 10 days and even now, a cure hasn't been found. If this is used as a bio-weapon, it would display incredible destruction.

But because making a bio-weapon is against the law, we would not use the virus as a weapon. But I'm certain that someone out there would use this as a weapon. So to prepare for a case of like the virus being used as a weapon, it is good to do research on it now. But the line between finding a cure and making a bio-weapon is thin. This is because the actual research conducted do not differ at all between the two. So one could say that they are researching for a cure and be making a bio-weapon.

But to Birkin, he was not interested in either cause just wanted to research the Ebola itself. The virus had too many things unknown at the time. One was that the fact that virus would die within a few days by itself and would die instantly when hit by sunlight. The second was the speed that it would kill its host. It kills the host extremely quickly that there is almost no time for the virus to infect another person. The third is how the virus is spread. The virus has to physically touch

another person in order to infect them and therefore can easily be quarantined. But I would like to bring up the following thought.

What if a person that was infected with the Ebola virus could stand up and walk around? And that infected person would have a disrupted chain of thought, and would infect others that weren't infected?

What if the DNA of the Ebola, the RNA, had a direct impact on the DNA of a human, and due to that, would make the person not die so easily?

The person would be dead from a humans point of view, but would still go around as a bio-weapon spreading the virus around.

It is fortunate that the Ebola may have features like this. Even from now, we will be the only one to know about this.

Umbrella, with Spencer as the head, was an organization made to do research on viruses with these qualities. As a cover, they tell the world that they are a company making cures, but the truth was a bio-weapon developing organization.

The finding of the original virus which restructures the human DNA was the start of everything.

Using the original virus as a base, an enhanced virus would be made to be a bio-weapon. This was the plan for the T-Virus.

The original virus was also an RNA virus and would cause abnormalities, thus enhancing a host.

Birkin was interested in the Ebola because he planned on combining the two virus's (Ebola Virus and T-Virus) to create an enhanced virus. Luckily, the sample of the Ebola had already been brought to this research facility.

We had gone through many elevators and had finally reached the destination.

When we reached that place, even Birkin had raised his face to the sight.

This was our first encounter with that woman.

We were not told anything about that woman. Everything relating to her was kept top secret and the data was not to be leaked anywhere outside the lab.

From the records, she was here since this lab had been created.

She was 25 at that time. But what her name is and why she is here is a mystery. She was a test subject for the research on the T-Virus. The research begun in November 10, 1967. For 11 years, she had gone through tests with many viruses.

I heard Birkin whisper something. Whether those words were cursing, swearing or praising, I don't know.

But we had come to a place where we couldn't back out of.

We were to take the research to its completion or to be captured, and

end up like the woman. For us we, only had one choice.

The woman who lay on the pipe bed had moved something within both of our minds.

Was this part of Sir Spencer's plan?

---The next records take place 3 years later

Alexia - 1

July 27, 1981

---3 years from the previous report

Today, Umbrella assigned a ten year old girl to be the chief researcher at the Antarctica facility.

Her name is Alexia Ashford. As of right now, I am 21 years old, and William Birkin is 19.

It is very provoking that even in our own Arklay lab, everyone is talking about Alexia and the Antarctica facility. It is because all the old high staff members consider the Ashford family a legendary family.

Every time something goes wrong with our research, those old fools always say the same thing. "If only Edward were still alive."

It is true that he was the first one to find the original virus, and he may have been an incredible scientist for starting the T-Virus plan.

But soon after Umbrella was formed, Edward Ashford had died. It has been 13 years since then. There would be no meaning in expecting anything from the Ashford Family.

In fact, ever since Edward's death, the Antarctica facility that his son (Alexander) built has done nothing.

This granddaughter of his is probably nothing useful as well...

But one day, our useless workers started to say these statements. "If Alexia was here....."

It angers me to think that our workers and researchers are filled with mindless people that judge people by their status. Because they think like that, they cannot do anything themselves and always have to be told what to do! But I, I still had good judgement.

If I had let all of that go to my head, the research at the Arklay lab would have been delayed. As the head researcher, I always have to keep myself under control or success would not be possible.

Then, a thought came to my head. I could use those old staff members to gain my success. Those old fools could die at any time and would serve as perfect test subjects. To be able to rise above everyone, I must be able to use all resources to my advantage.

But the problem was Birkin. His reaction to Alexia was great.

Although he never spoke of it, Birkin took pride in the fact that he was 16 when assigned to this lab. But his pride was completely destroyed by

the fact Alexia was a genius at 10 years of age. Born as a genius, he had tasted his first defeat, since Alexia was ahead by a full 6 years.

He could not handle the younger, legendary family, girl. To be out-done by a girl who hadn't even made any progress...

The main thing was the fact that she was still a child.

But for reasons, I have to have Birkin get back to his normal self again. The William Birkin I knew before he met Alexia. We had already reached phase 2 in our plan in the past 3 years.

Currently, the T-Virus could be used to create a biological weapon also known as the zombie. But the effects of the T-Virus varies greatly between people and there is no 100% guarantee for it to work yet. Every person has a different DNA structure and some may react differently.

Even then, 10 percent of those who turn into zombies die. This we can do nothing about. With the remaining 90%, it is easy to use them as a weapon, but Spencer thinks differently.

He wants 100% and wants a perfectly confined weapon.

Originally, the bio weapon was to be a weapon that could be made with very little cost. But now, the bio-weapon that we research now costs great amounts. If Spencer just wanted to make money, he would not have chosen this path.

If used at the current state, we could easily make a profit from it. But to continue research would not add up.

Why would he continue research if he would lose money?

I don't understand what the hell Spencer was thinking.

But going back to Birkin, the research that Birkin is currently in is a bio-weapon that possess combat skills. By using other DNA samples, we could create this bio-weapon. It was made to fight off any forces that opposed us. It was a fighting bio-weapon, also to known as a Hunter. But that research had to put on hold for now so we could protect the test subject from Birkin.

To compete against Alexia, Birkin started to act differently than usual. He would stay at the research lab 24 hours a day, and would do tests without any perceived plan.

I would usually use other researchers to collect samples and data from the test subjects before they died, but at the speed that Birkin goes at now, is impossible to keep up with him.

The president would keep getting new test subjects as if nothing happened and that subject would die shortly after. It was hell in there.

But even in that hell, that one test subject, the women, still lived.

She was 28 and had spent 14 years in the lab.

Over the 14 years, the effects from the Ebola Virus must have corrupted her mind. But if she were to still have a conscious mind, death is what

she would want. But she lived on. How would she live on for so long? There is nothing different from her data and any other data from the other test subjects.

More time is needed to solve this mystery.

---the next report takes place 2 years later

December 31, 1983 (Saturday)

It had been the 6th winter since I began working at the Arklay facility.

During the last two years, we had made no real progress with our research as time passed by. But this had come to an end. We had received word that Alexia had suddenly died. The reason was the virus that Alexia herself created; the T-Veronica Virus. It seemed like the 12 year old Alexia was too young for such dangerous research.

I had heard rumors that Alexia had injected the T-Veronica Virus in herself but I couldn't believe this. She probably couldn't handle her father's death a year ago and perhaps made a simple error in her research.

Later, the research at the Antarctica facility was continued by Alexia's twin brother, but no one had expected anything from him. In the end, the Ashford family couldn't bring any results and fell.

Like I had stated earlier, the Ashford family was a legend and will stay as a legend only.

With Alexia's death, Birkin had changed, or I should say, changed back to what he was. But now, there was no one who could surpass him and all those researchers had to acknowledge him. But it was still a taboo to talk about Alexia in front of him. Even when I tried to get a sample of the T-Veronica Virus, he had strongly objected.

I had to put aside finding out about Alexia's research for later. In the end, Birkin had changed not one bit when everything around him had changed.

But to me, I had a much bigger problem in my hands.

Our facility was located in a very dense forest. I went out walking into the woods many times, but because this facility was in the near center of the forest, we would never encounter any other human. The only way to get here was by a helicopter. It was a needed precaution dealing with a bio-weapon. Since if by chance, the virus is leaked out, it would prevent the chances of spreading.

But a bio-weapon isn't so simple. The virus can also affect non-human beings as well.

Any virus isn't guaranteed to only affect one kind of organism. For example, the Influenza virus not only affects humans, but birds, pigs, horses and even seals. And even in 3 each of these species, only certain ones are affected. For example, seagulls and chickens are affected by viruses, but all other birds are not. And the same virus may have different effects on different species.

The problem lies in how the T-Virus can affect many different life

forms.

During the time when Birkin was useless, I had done my own research on the T-Virus. I had found out that the T-Virus can affect most life forms out there. And not just mammals, but plants, bugs, and fish can also be affected by the virus. Every time I walked in the woods, I always asked myself, "Why did Spencer choose this place?"

There are many different forms of life in these woods. What would happen if the virus were to leak out? If only an insect were infected, it is small in size and probably would not go through a big mutation. But these insects could spread the virus at an incredible rate. If this were to happen, how far would the T-Virus spread?

If it were a plant that was infected, the plant itself could not move and would seem safe. But what about the seeds the plants give out?

It would be very dangerous for such a case to happen. Now that I think about it, it was very smart for the Ashfords= family to locate their facility in Antarctica. But here, it almost seems like someone wants the virus to spread. But that could not be possible. What is Spencer trying to make us do?

This issue was far too great and I could not discuss this with any other researcher. The only one who I could talk to was Birkin, but he probably would not even be interested.

I need more information.

I had started to realize my limits as a simple researcher. To find out what Spencer was truly thinking, I need to be at a position where I could obtain more information.

For that, I would throw away all my current positions. But I cannot do this quickly. I cannot let Spencer notice my plans for if he does, everything would be over.

I had continued to do research with Birkin so that no one would know my intentions.

During that time, that woman test subject was forgotten. She was a "failure" that just lived on until that day, 5 years later...

The 11th summer had come since we started working at this facility. I was 28 at the time. Birkin had become a father to a 2 year old girl. The wife was also a researcher at the facility. It was natural that people who conducted the same research at the same facility fell in love with each other and end up having children.

But a normal person would not be able to continue research at this place. Anyone still here is crazy.

We had gone into phase three of our plan in the ten years. A programmed life, to be used as a soldier, is a bio-weapon for combat. It was to be called "Tyrant." But this project had a huge problem from the start. Gaining the test subject for this Tyrant was a problem. There were very few who were compatible with becoming a Tyrant.

This was due to the nature of the T-Virus.

Any human could be used to make a zombie or a hunter but their intelligence would be lost in the process. A certain amount of intelligence is needed to create a Tyrant. Birkin had used a different way of creating the Tyrant to compensate for this problem. But only a very small amount of people could be used for this different way. In the simulation, only 1 out of 100,000,000 turned into a Tyrant and the rest became zombies.

If our research continued, we could create a different kind of T-Virus that was compatible for more people. But for this to happen, we needed another test subject. But even if we searched through all of America, we would only find ten or so people that were compatible for becoming a Tyrant.

Other research facilities had reached the same problem. We had run into a wall even before our research began.

But we had received word that the Europe facility had thought up of a plan to conquer this problem in phase 3. This was the "Nemesis Project."

I had urged to get a sample of the project to put our research further.

Although Birkin had strongly opposed, I had convinced him.

Until we found a compatible host, our research would not move and Birkin needed to admit this.

We had received the package a few days later with a number of precautions written on it. The package brought to heliport was a small box, titled "Nemesis Project"

To gain this sample from the France facility required quite an effort but was mainly due to Spencer backing us up.

Birkin took no interest in the package until the end but he had at least admitted to tests. The Sample was totally new and was thought up for test purposes.

The Nemesis was a biological life form created by manipulating DNA.

The intelligence was the only thing enhanced and this life form alone, could not do anything. But once it finds a host, it becomes a parasite and would take over that host and would cause it to have incredible combat ability.

The host for the weapon and the parasite would be made separately and later the intelligence of the parasite and the body of the host would be combined to create a bio-weapon. If this were to succeed, it would overcome the problem of the intelligence and we could create a bio-weapon.

But the problem was when the parasite takes over the host.

In the research files, all that was recorded was the death of each host once taken over by the parasite sample. Within 5 minutes of the parasite taking over, the host would die. But we were already aware of the danger that lied in the prototype.

My plan was to prolong the time in which the host would survive, so that we would gain the credit to the "Nemesis project". The host would be

that women test subject.

Her incredible life rate could survive longer against the Nemesis prototype. And even if it failed, nothing would change on our side.

But the test had created a result I had not expected. The Nemesis prototype that tried to enter her brain had disappeared. At first, we could not tell what had happened. We did not expect her to consume the Nemesis.

That was the beginning.

Something was happening inside of that failed experiment. We had decided to start research on her from scratch.

In the past ten years, we had conducted every research possible on her, but we had decided to throw all those files away. Within the 21 years that she lived, something was beginning to show.

Only Birkin had begun to notice the change.

Indeed, something had begun to change inside her.

But that was something totally different from the T-Virus project.

Something new and would bring a new idea to us.

The "G-Virus" project was the project that had changed our destiny.

---the next log is 7 years later

July 31, 1995

---7 years from the previous

When I came back to that place, it had been 17 years since I first came. Every time I came here, I remember the smell of the wind of that day. The buildings and the surroundings all looked the same from before.

On the heliport, I could see Birkin. It has been a long time since I've seen him. Four years have passed since I left Arklay labs.

4 years ago, when Birkin's G-Virus project was authorized, I had requested to transfer to the secret (intelligence) service and this was easily approved. From everyone's point of view, it was a natural thing for me to stop my road as a researcher and go onto a different field.

And in reality, the research conducted on the G-Virus was far above my level. Even if I didn't have a different motive, I could feel my limits as a researcher when finding out what Sir Spencer was up to.

In the midst of the wind blowing, Birkin, as usual, didn't take his eyes off the research files. Birkin came to Arklay quite often, but Birkin was not under Arklay anymore.

A little while ago, an underground lab under Raccoon City was made and this was the place that his G-Virus project would be made.

But to be honest, I didn't think that Spencer would authorize "G". This is because "G" was far from being a weapon, and had too many unknown

things about it.

The reason the "G" was slightly different from "T-Virus" was that the host would keep spontaneously reacting to the virus. It was very easy for a mutation to occur since the DNA would be open to a virus. But this is just in the case of the virus itself and not the hosts DNA.

Even if the virus did cause some form of change, the DNA of the host becoming mutated was a rare case. If there was an outside force like radiation, it would be a different story though.

But the case of "G" was different. Even without an outside force, the "G" would keep mutating the host until death.

Something very similar to this did exist in the T-Virus as well. When a bio-weapon is put in a specific area, the virus inside the host would causing some form of mutation has already been confirmed. But for this, an outside force was always needed.

But the "G" had no need for such a thing.

No one can even expect what lies ahead with the mutations. And even if we think of a way to stop the mutation, the virus would just mutate to accommodate.

7 years ago, Birkin found this in that woman. At first look, the woman had no changes on the outside, but inside, various mutations had occurred and had kept on consuming each kind of virus injected and had lived on.

And over the 21 years of mutating, it had mutated so much that it would even consume the Nemesis.

The G-Virus project was to take this mutation to highest point possible. But this could lead to the "Ultimate life form" or it could end due to a disastercould this even be called a weapon?

What was Spencer thinking when he authorized this project? Even when I moved to the secret (intelligence) service, I could not find out anything about what Spencer was thinking during these 4 years. And now, Spencer doesn't even show up in Arklay labs. It seems he was expecting something to happen there.

Spencer was slowly drifting away from me, just like an oasis in a desert.

But my chance will come soon enough... That is, if I can live until then.

The elevator took me and Birkin to the highest level in the lab. It was the place where Birkin and I first saw that woman.

There, we met the new research leader, John.

He had come from a Chicago lab and was an excellent researcher, but he was too normal to work in a place like this. He had started to question the motives of the research there and had repeatedly questioned the superiors.

This had even reached my ears in the secret (intelligence) service. If information has been leaked out, he would be the first to go.

This is what everyone had started say.

We had both ignored John and had started the clean-up of that woman to kill her.

When she consumed the Nemesis, although she had started to regain some intelligence, her behavior was extremely peculiar.

Each time it would escalate. She would start to rip another woman's face off and would wear it herself. According to the records, she showed the same behaviors when she was first injected with the original virus.

No one knew why she would behave like that, but recently, three researchers had been killed that way and this is when she was authorized to be killed. Because "G" was progressing steadily, there was no use for her.

Her death was confirmed over the course of 3 days, and her "dead body" was carried somewhere by the president.

In the end, no one knew who she was and why she was here. But this was also the case with any other test subjects.

But if she had not been here, the G-Project would not have existed. If this were the case, both I and Birkin would had been in a different situation than the one now.

I had this on my mind as I left the Arklay labs.

How far was Spencer planning?

---the "incident" would happen 3 years later...

(That incident, of course, is the "Spencer Mansion Incident," where the residing scientists are turned into zombies and the STARS members are forced to survive hell.)

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14. S T A N D A R D G U I D E I N F O R M A T I O N
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A. Legal

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This FAQ/Walkthrough may be found at:

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www.neoseeker.com
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So far, those 4 websites are the best out there to hold my FAQs, but usually, check back to GameFAQS, GameSpot or NeoSeeker for the latest

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AIM/MSN:

No, I don't chat with anyone unless I know them personally, so if you AIM me, and I don't know you, you'll be ignored.

C. Credits

Thanks to:

-Capcom for creating Resident Evil 2 and bringing it to PlayStation, Nintendo 64, Dreamcast, PC and soon to be GameCube.

-mysticcat for a lot of information.

-GameWinners for codes on the game.

-GameFAQS code database for codes on the game.

-Colin Moriarty and his The Legend of Zelda: A Link to the Past FAQ for helping decide my format!

-Saiki, for translating Wesker's Report II.

D. Conclusion

Well, this FAQ is complete now, but I'm working hard to perfect it. Resident Evil 2 is a fantastic game, and pretty easy when it comes to perfecting a FAQ. I'm working on making it perfect, so please be very, very patient.

End of document.

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FireEmblemPride[at]hotmail.com

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