
Resident Evil 3
Playstation
Dreamcast
PC
GameCube
FAQ & Walkthru
Copyright 2004 by DjSiXpAcK14
Version 1.6
September 6, 2004

"I will survive. They can't stop...my last escape."

=====

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=====

1. Intro

=====

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=====

2. Version Info

=====
Version 1.6
=====

I corrected a place where I said the opposite of what I meant. Oops.

=====
Version 1.5
=====

This FAQ now has 79 characters or less per line.

Also, it contains the ever-amazing Resident Evil Timeline by WeskerFanGirl.

=====
Version 1.2
=====

Much thanks to Jesse Main (slipknot_957@hotmail.com) for the solutions to the Music Box and Water Sample puzzles. Thanks!

=====
Version 1.1
=====

Updated my e-mail address.

=====
Version 1.0
=====

Completed:

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Version Info
The Basics of RE
Nemesis Tips
Characters
Prologue
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Mercenaries Mini-Game
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=====
3. The Basics of RE
=====

=====
Controls
=====

-----Playstation-----

X - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

SQUARE - Run. When the Control Stick is pressed to any direction, hold the SQUARE button to run. Cancel when used with the Status Screen open.

TRIANGLE - Displays the status screen.

CIRCLE - Nothing.

Z - Displays the Map.

R1 - Draws Weapon (aims at closest enemy if auto-aim is enabled), Dodge.

L1 - Nothing (changes target if auto-aim is enabled).

D Pad - Used to move the character in a given direction and use menus.

Start - Displays Options Menu.

-----Dreamcast-----

X - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

A - Run. When the Control Stick is pressed to any direction, hold the B button to run.

B - Displays the status screen.

Y - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled), Dodge.

L - Nothing (changes target if auto-aim is enabled).

Analog Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

C Stick - 180 Turn (Any Direction)

Start - Displays Options Menu.

-----Gamecube Controls-----

A - Action Button. It is used to open doors, pick up items, and fire a weapon

when the R button is pushed. It is also used to select the highlighted option of a menu selection.

B - Run. When the Control Stick is pressed to any direction, hold the B button to run.

Y - Displays the status screen.

X - Nothing.

Z - Displays the Map.

R - Draws Weapon (aims at closest enemy if auto-aim is enabled), Dodge.

L - Nothing (changes target if auto-aim is enabled).

Control Stick - Used to move the character in a given direction and use menus.

Control Pad - used to move the character in a given direction and use menus.

Start - Displays Options Menu.

-----PC Version-----

The NUM PAD and regular controls are listed:

UP / 8 - Forward/Up

DOWN / 2 - Backward/Down

LEFT / 4 - Left

RIGHT / 6 - Right

X / 3 - Draws Weapon (aims at closest enemy if auto-aim is enabled), Dodge.

C / 1 - Action Button. It is used to open doors, pick up items, and fire a weapon when the R button is pushed. It is also used to select the highlighted option of a menu selection.

V / 2 - Run. When the Arrow Keys are pressed to any direction, hold the V key to run.

Z / 4 - Displays the Status Screen.

CTRL / 6 - Displays Options Menu.

A / 5 - Displays the Map.

Customize them the way you like, but that's the default.

=====
Game Difficulty
=====

When you start a new game, you have these difficulty choices:

-----Easy-----

Ammo and healing items are plentiful, zombies are weak. Recommended for beginners and people who play the game not for the challenge, but for the

story. Unlimited Ink Ribbons?! Yes, this is definitely easy mode.

-----Hard-----

Zombies are hard to kill, and Nemesis is a lot harder to kill. He also shows up more often. However, when you do kill him, he drops a suitcase with a special item.

=====
Health-Replenishing Items
=====

FINE

Always Green, this position indicates you are at full health.

CAUTION (YELLOW)

This position indicates you may have been attacked once by a normal enemy.

CAUTION (RED-ORANGE)

Low Health. This is the time to cure if you are fighting a powerful boss.

DANGER (RED)

One more hit and you will die. Cure as quickly as possible.

FIRST AID SPRAY

Restores health to "Fine" status.

GREEN HERB

Raises health one notch.

2x GREEN HERB MIXTURE

Raises health two notches. Looks like a pile of green powder.

3x GREEN HERB MIXTURE

Raises health three notches. Looks like a big pile of green powder.

RED HERB

Nothing.

GREEN HERB + RED HERB

Restores health to "Fine" status. Looks like red and green piles of powder.

BLUE HERB

Cures poison.

GREEN HERB + BLUE HERB

Cures poison and raises health two notches. Looks like two dots of green and blue.

GREEN HERB + GREEN HERB + BLUE HERB

As weird as it seems, the same as GREEN HERB + BLUE HERB.

GREEN HERB + RED HERB + BLUE HERB

Restores health to "Fine" status and cures poison. Looks like one brown pile.

NOTE: The health-replenishing system of RE3 is annoying and unpredictable, so some of this information may not be completely correct 100%.

=====
Survival Tactics
=====

Conserve your INK RIBBONS.

Only save when you need to, and don't save if you didn't do anything.

INK RIBBONS are limited, and if you run out, you're in trouble.

Conserve ammo.

When you can, knock down enemies rather than kill them. Also, use the type of ammo best suited to kill an enemy. For example, the Ivys in the basement lab are defeated easily by FLAME ROUNDS or the FLAMETHROWER.

Search EVERYTHING.

If you're stuck, search everything in every room. Eventually, you'll probably find the item you need.

Dodge enemies when possible.

If you can get around an enemy, don't waste ammo on it.

Aim for the head!

Head shots can save lots of ammo when fighting zombies. Wait until they get close, then aim up.

Knock enemies into each other.

If you line it up correctly, you can knock down multiple enemies by only hitting the first one. Just like dominoes.

Only use health items when you need them.

Unless fighting a powerful boss, only use a Full-healing item when you're in "Danger" condition.

=====
Ammo Mixing
=====

Use the RELOADING TOOL and different types of gun powder to make different types of ammo.

- A: HAND GUN BULLETS
- B: SHOTGUN SHELLS
- C: GRENADE ROUNDS
- A + C: GRENADE FLAME ROUNDS
- B + C: GRENADE ACID ROUNDS
- C + C: GRENADE FREEZE ROUNDS
- C + C + C: MAGNUM BULLETS

A + B = GUN POWDER C

=====
4. Nemesis Tips
=====

In hard mode, you can kill Nemesis at these places:

- 1. R.P.D. Entrance
- 2. West Stairway
- 3. Restaurant/Newspaper Office (choose to hide)
- 4. Burning Alley
- 5. City Hall
- 6. Clock Tower Balcony (Choose to use the cord)
- 7. Piano Room/Dining Room/Main Hall

For these items:

- 1. EAGLE PARTS A

Barry is a former SWAT team member with more than 16 years of experience. Regarded as one of S.T.A.R.S. most exceptional members, he is a highly skilled weapons expert and supplies and maintains weapons for the underground organization. Barry is very much a family man with strong values. Past experiences have made him wary of others.

Nicholai*

The leader of the UCBS platoon that is stationed in Raccoon City during Resident Evil 3.

Carlos Oliveira*

He is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight, he may appear inexperienced and immature but is actually warm-hearted, with a strong sense of right and wrong.

S.T.A.R.S.

Special Tactics and Rescue Service. S.T.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.

T-Virus

One of Umbrella's first bio-organic creations which mutates living beings into monsters.

Tyrant

Another one of Umbrella's deadly bio-organic creations featured in many Resident Evil games.

U.B.C.S.

Umbrella Biohazard Countermeasure Service. Formed separately from Umbrella's special taskforce, U.B.C.S. is a rescue force comprised mainly of war criminals and exiled soldiers. Though the team has a high mortality rate, it has been very successful in crucial rescue missions.

Umbrella

A large, powerful pharmaceutical company secretly providing the military with deadly bio-organic weaponry—the cause of the Resident Evil.

Jill Valentine*

An intelligent soldier that has saved many S.T.A.R.S. members from danger in the past, Jill was reassigned to Raccoon City just like Chris. She is one of the survivors of the original incident that occurred in the mansion in the Arklay Mountains.

Brad Vickers

Brad is a computer expert and excels in information gathering. Unfortunately, his fear of dying draws much heat from his fellow soldiers. His lack of enthusiasm for rushing into danger has earned him the nickname "Chickenheart." While Chris is a qualified pilot, Brad has become the helicopter pilot for Alpha Team.

Albert Wesker*

Removed due to spoilers for other games in the Resident Evil series.

*=Altered by DjSiXpAcK14 due to either spoilers or irrelevance to this game.

A month and a half have passed since the incident...

September has come to Raccoon City, a small industrial city in the American Midwest. People are starting to forget the chaos at the mansion as their everyday lives return to normal.

The bizarre incident that occurred in the Arklay Mountains, the destruction of the special taskforce S.T.A.R.S., Umbrella corporation's secret biological weapons laboratory hidden in an old mansion, the power of the T-Virus that turns humans and animals into horrible monsters... how could it all have happened here?

People could not believe the survivors' reports. Stories of their incredible experiences and of strange biological weapons and zombies were beyond the townsmen's imagination. The surviving S.T.A.R.S. team members headed to Europe even before the town heard the full details of what had happened.

They hoped it was all over. But then it happened again. Suddenly, a series of inexplicable murders occurred and a strange disease began invading neighborhoods.

T-Virus was flowing into the city...

The invisible plague struck silently and turned the unsuspecting citizens into monsters.

People cursed their foolishness. But the nightmare had already begun...

The future was out of their control.

Raccoon City was on the brink of collapse.

=====
7. Walkthrough
=====

This walkthrough is for Easy mode. The major items in easy mode are in the same places as the ones in Hard mode, so you can use this walkthrough for Hard mode as well.

Also, some enemies and items are randomized. You may find some gun powder in an area I didn't and not find it in somewhere I noted. Same with enemies.

Cutscene

=====
Clothing Store Boulevard
=====

Run straight ahead, dodge the zombie, and over the dumpster.

Cutscene

=====
Warehouse
=====

Cutscene

Go to the west side of the room and take the F. AID SPRAY.
Now ascend all the stairs and take the door up here.

=====
Warehouse Save Room
=====

Take the WAREHOUSE KEY beside you. Check it, it's the BACKDOOR KEY. Now take the 2 packages of GUN POWDER A from the locker in the back.

Now check your inventory:

ASSAULT RIFLE
FIRST AID BOX
BACKDOOR KEY

Leave.

=====
Warehouse
=====

Run to the door in the southeast corner of the building and unlock it. Discard and proceed through.

=====
Warehouse Alley
=====

Run down the stairs to the door at the end.

=====
Main Street
=====

Go to Jill's left and take the door just past the one you used to enter.

=====
Wooden Walkway Alley
=====

Run up until you come to an area with a wooden floor. Open the door here.

Who was that? Oh well. Kill the zombies and head down the stairs.

Kill the zombie here, too, then take the LIGHTER OIL and SHOTGUN.

Now run back up the stairs and go down the section that man ran. Take the 2 GREEN HERBS, then use the door at the end.

=====
Boutique Street
=====

Run down the street. Kill the two zombies you see, then you'll hear a scream. Run over to investigate it.

Kill the zombies, then climb up onto the brown crates. Take the UPTOWN MAP, then climb the stairs and take the 2 GREEN HERBS. Now climb down the steps and off the crates and take the door past the zombies you killed.

=====
Bar Jack Alleyway
=====

Run until you see some stairs. Descend them, then kill the remaining zombies.
Follow the man into the Bar.

=====
Bar Jack
=====

Cutscene

Don't kill the zombie, let Brad take care of him. Take the CLOCK TOWER POSTCARD
in front of you.

Cutscene

Check beside the register for some H. GUN BULLETS, then beside the pay phone
for the LIGHTER. However, upon examination, it's the EMPTY LIGHTER.

Combine it with the LIGHTER OIL for the LIGHTER.

Now go out the way you came in.

=====
Bar Jack Alleyway
=====

Run back up the steps and go right. At the fork go right and unlock the door.
Don't go through, though.
Turn around and go the other way at the fork and through the door at the end.

=====
Roadblock Alley
=====

Run to the end. That's kinda weird. If the zombies haven't attacked yet, check
the door.

Run behind the barrel and wait for the zombies to get close to it. When they
get close, shoot it to kill them all in one shot.

Now run where the roadblock was for 2 RED HERBs. Then check one of the bodies
for PHOTO A. Run back to the door and check it. It's got rope around it soaked
with oil. Use the LIGHTER to burn it off, then enter.

=====
Burning Alley
=====

Run past the burning part to call some Cerberus to you.
Kill them, then proceed through the door in the middle of the alley.

=====
Uptown Save Room
=====

Take the GUN POWDER A and GUN POWDER B on the shelf.
Save if you want. Here's what you need:

ASSAULT RIFLE (fully-loaded)
F. AID BOX

Leave.

=====
Burning Alley
=====

Go through the door at the eastern end of the alley.

=====
Bookstore Avenue
=====

Run past the book store to the double doors at the end with R.P.D. above them.

=====
R.P.D. Entrance
=====

Cutscene

Now you will be faced with two choices:

Fight with the monster.
Enter the police station.

The options are currently green, but will turn yellow, then red.
Wait until they turn red, then select Fight with the monster.

You roll out of the way. Now check Brad's body quickly for the CARD CASE. Now enter the police station.

=====
Main Hall
=====

Go to the left of the door and pick up the three GREEN HERBS.
Now run to the other side of the hall for some H. GUN BULLETS and the POLICE STATION MAP. Now examine the CARD CASE for the S.T.A.R.S. CARD.

Use the S.T.A.R.S. CARD on the computer. The computer will tell you the password for the safe in the evidence room. It could be one of these:

0131
0513
4011
4312

Now proceed into the single door on the west side of the hall.

=====
Information Office
=====

Kill the 4-5 zombies here, then enter the back office. You'll find officer Marvin Branagh. Take MARVIN'S REPORT from him, then enter the other door here (which should be locked, as it is in RE2).

=====

Evidence Room

=====

Take the BLUE GEM from the red-lighted cabinet. Then run to the other side and check the lighted drawer. Examine the BLUE GEM, it's the SAPPHIRE.

-----S.T.A.R.S. Key Puzzle-----

Remember that number the computer gave us? Put it in here to open the drawer and complete the puzzle.

Take the EMBLEM KEY. It's actually the S.T.A.R.S. KEY. Now proceed through the other door here.

=====

West Stairway

=====

There are four zombies here. Kill them all, then take the door beside the stairs.

=====

Dark Room

=====

Take DAVID'S MEMO from the table, then take the GUN POWDER A from the locker.

Now check your inventory:

ASSAULT RIFLE

F. AID BOX

S.T.A.R.S. KEY

Leave.

=====

West Stairway

=====

Ascend the stairs.

=====

Upper West Stairway

=====

Run up the stairs to find a fat zombie. Shoot him in the belly, then run down the hall to find three more zombies. Run past the statue of a god to the door at the end.

=====

Gray Hallway

=====

Unlock, discard, and enter through the door in the middle of the hall.

=====

S.T.A.R.S. Office

=====

Take the FAX FROM KENDO GUN SHOP from the fax machine beside you. It tells about the SAMURAI EDGE, a secret weapon in the orginial Resident Evil.

Here's the desks against the back walls.

```
| 1 2 3 4 |  
| W       |
```

1 = Barry, 2 = Chris, 3 = Jill, 4 = Rebecca, W = Wesker

There's some H. GUN BULLETS on Barry's desk, a LOCKPICK on Jill's desk and a F. AID SPRAY in the unopened cardboard boxes beside Rebecca's desk.

Now leave.

Cutscene

Check the cabinet beside you for the G. LAUNCHER, then leave.

```
=====  
Gray Hallway  
=====
```

Go back to the Upper West Stairway to Jill's right.

```
=====  
Upper West Stairway  
=====
```

Descend the steps.

```
=====  
West Stairway (N)  
=====
```

If you really want to, you can take the door on the wall with the window to the Green Corridor, then the double doors there to the Classroom. Here, you'll find a S.T.A.R.S. CARD, except this one is Jill's. It's for the people who didn't decide to take Brad's like we did.

Either way, our buddy Nemesis is here, and he wants to kill us.

Run to the door at the end that leads to the Evidence Room.

NOTE: Any time Nemesis can come into the room after you, I will list (N) beside the room name. This way, you can be ready to run. He can only come through the door if you can't see it, so you're safe if you can see the way you came in.

```
=====  
Evidence Room (N)  
=====
```

Go through the other door here.

```
=====  
Information Office (N)  
=====
```

There's a drawer on the FRONT side of the lockers here with some GUN POWDER B in it. You'll have to use the LOCKPICK to get it.

Run to the other door here.

=====
Main Hall
=====

Now leave through the front doors.

=====
R.P.D. Entrance
=====

Go out the gates.

=====
Bookstore Avenue
=====

Run to the other end of the road and unlock the door with the LOCKPICK. Proceed through.

=====
Chimera Alley
=====

Here you'll find what looks most like a Chimera from RE1. They have improved a lot since RE1, but I think they're probably just a variation of the Chimera.

Don't kill any here, just run until you come to a mercenary's body. Check it for some H. GUN BULLETS and the MERC'S DIARY.

Now use the other door here.

=====
Fire Hose Alleyway
=====

Run to the end where you'll find 2 BLUE HERBS and 3 GREEN HERBS. You may have to combine and use some before you really need to, but take them with you.

Now go through the door here.

=====
Wrecked Bus Road
=====

I found three Cerberus here. Kill them, then check the body at the end for some GUN POWDER B. Now use the other door here.

=====
Parking Garage
=====

There are 2 Cerberus here. Kill them both, then proceed through the door at the end.

=====
Parking Garage Save Room
=====

There are some H. GUN BULLETS beside the chair. Here's what you need:

ASSAULT RIFLE (fully-loaded)
F. AID BOX
LOCKPICK

Save if you want and leave via the other door.

=====
Parking Area
=====

More Cerberus! AHHH!

Kill them and take the other door here.

=====
Under Construction Alley
=====

Take the DOWNTOWN MAP, then run to the fork.

Cutscene

That's the Chimera. Kill him then check the dead man's body for GUN POWDER A.

Now go to Jill's left at the fork, up the small staircase and through the door.

=====
Theater Boulevard
=====

Go to Jill's right to see a man kill a zombie, then run. Run to where the zombie is and you can see 2 GREEN HERBS in the upper-left corner of the screen.

Take them, then run down the road to the double doors leading to the Restaurant.

=====
Restaurant
=====

Run down the aisle until you come across a file on a table. It's the CITY GUIDE. Take it.

That's weird. I could have sworn there was two packages of GUN POWDER A here last time I played. Take them if you can find them, but I can't.

Run behind to the kitchen, where you'll hear some flammable gas leaking. Run past the tanks to the locker at the end. Unlock it with the LOCKPICK, then take the FIRE HOOK from inside. Run back to the manhole-ish thing between the lamp and the gas tanks. Use the FIRE HOOK on it to open it.

Cutscene

Now there are two options:

Run into the basement.
Hide in the kitchen.

If you run into the basement, he'll leave and we'll all be happy.

If you hide in the kitchen, Jill will throw a lit lamp into the flammable gas, which causes a large explosion.

There's nothing in the basement, but when you're done, take the door beside where you got the FIRE HOOK to exit.

NOTE: If you just stand there, Nemesis will attack Carlos. They both seem invincible, but don't play around like this too long or Carlos will die and the game will make it look like you did.

=====
Restaurant Back Alley (N)
=====

Cutscene

At the fork, go to Jill's right and take the first door you come to.

=====
Back Alley Save Room
=====

Take the sparkle. It's the RUSTED CRANK, and upon examination, the RUST HEX CRANK. Now check the large pile of stuff for some SHOTGUN SHELLS.

Check your inventory:
ASSAULT RIFLE (fully-loaded)
F. AID BOX
BLUE GEM/SAPPHIRE

Now save if you want and leave.

=====
Restaurant Back Alley (N)
=====

Go right. You'll have to run past Nemesis to the door at the end.

=====
Newspaper Office Street (N)
=====

Run out of the nook and past all the wreckage to the double doors with the words "Raccoon Press" above them.

=====
Press Entrance
=====

Take the F. AID SPRAY from the table by the pay phone, then take PHOTO B from the payphone beside the vending machine. Now push the stepladder against the vending machine and climb on top of it. Turn on the power to the switchboard, then climb down.

Now turn on the switch for the fireproof shutter.

Run through and up the stairs. You'll find a door here that fire just blew out of. You can't pass through it, so run up the rest of the stairs and take the door at the top. I'll bet you're glad you didn't go into that room.

=====
Newspaper Office
=====

Run into the office and kill the zombie. Take PHOTO C from the desk in front of the door and the REPORTER'S MEMO from the piece of furniture in the southwest corner of the room. Now take the sparkle from the desk. It's the GREEN GEM, or EMERALD.

Now leave the way you came in. You'll have to dodge that dude in the black trenchcoat.

=====
Press Entrance
=====

Run down the stairs and out the door at the bottom.

=====
Newspaper Office Street (N)
=====

Run to the gates that say "City Hall" above them and put the SAPPHIRE and EMERALD in their places on the panel. Then enter.

=====
City Hall
=====

Run down the hall and go left at the fork. Proceed through the door at the end.

=====
Japanese Food Avenue
=====

Kill or run past the inactive zombies to the door at the end.

=====
Lonsdale Yard
=====

Run until you come to the camera view where you can see 2 GREEN HERBs. Take them, then go through the door at the end.

=====
Tram Station
=====

Here you'll find 5 zombies beside a large, explosive barrel. ;-)

Take care of them then climb over the forklift thing and run to the Rear Car of the tram. Here you'll see 3 more zombies beside another large explosive. Kill them and enter the tram.

=====
Rear Car
=====

Cutscene

Check the wounded mercenary.

Cutscene

Now check the panel in the back of the car for the MECHANIC'S MEMO.
We need to get this Tram working. Enter the Front Car.

=====
Front Car
=====

Cutscene

Take the WRENCH and leave.

=====
Tram Station
=====

Run back to the door you used to get in here. Check the body for some
SHOTGUN SHELLS. Proceed through the door.

=====
Lonsdale Yard
=====

Run to the door at the end.

=====
Japanese Food Avenue
=====

Enter the door at the other end. Kill the zombie that attacks you and take the
GUN POWDER B from his car.

=====
City Hall
=====

At the fork, turn right. Kill the zombies that open the door and use the door
at the end.

=====
Newspaper Office Street
=====

Pick up the H. GUN BULLETS from the body of the person here, then take the
door straight in front of you.

=====
Restaurant Back Alley
=====

Enter the save room.

=====
Back Alley Save Room
=====

Save if you want. Here's what you need:

ASSAULT RIFLE
RUST HEX CRANK
WRENCH

Leave.

=====
Restaurant Back Alley
=====

Run to Jill's right, back to the Newspaper Office Street.

=====
Newspaper Office Street
=====

Enter the door directly in front of Jill.

=====
City Hall
=====

Run and turn right at the fork. Kill the zombies that come after you through the windows.

=====
Gas Station Parking Lot
=====

Run to the end and use the RUST HEX CRANK on the hole.

Great. It broke.

Use the WRENCH on the stub to raise it the rest of the way.

=====
Gas Station
=====

Take the 3 containers of GUN POWDER A and run behind the register.

Cutscene

Take the F. AID SPRAY back here, then operate the electronic lock on the device in the corner.

-----Oil Temperature Puzzle-----

This puzzle is completely randomized, but here's how to do it.

One of the letters (A-D) is lighted. You need to get the red light above it lit with no other lights on. It's like the "Lights Out!" game from a long time ago.

Pushing one letter will cause that letter to change status (on/off) and the letters beside the letter you pushed will also change status. You need to get the red light above the lit letter to be lit with no other lights on.

After you're done, you'll get the MACHINE OIL and the puzzle will be completed.

Now leave.

Cutscene

Um. That's not good.

Leave quicker!

=====
Gas Station Parking Lot
=====

Cutscene

RUN! A GASOLINE station is on fire!

Cutscene

Gee, Capcom, way to go. You left Carlos out of the cutscene.

Leave.

=====
City Hall
=====

Now go through that door the zombies came out of earlier. Push the switch on the statue, then take the BRONZE BOOK.

Run to the door leading to the Newspaper Office Street.

=====
Newspaper Office Street
=====

Take the door in front of you.

=====
Restaurant Back Alley
=====

Enter the first door you come to.

=====
Back Alley Save Room
=====

You need:

SHOTGUN
SHOTGUN SHELLS
F. AID BOX
BRONZE BOOK

=====
Restaurant Back Alley
=====

Run down the alley and turn right at the fork. Proceed through the door at the end.

=====
Theater Boulevard
=====

Run to where you found the 2 GREEN HERBs earlier. Put the BRONZE BOOK in the indentation on the wall here. Now take the BRONZE COMPASS and go back through the door you used to come in.

=====
Restaurant Back Alley
=====

Run back to the Newspaper Office Street.

=====
Newspaper Office Street
=====

Run forward. Either Crows or Cerberus will come through the window. Kill them, then enter the City Hall.

=====
City Hall
=====

Run back to the statue and put the BRONZE COMPASS in its hands. Now take the BATTERY and leave the way you came in.

=====
Newspaper Office Street
=====

Take the door directly in front of you.

=====
Restaurant Back Alley
=====

Run down the alley and turn right at the fork. Use the door at the end.

=====
Theater Boulevard
=====

Enter the first door you come to.

=====
Under Construction Alley
=====

Kill the 2 Chimeras here, then run past the man's body and up the stairs to the elevator. Put the BATTERY into place here and ride the elevator down.

=====
Sub Station Entrance
=====

There's a lot of zombies here, but you need to get to the unlocked door, which is to the right of the first door you see. Use your dodging skills, or the red explosive strapped to the wall to get to the only unlocked door here.

=====
Tiny Corridor
=====

Take the other door here.

=====
Power Control Room
=====

Run to the end. There could be 3 containers of GUN POWDER B here.

-----Voltage Control Puzzle-----

Check the shutters. One will be released at 115V-125V and the other will be released at 15V-25V. So let's set the voltage so we can do this.

Check the machine with the flickering red light and set control to manual mode.

Now check the transformer here. Push the switch.

You start at 50.

Red = 15
Blue = -5

However, with each increasing number, it is multiplied more.

So we need to reach 120V and 20V.

To reach 120V, enter:
Blue, Red, Blue, Red

And to reach 20V, enter:
Red, Blue, Blue, Blue.

This completes the puzzle.

Now go into the Low Voltage room and take the FUSE.

Now leave the Low Voltage room.

You will be faced with this decision:

Head for the emergency exit.
Increase electricity output.

Choose increase electricity output to fry the zombies and blow their heads off.

Now enter the other room you opened. Check the locker for the MAGNUM.
Whoopdeedoo.

Now leave.

=====
Tiny Corridor
=====

Use the other door here.

=====
Sub Station Entrance
=====

Run back to the elevator.

=====
Under Construction Alley
=====

Run down the stairs and take the door at the west end of the hall.

=====
Parking Area
=====

Some zombies came through here while you weren't looking. Kill them and enter the save room.

=====
Parking Garage Save Room
=====

Check your inventory:

- SHOTGUN
- SHOTGUN SHELLS
- F. AID BOX
- WRENCH

Now enter the other door here.

=====
Parking Garage
=====

Run to the sparking car and take the POWER CABLE. Then take the other door here.

=====
Wrecked Bus Road
=====

Run past the bus. Crows will come to greet you. Continue down the road to the door at the end.

=====
Fire Hose Alleyway
=====

Use the WRENCH on the FIRE HOSE at the end and take the FIRE HOSE. Discard the WRENCH and enter the door here.

=====
Chimera Alley
=====

There are 2 Chimeras here, so use the explosive to your advantage.

Proceed through the other door here.

=====
Bookstore Avenue
=====

Kill the Cerberus then run down the alley beside the Book Store and proceed through the door.

=====
Burning Alley
=====

Plug the FIRE HOSE into the hydrant, then run down the alley now extinguished and take the door at the end.

=====
Simple Alley
=====

Run down the alley and pick up the 2 BLUE HERBs. then proceed through the door at the end.

=====
Sales Office Area
=====

There's 2 Chimeras here and an explosive. However, it's hard to blow them up and you have plenty of SHOTGUN SHELLS.

Kill them and enter the Sales Office.

=====
Sales Office
=====

Cutscene

You're full of balogna Nicholai!

Oh well. We can't kill him...yet...

Take the BUSINESS FAX from the drawer here and the F. AID SPRAY beside the dead guy's head.

Now run toward the computer and grab the sparkle. You get the MANAGER'S REPORT.

-----Storage Room Access Puzzle-----

The MANAGER'S REPORT says it's the last product shipped. Well, use the remote control to view an advertisement for the last product shipped. How convenient.

Adravil
AquaCure
Safsprin

Those are the products.

Enter the name of the product as the password on the computer.

This gives you access to the Storage Room and completes the puzzle.

Enter the Storage Room.

=====
Storage Room
=====

Run to the back of the room and take the OIL ADDITIVE. It looks like orange juice. Then take the 3 containers of GUN POWDER B and leave.

=====
Sales Office
=====

Dodge the zombies and leave.

=====
Sales Office Area
=====

Run to the end and take the CRANK. It's the SQUARE CRANK, and looks amazingly similar to the one from RE2.

Now use the door here.

=====
Simple Alley
=====

Run to the end to the alley formerly known as the

=====
Burning Alley
=====

Enter the save room.

Cutscene

Dodge your friend and enter the save room.

=====
Uptown Save Room
=====

At this point, you can take the SQUARE CRANK back to the Bar Jack Alley and use it to raise a shutter and reveal 36 shots for your G. LAUNCHER. However, you'll have to avoid your buddy in the black trenchcoat and his rocket launcher to get them. He will also follow you back to this save room.

Another thing you can do if you want to is head back to the warehouse where you found that man at the beginning of the game. He will have left his little trailer-thing and will be eaten by zombies. However, DARIO'S MEMO is also in the trailer thing, which is required to get JILL'S DIARY. There's also 1 GUN POWDER A and 2 GUN POWDER B.

Check your inventory:

SHOTGUN
SHOTGUN SHELLS
F. AID BOX

MACHINE OIL
OIL ADDITIVE
FUUSE
POWER CABLE

Now combine the MACHINE OIL with the OIL ADDITIVE for the MIXED OIL. That's all you need to get that tram working. Save if you want and leave.

=====
Burning Alley
=====

If you got the extra ammo, Nemesis will be following you. If not, he won't.

Take the gate at the end.

=====
Bookstore Avenue
=====

Run past the fire to the gate at the end.

=====
Chimera Alley
=====

Run to the end.

=====
Fire Hose Alleyway
=====

Run to the end.

=====
Wrecked Bus Road
=====

Enter the Parking Garage.

=====
Parking Garage
=====

Run to the save room here.

Cutscene

You have two options:

Climb up.
Jump off.

Choose climb up as soon as you can.

Now continue to the save room.

=====
Parking Area
=====

You don't have to fight the tunnel worm at all.

Go down the nook to Jill's right and activate the power supply. Then run down the tunnel and push the switch in the nook. Now push the switch by the ladder to lower it, then climb up it.

=====

Tram Station

=====

Enter the Rear Car.

=====

Rear Car

=====

Use the POWER CABLE, MIXED OIL, and FUSE here.

Cutscene

Well, gee, thanks a lot Carlos.

You got some FLAME ROUNDS. Enter the Front Car.

=====

Front Car

=====

Cutscene

Hmmm. I wonder what that was.-\
Go back and check it out.

=====

Rear Car

=====

Don't try to kill him. I've tried over and over and he never dies before I do. Just leave and let Mikhail take care of him.

Cutscene

=====

Front Car

=====

Cutscene

Now you're faced with this decision:

Jump out the window.
Use the emergency brake.

Choose what you want, but this walkthrough will assume you chose "jump out the window." Trust me.

Cutscene

=====

Clock Tower Entrance

=====
Get up then run toward the door. Take the 2 GUN POWDER A(s) and the 2
GUN POWDER B(s) then check the off-center painting of a woman.

Take the C. TOWER KEY. Examine it, it's the WINDER KEY.
Now enter the door here before the zombies eat you.

=====
Living Room
=====

Check your inventory:
SHOTGUN
SHOTGUN SHELLS
Full-healing item
WINDER KEY

Now save if you want and take the other door here.

=====
Bookshelf Hall
=====

Run forward.

Cutscene

You got some FREEZE ROUNDS. Now take the GRENADE ROUNDS from the table and run
past the blue door. Here you can find the ART PICTURE POSTCARD. Now use the
brown door here.

=====
Clock Tower Main Hall
=====

Run over to the mercenary's body and take the SHOTGUN SHELLS. You'll also get
the OPERATION INSTRUCTION file. It tells about what you need to do to get a
chopper here.

Now check the table with the two lamps with green shades for the
CLOCK TOWER MAP. Then take the F. AID SPRAY off the table, then take the
double doors on the west side of the hall.

NOTE: You can also get the MINE THROWER here if you're in Hard mode.

=====
Dining Room
=====

There are some zombies on the floor here. Kill them if you want, but take the
door in the nook to the south.

=====
Piano Room
=====

Use the door on the other side of the piano.

Chapel

=====

Run to the altar and take the C. TOWER KEY from the shelf with red curtains.
It's the BEZEL KEY. Now check your inventory:

SHOTGUN

SHOTGUN SHELLS

Full-healing item

BEZEL KEY

Now ignore that sound and leave.

=====

Piano Room

=====

Use the door to the right of the door to the Dining Room. You will open the lock to go through.

=====

Clock Tower Front Lawn

=====

Out here you can find a bunch of Crows. You can also find 2 BLUE HERBs and 3 GREEN HERBs behind the statue to the southwest.

Now go in the double doors.

=====

Clock Tower Main Hall

=====

-----Music Box Puzzle Part 1-----

There is a music box on each side of the stairs. One sounds obviously wrong, and one sounds right. Each has letters written down on the lid.

[This from Jesse Main (slipknot_957@hotmail.com)]

It'll be either:

d, u, d, d, u, d

-or-

u, d, u, u, d, u

I'll remind you later, but if you weren't using this walkthrough, you'd write this down.

Now ascend the stairs.

=====

Clock Tower Main Hall 2F

=====

Run to the door at the end. Dodge the Spiders.

=====

Clock Tower Balcony

=====

Check the keyhole in the middle of the wall here. Use the BEZEL KEY.

Then climb up the ladder.

=====

Machinery Room

=====

Take the 2 containers of GUN POWDER A and organize your inventory to look like this:

SHOTGUN

SHOTGUN SHELLS

Full-healing item

WINDER KEY

Now take the SILVER GEAR. It's on the shelf by the typewriter.

-----Music Box Puzzle Part 2-----

Now check the huge music box in the southwest corner of the room. Operate the switches.

Now, use the letters you wrote down (U for Up, D for Down) to put the pins in the correct places. If you didn't write them down, you can still do it, you'll just have to listen to each one individually and figure it out yourself.

[These solutions from Jesse Main (slipknot_957@hotmail.com)]

Remember, it's either:

d, u, d, d, u, d

-or-

u, d, u, u, d, u

After you're done, "just push play".

Now you get the CHRONOS CHAIN. Combine it with the WINDER KEY for the CHRONOS KEY.

Climb down the ladder.

=====

Clock Tower Balcony

=====

Enter the door here.

You'll be faced with a decision:

Use the light.

Use the cord.

I think we both know which one sounds like more fun, but use the light. Hey, this WAS more fun than shocking him. Jill turns on the light to temporarily blind him, then pushes him off the balcony.

If you used the cord, you shocked him and he's on the ground temporarily.

Use the door.

=====
Clock Tower Main Hall 2F
=====

Descend the stairs.

=====
Clock Tower Main Hall
=====

Take the single door closest to you.

=====
Bookshelf Hall
=====

Unlock the blue door, discard and enter.

=====
Spider Corridor
=====

Take the GRENADE ROUNDS from the dead body, then continue to the door at the end of the hall.

=====
Art Room
=====

Check the bodies here for the MERCENARY'S POCKETBOOK. Oh boy. A hard-to-describe puzzle.

-----Art Room Puzzle-----

Take the AMBER BALL, CRYSTAL BALL, and OBSIDIAN BALL.

Here's the values:

Crystal: 1

Obsidian: 2

Amber: 3

You need to get the clock in the middle to read 12:00. Putting a ball in the tray on the left will move the clock in the middle back in time its given value, putting a ball in the tray in the middle will move the clock forward in time its given value, and putting a ball in the tray on the right will move the clock forward TWICE its given value.

It's kind of confusing. If it's set at 9:00, put the CRYSTAL BALL in the tray on the right, the AMBER BALL in the middle, and the OBSIDIAN BALL on the left.

If it's set at 5:00, put the AMBER BALL on the right, the OBSIDIAN BALL in the center, and the CRYSTAL BALL on the left.

If it's anything else, you're gonna need to figure it out yourself.

After you finish, you'll get the GOLD GEAR. Combine it with the SILVER GEAR for the CHRONOS GEAR.

Run to the back of the room and take the SHOTGUN SHELLS, then leave the way you came in.

=====
Spider Corridor
=====

Take the door at the other end.

=====
Bookshelf Hall
=====

Use the brown door closest to you.

=====
Clock Tower Main Hall
=====

Use the BLUE HERBs growing here if you need to, then climb the stairs.

=====
Clock Tower Main Hall 2F
=====

Proceed through the only door up here.

=====
Clock Tower Balcony
=====

Climb the ladder.

=====
Machinery Room
=====

Now use the CHRONOS GEAR in the place beside the item box. This causes the bell to ring and signals our escape chopper.

Now check your inventory:

MAGNUM

MAGNUM ROUNDS

Full-healing item

Full-healing item

(and another if you have one)

I highly recommend you save here.

Descend the ladder.

=====
Clock Tower Balcony
=====

We need to get to the Clock Tower Front Lawn so the chopper can pick us up. Go through the door here.

Cutscene

=====
Clock Tower Front Lawn
=====

```
////////////////////////////////////////
*****
Boss: Nemesis 1
Difficulty: Medium/Hard
*****
\\////////////////////////////////////
```

Thanks alot, Nemesis.

He has his rocket launcher at the beginning and is really annoying. After about 4-5 shots, however, he drops it and runs after you.

It's hard to tell what your health is since you're infected with Nemesis's virus, the type NE-T virus. When you start limping when you run, you're in danger.

Try to dodge his attacks. You can tell when he's about to shoot a rocket and it's not too challenging to dodge his punching attacks. If he knocks you on the ground, get up as soon as you can because he is probably about to kill you with his tentacle.

He will also fall on the ground 2-3 shots after he drops his rocket launcher. At this point he take 3-4 more shots to down.

After you beat him, you'll see a

Cutscene

```
=====
Chapel
=====
```

Go to the item box and take out the A.R. BULLETS. Put the MERC'S HANDGUN in the item box. Save if you want and leave.

NOTE: If you can't feel anything, why don't you get the antidote yourself?

```
=====
Piano Room
=====
```

Where are we going to get the antidote?
There was something about a state-of-the-art hospital in the CITY GUIDE file. Let's try to find it. Go to the Dining Room.

```
=====
Dining Room
=====
```

More zombies here. Take the double doors.

```
=====
Clock Tower Main Hall
=====
```

Use the door on the other side of the hall.

```
=====
Bookshelf Hall
=====
```

Proceed through the blue door.

=====
Spider Corridor
=====

Run past the Chimeras to the door at the end.

=====
Art Room
=====

Run to the back of the room, push the bell out of the way and proceed through the door behind it.

=====
Hospital Street
=====

Use the explosive to kill as many zombies as possible, then run down the street to the hospital.

NOTE: The sign above it says "Raccoon Hospital". That's weird. I've heard of veterinarians, but never a raccoon hospital. (Doo-Doo-CRASH Thank you very much.)

=====
Reception Area
=====

Run forward.

Cutscene

That enemy is technically the MA-122 Hunter. It's stronger and faster than the Hunter from RE1 and Birkin writes about making a stronger hunter. He should be called a Super-Hunter, but in this walkthrough, we're just gonna call him a Hunter.

Hunters have razor-sharp claws and a devastating lunging attack. Be SURE you dodge the lunging attack or they'll chop your head clean off your shoulders like the zombie you just saw.

Kill them, then take the 2 RED HERBs here and use the door.

=====
Reference Room
=====

Take the F. AID SPRAY from the bookshelf and check your inventory:

ASSUALT RIFLE
A.R. BULLETS
F. AID BOX

That's about it. Save if you want and take the other door here.

=====
1F Elevator Landing
=====

Take the BLUE HERB beside you. Now pick up the DIRECTOR'S DIARY from the pool of blood beside the corpse and the TAPE RECORDER from the desk. There's some H. GUN BULLETS in the open locker, but you don't really need them.

Next run over to the elevator. Push the microphone button. It says to enter your voice, but your voice is most definitely not registered here. Use the TAPE RECORDER to play the doctor's voice and unlock the elevator.

Darn, and I was hoping Dreamstreet was on that tape ;-).

Go in the elevator and push the button to go to floor 4F.

=====
4F Hallway
=====

Turn the first chance you get and enter Room 401.

=====
Room 401
=====

Kill the annoying Leech-snakes here, then check the doctor's body. It will give you three numbers (also randomized). Remember them.

-----Hospital Cart Puzzle Part 1-----

Now check for a cart in one corner of the room (I hate this randomization!). Check your map and remember the corner of the room it is in (NE, NW, SW, SE).

Now take the 2 GREEN HERBs in the southwest corner of the room and leave.

=====
4F Hallway
=====

Now run to the door at the south end of the hall with the words "data room" on it.

=====
Data Room
=====

Cutscene

Ouch. That would most definitely hurt.

Run to the northeast part of the room and take the SICKROOM KEY and PHOTO D.

Now leave.

=====
4F Hallway
=====

Run to the door past Room 401, unlock it, discard, and enter.

=====
Room 402

=====
Alright. This part of the puzzle is confusing.

-----Hospital Cart Puzzle Part 2-----

Now forget everything your 2nd grade teacher taught you. I am your 2nd grade teacher, and here's how the compass directions go:

```
|-----|  
|NE      NW|  
|        |  
|        |  
|SE      SW|  
|-----|
```

Those of you that are pretty quick may notice it's a mirror image of the last room. However, without a walkthrough like this one you would get shocked at least once trying to figure it out. There should have been some file that said something about it. Oh well. Push the cart to the corner it was in in Room 402.

This reveals a safe and completes the puzzle.

Go over to the safe. Put in the number that was on the slip of paper the doctor was holding to open the safe. You'll get the VACCINE BASE.

Now leave.

=====
4F Hallway
=====

Ride the elevator down to the B3 Hallway.

=====
B3 Hallway
=====

Hmm. I could have sworn zombies attacked me here last time. Oh well.

Run down the hall past the explosive to the door at the end.

NOTE: Grr. You think they could have AT LEAST used different doors. This is the same type door that was used in the basement lab in RE2.

=====
Chemical Room
=====

There are 2 Hunters here, one in front of you and the other is behind that shelf. He'll jump back if he sees you, so shoot the explosive behind him to blow him to...I dunno...Italy?

Anyway take the other door here.

=====
Medical Lab
=====

Run around the tanks and take the MEDIUM BASE. It's on the bookshelf. Now take the MEDICAL INSTRUCTION MANUAL, which is on the desk.

-----Vaccine Synthesization Puzzle-----

Run over to the switch next to the tanks and push the switch. Don't worry, they won't attack you...yet. Now set the MEDIUM BASE in place in the machine beside it.

Sorry, guys, but for now I have no clue how to explain this puzzle to you. Just push I, III, then A.

This gives you the VACCINE MEDIUM and completes the puzzle.

Mix the VACCINE MEDIUM with the VACCINE BASE for the VACCINE! Now we can save Jill.

Leave. Avoid the Hunters on your way out.

=====
Chemical Room
=====

Take the other door here.

=====
B3 Hallway
=====

Kill the 2 Hunters here. Use the explosive to your advantage and board the elevator. Push the button for 1F.

=====
1F Elevator Landing
=====

AHH! ZOMBIES! Kill as many as you can, then use the other door here.

=====
Reference Room
=====

Here's what you need:

ASSAULT RIFLE
A.R. BULLETS
F. AID BOX
VACCINE

Now save if you want and leave.

=====
Reception Area
=====

AWWW TARTAR SAUCE.

WE HATE YOU NICHOLAI! RUN! RUN AS IF YOUR LIFE DEPENDED ON IT! (?)

=====
Hospital Street

=====
Cutscene

Run back to the Art Room.

=====
Art Room
=====

Kill the Leech-snakes that magically appeared here while you were gone. It must have been Mary Poppins.

Run to the other door in the room.

=====
Spider Corridor
=====

Run to the end.

=====
Bookshelf Hall
=====

The brown door toward the back of the screen.

=====
Clock Tower Main Hall
=====

Use the double doors across from you. Ignore any beauty-school dropouts you may encounter.

=====
Dining Room (N)
=====

Take the other door here.

=====
Piano Room / Dining Room (N)
=====

Run to the Chapel.

=====
Chapel
=====

Go check Jill.

Cutscene

Now you're Jill again. Woo.

Take:

SHOTGUN

SHOTGUN SHELLS

Full-healing item

LOCKPICK

Save if you want and leave.

=====
Piano Room / Dining Room
=====

Run into the Dining Room and take the double doors.

=====
Clock Tower Main Hall
=====

Run to the door on the other side. Avoid Nemesis.

=====
Bookshelf Hall (N)
=====

Use the blue door.

=====
Spider Corridor (N)
=====

Run to the door at the end.

=====
Art Room
=====

Take the door in the back.

=====
Hospital Street
=====

Run to the door across the street, unlock it with the LOCKPICK, and proceed through.

=====
Park Save Room
=====

Take the GRENADE ROUNDS from the table and the PARK KEY from the key rack on the wall. It's the MAIN GATE KEY. Now take PHOTO E from the table.

Dump the GRENADE ROUNDS and LOCKPICK in the item box, save if you want and leave.

=====
Hospital Street
=====

Run away from the hospital, past the zombies, and up the stairs to the main gate of Raccoon Park. Unlock it, discard and enter.

=====
Park Entrance
=====

Kill the Hunter in front of you, then go to Jill's left and continue until you find another Hunter. Kill him, too, then go down the stairs at the other side of the area.

=====
Fishing Docks
=====

Here you'll encounter either some zombies or some Hunters. Kill whatever you find and take the door at the end.

=====
Scenic Pathway
=====

Kill the Cerberus and take the PARK KEY from the mercenary's body. It's the GRAVEYARD KEY. Now go out the way you came in.

=====
Park Entrance
=====

Enter the door on the other side of the area.

=====
Fountain Area
=====

Take the PARK MAP on Jill's left.

-----Fountain Puzzle-----

Check the poster here. It says you can manipulate the fountain by changing the gear arrangement. How nice.

Go down the stairs and jump into the pool. Run to the other side to see a illustration showing how to drain the pool. It has:

----- BLACK BLACK
WHITE WHITE

Now climb back up the stairs. Check the control panel here and open the lid. This is where it gets hard to describe. You need to make the gears look like they did in the illustration in 6 moves.

START:

----- WHITE WHITE
BLACK BLACK

MOVE 1:

BLACK WHITE WHITE
----- BLACK

MOVE 2:

BLACK ----- WHITE
WHITE BLACK

MOVE 3:

BLACK BLACK WHITE
WHITE -----

MOVE 4:

BLACK BLACK -----
WHITE WHITE

MOVE 5:

BLACK ----- BLACK
WHITE WHITE

MOVE 6:

----- BLACK BLACK
WHITE WHITE

That should do it. Climb down into the pool and climb down the ladder at the other end.

=====
Sewerway
=====

Go quickly to the other end and climb up. Climb up the ladder at the end.

=====
Graveyard
=====

Run until you come to a zombie making his way out of the ground. Kill him, then run to the fork. If you go to Jill's left, you'll find 2 zombies and 2 RED HERBS.

If you choose not to go that way or are finished with the zombies and items there, run the other way, past the zombies coming out of the ground to the door at the end. Unlock it, discard, and enter.

=====
Gravekeeper's Shack
=====

Take the 2 containers of GUN POWDER A and 2 of GUN POWDER B, then take the IRON PIPE (?) from the tool cabinet. Now use the door back here.

=====
Graveyard Save Room
=====

Take the F. AID SPRAY on the floor beside the item box.

You need:

G. LAUNCHER

Your Favorite G. LAUNCHER ammo.

IRON PIPE

LIGHTER

After you're done, you'll see a

=====
Cutsцене
=====

and then you can climb out of there. Do so.

=====
Sewerway
=====

Run to the other side and climb up the ladder. Try not to waste your ammo on the Leech-snakes.

=====
Fountain Area
=====

Climb out of the pool and go to the west side of the area. WOO! 3 GREEN HERBs and 2 BLUE HERBs. Take them, then leave via the door.

=====
Park Entrance
=====

Great. Zombies.

Run up the steps and push the Dodge button to push the zombie, then run down the short staircase and down the steps at the end.

=====
Fishing Docks
=====

Run to the gate at the end.

=====
Scenic Pathway
=====

Run to the end and take the MAGNUM BULLETS from the mercenary's body, then unlock the door and leave.

=====
Bridge
=====

Run up the stairs and across the bridge. Nemesis will show up and leave you with two decisions:

Push him off.
Jump off.

Choose Jump off. It has a better ending.

Now you're down here. Climb onto the ledge, run down the tunnel and climb up the ladder.

=====
Sewerway 2
=====

Run forward.

Cutscene

Now take the door Carlos didn't take.

=====
Monitor Room
=====

Here, take the WATER SAMPLE and the SECURITY MANUAL in the southeast corner of the room and ditch everything but the WATER SAMPLE in the item box.

=====
Pollution Confirmation Room
=====

Run down the steep staircase to the bottom. Take the 3 containers of GUN POWDER A and another 3 of GUN POWDER B, then put the WATER SAMPLE into the machine in the northeast corner of the room.

-----Water Purification Puzzle-----

The hardest puzzle of all (NOOOO!!!).

You need to line up wave lengths A, B, and C so that when they pile up on top of each other, they cause the result to look just like the sample.

[These from Jesse Main (slipknot_957@hotmail.com)]

There's 4 possible solutions:

1. A - 4 right. B - 2 right. C - 2 left.
2. A- 1 right. B - 1 right. C - 2 left.
3. A - 1 left. B - 2 left. C - 2 right.
4. A - 1 right. B - 3 right. C - 4 left.

Even with the solutions, it still might take a little bit to do this. I recommend writing down what you do, then if it doesn't work, do it backwards to return it to its original position. Then, try another solution.

After you're done, take the F. AID SPRAY. It's on the shelf on the right. Now leave.

=====
Monitor Room
=====

You need:
SHOTGUN
SHOTGUN SHELLS
Full-healing item

Now take the door that doesn't lead back down to the Water Purification Room.

=====
Sewerway 2
=====

Run to the other side of the sewerway, climb up and go through the door.

=====
Pollution Control Room
=====

Try to kill as many Chimeras as you can with the explosive barrel here, then run to the monitors and check the cart beside them for 2 boxes of SHOTGUN SHELLS.

Now proceed into the elevator on the other side.

=====
Factory Elevator
=====

Push the switch.

=====
Observation Room
=====

Kill all five zombies here, then take the 3 GREEN HERBs. Take the SYSTEM DISK from the panel, and grab the DEAD FACTORY MAP by the door. Go through.

=====
2F Hallway
=====

Cutscene

Run to the door furthest away from the location of the gunman.

=====
Resting Room
=====

Run around the table and take the FACILITY KEY. Take the MANAGER'S DIARY from the table with the typewriter and the F. AID SPRAY from the counter beside the item box.

Let's check our inventory:

SHOTGUN
SHOTGUN SHELLS
SYSTEM DISK
Full-healing item
Full-healing item
Full-healing item

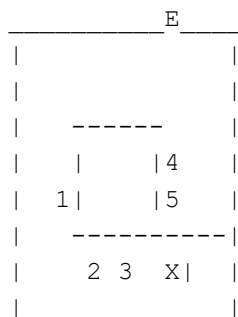
Now take the other door here.

=====
Steam Puzzle Room
=====

Take the 2 BLUE HERBs here.

-----Steam Puzzle-----

Oh boy! A non-randomized puzzle!
Here's the valves and the door.



E = Entrance

X = Marks the spot you need to get to.

Now push them in this order:

1 2 3 1 4 5 1 2 3

That should get you to the X, or computer. Push the switch to "verify the water's purity". This gives you access to the elevator and completes the puzzle.

Now push switch #1 and leave.

```

=====
Resting Room
=====

```

You're about to have a forced fight with Nemesis, having a powerful weapon won't help. So save if you want and be sure you bring the SHOTGUN with you.

```

=====
2F Hallway
=====

```

Ignore any Chimera you may encounter and take the first door you come to.

```

=====
Observation Room
=====

```

Run down the hall to the now unlocked door. Go through.

```

=====
Wiring Hall
=====

```

Run to the blinking red light. Use the SYSTEM DISK on it to gain entrance to the next room.

```

=====
Trash Compactor
=====

```

Cutscene

```

////////////////////////////////////
*****
Boss: Nemesis 2
Difficulty: Medium/Hard
*****

```


=====
Observation Room
=====

Enter the Factory Elevator.

=====
Factory Elevator
=====

Push the button.

=====
Pollution Control Room
=====

Run past the Chimera to the door at the end.

=====
Sewerway 2
=====

Use the other door here.

=====
Monitor Room
=====

Run to the door on the other side.

=====
Pollution CONfirmation Room
=====

Run over to the blue-lighted machine and put the FACILITY KEY there. Now take it back. Run back to the Monitor Room.

=====
Monitor Room
=====

Back to Sewerway 2.

=====
Sewerway 2
=====

Back to Pollution Control Room.

=====
Pollution Control Room
=====

Board the elevator.

=====
Factory Elevator
=====

Push the button.

=====
Observation Room
=====

Run back to the 2F Hallway.

=====
2F Hallway
=====

Back to the Resting Room.

=====
Resting Room
=====

That was a long quest for some radiation, but it's worth it in the end. Take the other door here.

=====
Steam Puzzle Room
=====

Use the CARD KEY on the reader here and go down the elevator.

=====
Heavy Weapons Storage
=====

Take the 2 containers of GRENADE ROUNDS, then use the FACILITY KEY on the slot at the end. Open it for the...

R. LAUNCHER!

Now go back up on the elevator.

=====
Steam Puzzle Room
=====

Use the door here.

=====
Resting Room
=====

Prepare for the final battle!

Here's what you should take:

ROCKET LAUNCHER

SHOTGUN

SHOTGUN SHELLS

CARD KEY

Full-healing item

Full-healing item

Full-healing item

SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE SAVE

The boss of the game isn't as hard as the Nemesis we just beat, so you

probably won't even need that many Full-healing items.

Now exit to the 2F Hallway.

NOTE: Hmm. Jill can carry the R. LAUNCHER with one hand but uses two for the SHOTGUN. That's weird.

=====
2F Hallway
=====

Run to the card key reader and use the CARD KEY. Discard it, then use your SHOTGUN to kill the zombies behind the shutter. Take the 2 GREEN HERBs by the door. Then use the door at the end.

=====
Control Room
=====

Take the RADAR RECEIVER. It's on the panel.

Cutscene

Now you'll be faced with this decision:

Negotiate with Nicholai.
Return fire to the chopper.

Choose Negotiate with Nicholai to talk to him about it. He'll then leave, knowing that you will die here without a chopper. Darn.

Cutscene

At least Carlos isn't giving up. Take the invisible F. AID SPRAY from the box on the east side of the room, then take the MAGNUM BULLETS from the case beside the door. Check the ladder.

Cutscene

Now you can go down the ladder. Descend it.

=====
Lower Hallway
=====

Take the INCINERATOR MANUAL. It's on the wall. You've already got the correct inventory, so you can ignore the item box unless you want to check for some more healing items.

Of all the zombies here, only two are alive. The first face-down zombie is alive and naturally the one standing up is alive. Kill them both, then take the two boxes of SHOTGUN SHELLS on the shelf beside the door and leave.

=====
Junk Yard
=====

Run to the double doors at the other end. At the second-last camera view you see, you can see some newspapers on the ground, and the final file. It's the CLASSIFIED PHOTO FILE. Now continue through the double doors.

rescue you. He tried to kill you in RE1, but has turned into a good guy since the end of the game.

=====
8. Mercenaries Mini-Game
=====

You can play as Mikhail, Carlos, or Nicholai. Here's their stats:

=====
Mikhail
=====

SHOTGUN (7)
SHOTGUN SHELLS (21)
MAGNUM (6)
MAGNUM ROUNDS (18)
ROCKET LAUNCHER (8)
BROWN HERB

Mikhail can save people at these places for 20 extra seconds, healing items and ammo, and a higher reward:

Save Dario at the gas station for 14 SHOTGUN SHELLS.
Save the girl at the Newspaper Office for 14 SHOTGUN SHELLS.
Save Brad Vickers in the freezer at the Restaurant for 12 MAGNUM BULLETS.
Save Marvin Branagh in the Sub Station for a F. AID SPRAY.
Save Nicholai in the Sales Office for a F. AID SPRAY.
Save Carlos at Bar Jack for 14 SHOTGUN SHELLS.

Killing anything gives you more time, combos give you even more. Get to the warehouse before time runs out.

=====
Carlos
=====

ASSAULT RIFLE (100%)
EAGLE 6.0 (15)
H. GUN BULLETS (90)
BROWN HERB
BROWN HERB
BROWN HERB

Carlos can save people at these places for 20 extra seconds, healing items and ammo, and a higher reward:

Save Dario at the gas station for 60 H. GUN BULLETS.
Save the girl at the Newspaper Office for a F. AID SPRAY.
Save Brad Vickers in the freezer at the Restaurant for 60 H. GUN BULLETS.
Save Marvin Branagh in the Sub Station for 60 H. GUN BULLETS.
Save Nicholai in the Sales Office for 60 H. GUN BULLETS.
Save Mikhail at Bar Jack for a F. AID SPRAY.

Killing anything gives you more time, combos give you even more. Get to the warehouse before time runs out.

=====
Nicholai
=====

Avoid him until he comes out of the ground for a while. If it's not just a quick attack, then that's the time to shoot at him.

Turn around, run, turn around, fire. And repeat. That's basically all there is to it. Dodge his attacks if he gets close to you.

Another trick you can use is to shoot the light pole on the far side of the puddle. Eventually, it will fall into the water and shock the worm when he goes through it. It helps, but it's not a major trick to beating the boss.

```
////////////////////////////////////////  
*****  
Boss: Nemesis 1  
Difficulty: Medium/Hard  
*****  
\\////////////////////////////////\\\\
```

Thanks alot, Nemesis.

He has his rocket launcher at the beginning and is really annoying. After about 4-5 shots, however, he drops it and runs after you.

It's hard to tell what your health is since you're infected with Nemesis's virus, the type NE-T virus. When you start limping when you run, you're in danger.

Try to dodge his attacks. You can tell when he's about to shoot a rocket and it's not too challenging to dodge his punching attacks. If he knocks you on the ground, get up as soon as you can because he is probably about to kill you with his tentacle.

He will also fall on the ground 2-3 shots after he drops his rocket launcher. At this point he take 3-4 more shots to down.

After you beat him, you'll see a

Cutscene

```
////////////////////////////////////////  
*****  
Boss: Nemesis 2  
Difficulty: Medium/Hard  
*****  
\\////////////////////////////////\\\\
```

The only way to beat him is to continue doing what was just illustrated by the cutscene.

Well, it's easier to shoot the valve when he's in front of it, but the whole point is to open the valve to spray the acid onto him.

The first acid spray will cause him to lose all his tentacles but one and make him rather angry.

The second acid spray will destroy his head and make him furious.

NOTE: Don't forget to hurry here! You have a time limit!

The third acid spray will kill him.

```
////////////////////////////////////
*****
Boss: Nemesis 3
Difficulty: Medium
*****
\\////////////////////////////////
```

Run past the computer to battery #2. Push it into place. Then push battery #3 into place to activate the rail cannon.

Now, while the rail cannon is charging, equip your R. LAUNCHER and fire away at the freak. It won't kill him, but it will hurt him badly.

When you hear the cannon charging up, try to position Nemesis in front of the cannon.

The first hit will just destroy some machinery that was in the way.

One hit will kill him if you shot him with all the rockets.

Now use the other door here.

You'll be faced with this decision:

Exterminate the monster.
Ignore it and evacuate.

Choose Exterminate the monster.

Cutscene

Man, I need to learn how to talk without opening my mouth.

```
=====
10. Weapon Locations
=====
```

```
=====
Shotgun
=====
```

Wooden Walkway Alley (UPTOWN)

```
=====
Grenade Launcher
=====
```

S.T.A.R.S. Office -or-
Power Control Room (Sub Station/UPTOWN)

```
=====
Magnum
=====
```

S.T.A.R.S. Office (R.P.D.) -or-
Sub Station (Sub Station/UPTOWN)

```
=====
Mine Thrower
```

=====
Clock Tower Main Hall (CLOCK TOWER)

NOTE: Hard Mode Only

=====
Rocket Launcher
=====

Heavy Weapons Storage (DEAD FACTORY)

=====
11. Key Locations
=====

=====
Backdoor Key/Warehouse Key
=====

Warehouse Save Room (UPTOWN)

=====
Bezel Key
=====

Chapel (CLOCK TOWER)

-or-

Clock Tower Entrance (CLOCK TOWER)

=====
Card Key
=====

Trash Compactor (DEAD FACTORY)

=====
Chronos Key
=====

Made from:

CHRONOS CHAIN (Machinery Room/CLOCK TOWER)

-and-

WINDER KEY (Clock Tower Entrance -or- Chapel/CLOCK TOWER)

=====
Emblem Key/S.T.A.R.S. Key
=====

Evidence Room (R.P.D.)

=====
Facility Key
=====

Resting Room (DEAD FACTORY)

=====
Graveyard Key

=====
Scenic Pathway (PARK)

=====
Main Gate Key
=====

Park Save Room (PARK)

=====
Rear Gate Key
=====

Graveyard Back Room (PARK)

=====
Sickroom Key
=====

Data Room (HOSPITAL)

=====
Winder Key
=====

Clock Tower Entrance (CLOCK TOWER)

-or-

Chapel (CLOCK TOWER)

~~~~~  
Special Item Locations  
~~~~~

=====
Battery
=====

City Hall (DOWNTOWN)

=====
Blue Gem/Sapphire
=====

Evidence Room (R.P.D.)

=====
Bronze Book
=====

City Hall (DOWNTOWN)

=====
Bronze Compass
=====

Theater Boulevard (DOWNTOWN)

=====
Card Case

=====
R.P.D. Entrance (R.P.D.)

=====
Chronos Chain
=====

Machinery Room (CLOCK TOWER)

=====
Crank/Square Crank
=====

Sales Office Area (UPTOWN)

=====
Fire Hook
=====

Restaurant (DOWNTOWN)

=====
Fire Hose
=====

Fire Hose Alleyway (UPTOWN)

=====
Fuse
=====

Sub Station (UPTOWN)

=====
Gold Gear
=====

Art Room (CLOCK TOWER)

=====
Green Gem/Emerald
=====

Freezer (DOWNTOWN)

-or-

Newspaper Office (DOWNTOWN)

=====
Iron Pipe
=====

Gravekeeper's Shack (PARK)

=====
Lighter
=====

Bar Jack (UPTOWN)

=====
Lighter Fluid
=====

Wooden Walkway Alley (UPTOWN)

=====
Lockpick
=====

S.T.A.R.S. OFFICE (R.P.D.)

=====
Machine Oil
=====

Gas Station (DOWNTOWN)

=====
Medium Base
=====

Medical Lab (HOSPITAL)

=====
Oil Additive
=====

Storage Room (Sales Office, UPTOWN)

=====
Portable Radar Receiver
=====

Control Room (DEAD FACTORY)

=====
Power Cable
=====

Parking Garage (UPTOWN)

=====
Rust Hex Crank
=====

Back Alley Save Room (DOWNTOWN)

=====
S.T.A.R.S. Card (Brad's)
=====

CARD CASE,
R.P.D. Entrance (R.P.D.)

=====
S.T.A.R.S. Card (Jill's)
=====

Classroom (R.P.D.)

=====
Side Pack
=====

Front Car (Tram, DOWNTOWN)
Carlos gives it to you.

=====
Silver Gear
=====

Machinery Room (CLOCK TOWER)

=====
System Disk
=====

Observation Room (DEAD FACTORY)

=====
Tape Recorder
=====

1F Elevator Landing (HOSPITAL)

=====
Vaccine Base
=====

Room 402 (HOSPITAL)

=====
Water Sample
=====

Monitor Room (DEAD FACTORY)

=====
Wrench
=====

Front Car (Tram, DOWNTOWN)

~~~~~  
13. Map Locations  
~~~~~

=====
Uptown Map
=====

Boutique Street

=====
Police Station Map
=====

Main Hall

=====
Dark Room (R.P.D.)

=====
Fax from Kendo
=====

S.T.A.R.S. Office (R.P.D.)

=====
Mercenary's Diary
=====

Chimera Alley (UPTOWN)

=====
City Guide
=====

Restaurant (DOWNTOWN)

=====
Photo B
=====

Press Entrance (DOWNTOWN)

=====
Photo C
=====

Newspaper Office (DOWNTOWN)

=====
Reporter's Memo
=====

Newspaper Office (DOWNTOWN)

=====
Mechanic's Memo
=====

Rear Car (Tram, DOWNTOWN)

=====
Manager's Report
=====

Sales Office (UPTOWN)

=====
Business Fax
=====

Sales Office (UPTOWN)

=====
Dario's Memo

=====
Warehouse (UPTOWN)

=====
Operation Instruction
=====

Clock Tower Main Hall (CLOCK TOWER)

=====
Art Picture Postcard
=====

Bookshelf Hall (CLOCK TOWER)

=====
Mercenary's Pocketbook
=====

Art Room (CLOCK TOWER)

=====
Director's Diary
=====

1F Elevator Landing (HOSPITAL)

=====
Photo D
=====

Data Room (HOSPITAL)

=====
Medical Instruction Manual
=====

Medical Lab (HOSPITAL)

=====
Photo E
=====

Park Save Room (PARK)

=====
Written Order to Supervisors
=====

Scenic Pathway (PARK)

=====
Supervisor's Report
=====

Graveyard Secret Room (PARK)

=====
Fax from the H.Q.

=====
Graveyard Secret Room (PARK)

=====
Manager's Diary
=====

Resting Room (DEAD FACTORY)

=====
Security Manual
=====

Monitor Room (DEAD FACTORY)

=====
Incinerator Manual
=====

Lower Hallway

The room with an item box and 4 zombies on the floor below the Control Room
(DEAD FACTORY)

=====
Photo E
=====

Junkyard (DEAD FACTORY)

Just before the room with the Rail Cannon.

~~~~~  
15. Items  
~~~~~

A.R. BULLETS - 5.56mm NATO rounds. Army bullets for the assault rifle. Used for M4A1.

ACID ROUNDS - Grenade Acid Rounds. Special bullets whose warhead is filled with anti-creature sulfuric acid. Used for Hk-p Grenade Launcher.

AMBER BALL - A ball made of amber.

ASSAULT RIFLE - M4A1 assault rifle. The gun is set to X mode. It uses 5.56 NATO rounds.

BACKDOOR KEY - A small key with a tag attached to it. It says "Backdoor" on the tag.

BATTERY - An old style battery. It seems to be as powerful as a modern one.

BEZEL KEY - It's a key ornamented with a clock part.

BLUE GEM - It's the SAPPHIRE.

BLUE HERB - A rare herb that can neutralize poison. Several herbs can be mixed to enhance their effect.

BOUTIQUE KEY - It's a key for an uptown boutique.

BRONZE BOOK - A bronze-made book-shaped object. It says "Given knowledge" on it.

BRONZE COMPASS - A bronze-made compass. It says "Future in my hand" on it.

C. TOWER KEY - It's either the WINDER KEY or the BEZEL KEY.

CARD CASE - A card of some kind is inside the card case.

CARD KEY - It is used for the card reader at the disposal facility.

CHRONOS CHAIN - A chain made to adore a god of time. There's a small screw hole near the ornament.

CHRONOS GEAR - A gear designed after a god of time.

CHRONOS KEY - A key made to adore a god of time.

CRANK - It's the SQUARE CRANK.

CRYSTAL BALL - A ball made of crystal.

EMBLEM KEY - S.T.A.R.S. emblem is engraved on it.

EMERALD - An emerald shining in green.

EMPTY LIGHTER - It has no oil left and cannot be used by itself.

F. AID BOX - It can hold up to 3 F. AID SPRAYS.

F. AID SPRAY - This will completely restore your vitality.

FACILITY KEY - A plastic card engraved with an ID is attached to it[?]. It seems to be coated with some kind of special painting.

FACILITY KEY - The plastic card is radiating. It seems to show some kind of pattern.

FIRE HOOK - It's edge is in the shape of a hook. It must be used to hook something.

FLAME ROUNDS - Grenade Flame Rounds. Special bullets whose warhead is filled with powerful napalm gel. Used for Hk-p Grenade Launcher.

FREEZE ROUNDS - Grenade Freeze Rounds. Special bullets whose warhead is filled with ultra low temperature liquid nitrogen. Used for Hk-p Grenade Launcher.

FUSE - A fuse for the high power supply to be used for large size machinery.

G. LAUNCHER - Hk-p Grenade Launcher. A small size grenade launcher developed for police use. It is loaded with X rounds.

GOLD GEAR - A beautiful gear made of gold.

GRAVEYARD KEY - It's a key given from a mercenary. It says "Raccoon Park Graveyard".

GREEN GEM - It's the EMERALD.

GREEN HERB - A rare herb that can restore your vitality. Several herbs can be

mixed to enhance their effect.

GRENADE ROUNDS - Grenade burst rounds. Standard bullets that scatter fragments when they hit the target. Used for Hk-p Grenade Launcher.

GUN POWDER A - One of the items used for making ammunition. It can be combined with the Reloading Tool or the Grenade Rounds.

H. GUN BULLETS - 9x19 parabellum rounds. Used for either the M92FS Custom or the SIGPRO.

HAND GUN - M92F Custom. A custom handgun made for S.T.A.R.S. It uses 9mm parabellum rounds.

INK RIBBON - I could save my progress with this if I use it with a typewriter.

KNIFE - Dagger knife for self-defense

LIGHTER - An oil lighter.

LIGHTER OIL - It's fuel for a lighter.

LOCKPICK - I can unlock the simple locks with this.

MACHINE OIL - Oil for small machines. It can't be used for the large machinery by itself.

MAGNUM - S&W M629C. A large stainless steel revolver. A classic type equipped with weights to reduce the recoil. It uses .44 Magnum bullets.

MAGNUM BULLETS - .44 Magnum rounds. Powerful bullets for the revolver. Used for S&W M629C.

MAIN GATE KEY - It's a key for the main gate of the Raccoon Park.

MERC'S HANDGUN - SIGPRO SP2009 It's mainly made of plastic and is very light. It uses 9mm parabellum rounds.

MIXED OIL - Oil mixed with the oil additive. It can be used for the power source of the large size machinery.

OBSIDIAN BALL - A ball made of obsidian.

OIL ADDITIVE - Adding this to the machine oil turns it into the ideal oil for use with large size machinery.

PARK KEY - It's either the MAIN GATE KEY, the GRAVEYARD KEY, or the REAR GATE KEY.

POWER CABLE - A large capacity power cable for use with large machinery.

R. LAUNCHER - M66 Rocket Launcher. An old but powerful weapon.

REAR GATE KEY - A small key with an iron ring attached to it. It says "Rear Gate" on the ring.

RED HERB - A rare herb that can enhance the effect of [a] green herb. Several herbs can be mixed to enhance their effect.

RELOADING TOOL - A tool used to load mixed material into an empty bullet. It is

used to combine with the Gun Powder.

RUST HEX CRANK - A hex-edged crank. Its grip is heavily rusted.

RUSTED CRANK - It's the RUST HEX CRANK.

S.T.A.R.S. CARD - An ID card for S.T.A.R.S. with Brad's picture on it.

S.T.A.R.S. CARD - An ID card for S.T.A.R.S. with Jill's picture on it.

S.T.A.R.S. KEY - S.T.A.R.S. emblem is engraved on it.

SAPPHIRE - A sapphire shining in blue.

SHOTGUN - Benelli M3S. An easy to carry sawed-off shotgun. It uses 12 guage shotgun shells.

SICKROOM KEY - It seems to be a key for the sickroom. Its tag says "402".

SILVER GEAR - A beautiful gear made of silver.

SQUARE CRANK - A square-edged crank.

TAPE RECORDER - A portable tape recorder. A patient's diagnosis is recorded onto here.

VACCINE - Vaccine that is effective against the virus infection.

VACCINE BASE - Core material used to create the vaccine. It needs to be mixed with the vaccine medium.

VACCINE MEDIUM - Cultivation medium used to make [a] vaccine. It needs to be mixed with the vaccine base to create the vaccine.

WAREHOUSE KEY - Examine it, it's the BACKDOOR KEY.

WATER SAMPLE - Sample from the treated drainage of this factory. It shows it has passed the water pollution test.

WINDER KEY - It's a key ornamented with a clock part. It has a screw shaped ornament to put a round shaped object.

=====
16. Files
=====

[NOTE: Anything in brackets was either edited or added by the writer,
DjSiXpAcK14.]

In the order of which they are correctly obtained:

=====
Game Instructions A
=====

NOTE: The information in this file may vary depending on your platform.

Your survivability depends on how you play. Good Luck!

<Targetable Objects>

Some barrels and explosives located in the environment are targetable objects. By shooting them with your weapon, you can expect various results.

* To aim press the Attack Stance (Target All) Button.

<Quick Turn>

The player turns 180 degrees.

* While walking backwards, press the Cancel Button.

* Toggle the C Stick in [any] direction.

<Emergency Escape>

When an enemy grabs your character or your character is falling down, you can escape more quickly by:

* Pressing the Control Stick and the buttons rapidly.

<Dodge>

Your character can dodge an enemy's attack by:

* Pressing the Attack Stance Button.

* Pressing the A Button while holding down the Attack Stance Button.

<Get On/Off Object>

Your character can get on/off some objects.

* Face the object and while walking against the object, press the A button.

<Map>

Press the MAP Button to view the map.

* On outdoor maps you can zoom and unzoom the view by pressing the A button.

* You can also move the map with the Control Stick.

* Press START/PAUSE to choose from other maps you have acquired.

<Live Selection>

In-game events called Live Selection will occur periodically when your character faces dangerous situations.

* When a Live Selection occurs, a screen appears. Make your choice promptly using the Control Stick and confirming with the A Button.

<Skipping Events>

Depending on the Event, you can skip it.

To skip an event:

* Press START/PAUSE.

=====

Game Instructions B

=====

<Ammunition Creation System>

To create various ammunition, you need to use the "Reloading Tool" and "Gun Powder."

<Reloading Tool>

This is a necessary item if you want to create different types of ammunition. By combining the Gun Powder and Reloading Tool, various types of ammunition will be created.

<Gun Powder>

Mix materials to create various types of ammunition. There are three types of basic Gun Powders: A, B and C. Please note that Gun Powder C is created by mixing A and B types.

<How to Mix Gun Powders>

You can create various kinds of bullets by mixing the different Gun Powders.

There are 13 different kinds of Gun Powders in all.

<Example of Gun Powders>

A : Hand Gun Bullets
B : Shotgun Shells
C : Grenade Rounds
A + C : Grenade Flame Rounds
B + C : Grenade Acid Rounds
C + C : Grenade Freeze Rounds
C + C + C : Magnum Bullets

<Mixing Gun Powder with Grenade Rounds>

If you combine a certain type of Gun Powder with Grenade Rounds, special types of Grenade Rounds will be created.

<Mixing Level Improvement>

If you repeatedly create the same kind of ammunition, your skill will be improved, and you will be able to create more powerful ammunition.

=====

Clock Tower Postcard

=====

A picture postcard of a clock tower.

The following explanation is printed on the backside: "A landmark spot: Saint Michael Clock Tower."

=====

Photo A

=====

The policeman are pressing forward.

It's dated "September 27".

=====

Marvin's Report

=====

"Report"

September 24th

There are reports of a theft in the municipal building before dawn. A jewel decorated clock at the main gate was damaged. Two of twelve gems that are installed on the face of the clock are missing. Due to lack of available officers at this time, I have no choice but to suspend the research of this case.

Signed,
Marvin Branagh

"Report"

September 26th

Based upon an autopsy report of a 42 year old restaurant owner, I have

discovered that he has one of the missing gems.
He apparently took shelter in the police department at about 10 am, where he was shot to death within 10 minutes of having developed the symptoms. Since the city is currently under martial law, we are forced to suspend this case. At this time, we'll keep the gem as evidence.

Signed,
Marvin Branagh

=====
David's Memo
=====

My sanity is at its end... I still can't believe this is happening. We lost another man yesterday. Meyer; one of our better marksmen. He saw me panic once we were overrun by the zombies but he came back to save me.

But when the time to return the debt, I ran. I can still hear him calling out my name. I can still hear the screams coming from behind. The sound of his flesh being stripped from its bones. I was afraid... terrified...

It's the 27th. The fight to stay alive continues. I took out several zombies who managed to break through the barricades. Now I'm cutting through the chill with whisky, unloading my Mossberg on anything undead.

That shotgun's become a close friend of mine. I've blasted many a zombie into fertilizer with it.

We've lost 13 men as of yesterday. In 3 hours, we'll bicker over trivial things in the meeting room. It's a total waste of time. When I finish this bottle, my old friend Mossberg will be turning one last body into fertilizer.

Peace at last.

I can hardly wait...

=====
Fax from Kendo Gun Shop
=====

To the boys of S.T.A.R.S.,

I have some good news for you from my brother Joe. He has finalized the new hand-gun for official use. It's the M92F S.T.A.R.S. Special, but he call it the "Samurai Edge." It's the most balanced of the Kendo custom guns. Joe said, if you miss the targets with this, you should carry a teething ring instead of a gun in your holster.

The goods will be delivered along with their proper documentation. I'm sure you'll be surprised when you see what kind of excellent parts are used for the M92F. I know that you'll want to thank the good people who developed it.

Sincerely,

Robert Kendo
Kendo Gun Shop

=====
Mercenary's Diary
=====

September 1st

Following six months of intensive training, my body's edge had returned. I was a good soldier, but they ordered my execution with no reason given. I was tortured and forced to give a false confession. But on the morning of my execution, a miracle happened. The company had helped me out, giving me a second lease on life.

September 15th

I ended my vacation short and returned to the HQ office. It looks like my UBCS unit's been called into action. Umbrella maintains its own paramilitary unit to counter corporate terrorism and V.I.P. abduction. In addition, they have nightmen who specialize in handling problems cause by illegal products. I'm currently a member of the latter.

September 28th

Dawn's here, but we're still slogging through this nightmare. There are no provisions of any kind here. The undead walk the streets feeding upon the flesh of the living.

Given the choice again, I would rather have been executed. Death row was a heavenly asylum compared to this place.

I've chosen to pull the trigger myself, in the hope that my dead body won't come back to life.

=====
City Guide
=====

The Tracks of Our City

Dear citizens,

Thanks to the kind and generous people of Umbrella Inc., this is a peaceful and friendly city. The vast donations from Umbrella Inc., have been used for welfare work, the construction of public utilities, and to help maintain public peace. In 1992, it was my fifth year as mayor of our beautiful city. It was then that through many donations and hard work our city was able to rebuild the municipal building and create a state of the art hospital. In honor of these fine accomplishments, I was awarded with a grand statue that same year. The statue rests in the municipal building.

I came to this city as an engineer more than 35 years ago. I made contributions to the electric systems, and to the installation of the cable car. I pledge to follow the tradition of this fine city and will devote my life to its prosperity.

The mayor of the city
Michael Warren

=====
Photo B
=====

A close-up shot of a zombie.

It says, "SCOOP!" on the backside.

=====
Photo C
=====

The police have been destroyed.

=====
Reporter's Memo
=====

At last I have found the evidence I need to prove that the "cannibal disease" is indeed happening in this city.

One man actually ate people to death. He was like a savage animal tearing away a new flesh. It was completely disgusting. I have heard rumors that many people are also suffering from this disease now. However, the causes of the disease is not yet known. Is this another mystery of the present disease? I will have to check on it...

They have placed Raccoon City under martial law because of the cannibal disease. I have lost contact with the media outside of the city, but I won't keep my eyes shut and walk away. I have a duty to the people and my profession. I don't think the disease has spread nationwide yet. I believe that this city holds the key to its creation and cure. In fact, I'm sure of it.

The military has setup blockades around the city to keep people from escaping and spreading the disease. Most of the citizens have either died or have come in contact with the disease. I know that it is the right decision to quarantine the city, but I can't help but pity myself. If I am infected or eaten, it doesn't matter. My fate is already sealed. All I have left is my journalism. I won't give up until I solve the mystery of this deadly disease. I have just discovered that the disease is not spread through the air, but by some other means.

=====
Mechanic's Memo
=====

I know that you're intimidated by your new job, Kevin, so let me tell you how to make sure that you and your trains get along just fine. You see, these carriages were made in 1968, and then imported from Europe. Sometimes they get rickety, but they still work because they are simple, stubborn, and strong. We can always depend on them. If they have a bad day and are malfunctioning, you'll need to take a good look at their circuits for any trouble. Once you discover what's wrong, you'll be able to fix it easily. I'm sure that you'll be able to avoid those nasty little malfunctions if you check the parts every day. These old trains will surely have problems if you don't remember to check them out. Just remember that if you need to replace anything, you have to choose a suitable part. When I say suitable, I mean that even if you can't find another original part, you'd better find something that works good enough. Even with regard to oil, you must always prepare good quality oil for these trains.

Never forget, Kevin, that a man may betray others, but a machine won't.

=====
Manager's Report
=====

Before you begin your new position, please allow me to give you some advice. Some of the medicine in the storage room is unstable and its quality will deteriorate under changing temperatures or humidity.

Therefore, you must remember to keep the temperature the same in the storage

room at all times. You should personally check it everyday.

Although the computer checks it around the clock, a machine is not perfect. Try and remember that a machine is no more than a tool to be used by people. You must check all personnel coming and going to the storage room. Many dangerous drugs are stored there, and if any of them are missing you have a serious problem on your hands. The door to the storage room is always locked, but when you let personnel into it, you will need to have them hand in their documents. And above all else, remember that if you find anything suspicious, contact your boss immediately.

If you forget the password to lock the door, try and remember that it is a word that everyone is familiar with. Don't forget that once a new product is shipped, the password will be updated again. You can always enter the password from the terminal of the PC for administration.

=====
Business Fax
=====

"Order Sheet"

The liquid medicine named VT-J98 is suitable to cultivate the NE-T type virus. Therefore, we will need to order additional quantities of it.

U.E. Sixth Laboratory

=====
Dario's Memo
=====

I can't help but wonder if anyone will read these words, but writing them will help me maintain my sanity if nothing else.

After I've become a meal for those undead monsters, will the G.I.s responsible for sealing off the town laugh upon discovering my corpse?

So is this how it's supposed to end? I don't want to die. I'm just not ready...

My wife, daughter, mother... My entire family has been killed. But none of that matters anymore. Right now, my life is the only important thing. That's all that matters.

I never would have pictured my end to be like this. I had so much left to do. Rather than becoming a salesman, I should have tried my hand at being a novelist. It's what I've always wanted, but my mother would only tell me you have a long way to go.

Why did I ever listen to her? But this looks like the end for the great Dario Rosso, novelist extraordinaire. Cut down before his prime...

=====
Operation Instruction
=====

Order for UBCS Echo Team:

Wipe out the downtown area of the infestation and then evacuate the remaining citizens to the clock tower. Among the civilians, remember to give priority to the employees of Umbrella's affiliates. Remember to stay alert because the

infected have a high endurance rate and will strike without hesitation.

Evacuation Procedure:

1. Once the mission is complete, or when it becomes too impossible to accomplish, evacuate immediately.
2. We'll deploy a helicopter that is waiting in the suburbs, to the yard in front of the clock tower.
3. When you are ready for evacuation, ring the bell of the clock tower to signal the helicopter.

=====
Art Picture Postcard
=====

A picture postcard of antique clocks.

The following verse is printed. "Give your soul to the goddess. Put your hands together to pray before her."

=====
Mercenary's Pocketbook
=====

September 26th

It's only been three hours since the mission started, but the team is down to me and Campbell. The number of the zombies is far greater than we expected. There is no hope left for this city. We have already injected the antibody for the virus, but I'm not sure that it will work. I don't know if I will survive...

September 27th

We managed to reach the clock tower. Out of desperation we robbed some wounded members of their weapons and used the surviving citizens as decoys. We were taught to do this in order to survive in the battlefield, but I never enjoyed it. However, a girl showed up at the clock tower before me. She is one of the survivors. She looks just like my sister before she starved to death...

September 28th

I wanted to evacuate as soon as possible, but the girl didn't. Her father insisted that he wouldn't leave the city where his beloved wife rests in peace. I really wanted to save the girl, but Campbell said, "All I care about is our lives." That's how I felt before, but now... The clock tower has become a dangerous place and I don't want to make anymore mistakes...

=====
Director's Diary
=====

[Actually, it seems like it was written by a doctor.]

September 10th

These patients suffer from gangrene and congestion of their blood at first. Then their mind slowly deteriorates. In the end, there is nothing left on their mind. When that happens even mercy killing seems pointless. After all, they are already dead...

This disease is unlike anything I have ever witnessed. Once the patient's mind is gone, they become flesh hungry monsters and act like wild animals who are on some type of bloodlust.

September 18th

Another patient has been admitted to the hospital. He is showing symptoms of the first stages of the disease at this point, but... I haven't been able to sleep at all these past few days. I refuse to let these patients become "zombies". I am not just an ordinary citizen. I am a doctor. Even if I die, my clinical charts will contribute to finding a cure.

September 26th

We lost most of the doctors and staff during the battle against the "zombie" patients. It's impossible to maintain the hospital under these conditions. And, I know that it's too late for me. I am beginning to feel that same itchy and hungry desire that all of my patients felt. It's too late for me...

=====
Photo D
=====

The zombies are walking.

It says, "The effect of the T-virus" on the backside.

=====
Medical Instruction Manual
=====

Umbrella Medical Service
North America Division
Douglas Rover

In order to activate the synthesizer to cultivate the vaccine, please follow the procedure as detailed below:

1. Supply enough energy to the system.
2. Set the medium base to the device.

When the device is ready, you can start mixing the vaccine medium. To mix the vaccine, you will need to control the five levers. This will cause the two gauges so that they stop at the center. The vaccine medium will then be produced automatically.

=====
Photo E
=====

The zombies are attacking.

=====
Written Order to Supervisors
=====

Mission Requirements : Bravo 16

1. Obtain and secure sample of all the information pertaining to this case. Observe and record combat data on the UBCS.
2. Destroy all the evidence including the medical facility that has the medical treatment data.
3. Check the guinea pig's ability to accomplish the mission.

Once your mission is complete, evacuate the area. Remember that you must not help anyone who is not a supervisor, nor bring anything back that might be traced to where it belongs.

=====
Supervisor's Report
=====

The endurance ability of the contaminated guinea pigs is truly incredible. Even when shot in a vital area, they can sometimes survive for several days without taking care of the wound. However, after prolonged exposure to the virus, the guinea pigs' intelligence level decreases to that of an insect. Even though reviving the dead seems too disgusting, the virus may still be of use. If we inject the virus into our POWs and release them, they would return to their units and then turn into zombies. This plan may work well for us in the future.

In certain areas, the virus seems to have caused the mutation of animals and plants. It may be difficult, but it'll make a good sample for the bio weapon development. I've heard that there is a giant alligator, but I have only encountered a giant creature moving under ground. I don't even want to imagine what creature spawned that monster.

I encountered "NEMESIS". If I didn't know about it, I'd have been contaminated and would have become one of them by now. If it is still walking around the city, its mission is not yet over. S.T.A.R.S. members must be very tough, since they have survived until this point. However, they cannot hold out forever.

=====
Fax from the H.Q.
=====

Attention. The Raccoon City Project has been abandoned. Our political maneuvering in the senate to delay their plans are now futile. All supervisors should evacuate immediately. The US army is going to execute their plan tomorrow morning. The city will be obliterated at day break for sure.

=====
Manager's Diary
=====

April 25th

Today is my 30th birthday. I was transferred to this facility today. I am very happy because the work environment is very different from life in the university.

May 14th

The disposal system has been completed. Using a special kind of gas, it can

decompose the cells of the guinea pigs. We have to try this out before beginning practical usage of the system, since it is not 100% stable yet.

May 20th

While I was checking the treatment room, the door shut, and I was locked inside. I couldn't get out for one hour. I guess even if you have the key card, it's useless when you are locked inside.

June 7th

The guinea pigs we have to dispose of are increasing. The system is not working smoothly. The laboratory staff doesn't listen to my opinions and I am getting extremely frustrated.

July 16th

We can't dispose of all the bodies and the quality of the liquid medicine is not good enough, either...

July 29th

Though the function of the system decreases, the number of the bodies we have to dispose [of] doesn't. The infection level has increased and the antibodies we are using is no match for the new mutation of the virus. Some of the workers have been infected by the disease. I have continued to work, but I always keep a gun with me. I must remember to save one bullet for me.

I want to weep. I don't want to die here. I swear that I'll lose my mind if I imagine how painful the death will be...

=====
Security Manual
=====

"Security of the Plant"

Since this plant is a facility under the disguise of a deserted factory, civilians will sometimes enter. If this should occur, do not hesitate to shoot them. If they choose to surrender, arrest and then transfer them to the laboratory as guinea pigs. You will be rewarded.

"Maintenance of the Device"

This entire plant is controlled by an epidemic prevention system. When contamination is detected in the treatment room or decomposed specimen pool, the plant will automatically be locked down for isolation. In that case, you must follow the manual to unlock it. If the contamination is over the limit, the whole system will automatically lockdown. Then, you must remain in the plant and wait for subsequent orders. Those who leave the facility without permission will suffer extreme consequences.

=====
Incinerator Manual
=====

The incinerator plant is one of the facilities that burns the disposable items which are sent from the laboratory. The incinerator burns the waste materials that cannot be decomposed at the treatment room. It also supplies electricity to the facility by a thermal power electricity generator. Part of the

electricity is stored in the big battery installed in the facility's underground area. The electricity is used as an auxiliary power source. The auxiliary power circuit will be activated once the three "auxiliary circuit units" are properly placed in their sockets. In case the circuits are not connected automatically, a person can connect them manually to activate the system.

=====
Classified Photo File
=====

In my opinion, I feel that it's too early to use this, "Paracelsus' Sword" in actual fighting. However, in order to acquire the G-Virus that Umbrella has developed, it will be a great help to us.

The power of the "Rail Cannon" is satisfactory, but please note that it is still having a few remaining problem[s].

Technology Division Colonel
Franklin Hart

=====
Jill's Diary
=====

August 7th

Two weeks have passed since that day. My wounds have been healed, but I just can't forget it. For most people, it's history now. But for me, whenever I close my eyes, it all comes back clearly. Zombies eating people's flesh and the screams of my teammates dying. No, the wounds in my heart are not healed yet...

August 13th

Chris has been causing a lot of trouble recently. What's with him? He seldom talks to the other police members and is constantly irritated. The other day, he punched Elran of the Boy's Crime department just for accidentally splashing Chris's face with coffee. I immediately stopped Chris, but when he saw me he just gave me a wink and walked away. I wonder what happened to him...

August 15th

Midnight. Chris, who has been on a leave of absence for a "vacation," called me so I visited his apartment. As soon as I walked into his room, he showed me a couple of pieces of paper. They were part of a virus research report entitled as simply as "G". Then Chris told me that "The nightmare still continues." He went on to say that "It's not over yet." Ever since that day, he has been fighting all by himself without rest, without even telling me.

August 24th

Chris left the town today to go to Europe. Barry told me that he would send his family to Canada and then he would follow Chris. I decided to remain in Raccoon City for a while because I know that the research facility in this city will be very important to this entire case. In a month or so, I'll be joining with them somewhere in Europe. That's when my real battle begins...

~~~~~  
17. Epilogues  
~~~~~

In the order of which you receive them:

=====
Jill Valentine
=====

After escaping the city, Jill set out to join Chris Redfield. However, all she found was an empty hideout of Chris's. On the floor was Chris's knife. Jill left without hesitation because she firmly believes that Chris is still alive. She will search for him until she finds him. Then they can go and put an end to Umbrella...

=====
Chris Redfield
=====

"Please forgive me Claire." Chris Redfield has just finished this letter with his signature phrase. As he removes his sunglasses, a lady walks by him with light steps. "She looks about the same age as Claire," he thinks. A short time later, Chris discovered that his sister was looking for him, but was caught...

=====
Barry Burton
=====

Barry Burton looks at his young daughters and says, "I'm sorry but my comrades are waiting for me." He knows that he must repay his teammates for forgiving his betrayal. Even if that means leaving his family for now. His wife tries to hide her fear so she smiles and says, "Don't worry. We'll be OK..."

=====
Leon S. Kennedy
=====

Leon Scott Kennedy is confronted with a man who claims to be a US government agent. Leon says, "Leave Sherry alone. She is innocent."

"She knows too much," the man replies. He looks at Leon and says, "But you have value. This is a good deal. Make your choice."
Without regret or hesitation, Leon closes his eyes and then sharply responds...

[This explains how Wesker aquired Sherry. That man was most likely not a government agent.]

=====
Claire Redfield
=====

"Leave us alone." Claire Redfield couldn't believe Leon's words. Leon continued, "You're looking for your brother, right? Just go!" Claire knew that Leon and Sherry needed immediate medical attention, but she could not waste any more time. "I... I'll be back. I promise!" She said as she disappeared into the wilderness alone...

=====
Sherry Birkin
=====

"Do you have any relatives?" When the army officer asked her, Sherry Birkin did

Power Control Room

=====

-----Voltage Control Puzzle-----

Check the shutters. One will be released at 115V-125V and the other will be released at 15V-25V. So let's set the voltage so we can do this.

Check the machine with the flickering red light and set control to manual mode.

Now check the transformer here. Push the switch.

You start at 50.

Red = 15

Blue = -5

However, with each increasing number, it is multiplied more.

So we need to reach 120V and 20V.

To reach 120V, enter:

Blue, Red, Blue, Red

And to reach 20V, enter:

Red, Blue, Blue, Blue.

This completes the puzzle.

=====

Sales Office

=====

-----Storage Room Access Puzzle-----

The MANAGER'S REPORT says it's the last product shipped. Well, use the remote control to view an advertisement for the last product shipped. How convenient. So far, I've got:

AquaCure

Safsprin

But I'm sure there's probably another one.

Either way, enter the name of the product as the password on the computer.

This gives you access to the Storage Room and completes the puzzle.

=====

Main Hall

=====

-----Music Box Puzzle Part 1-----

There is a music box on each side of the stairs. One sounds obviously wrong, and one sounds right. Each has letters written down on the lid.

[These solutions from Jesse Main (slipknot_957@hotmail.com)]

It'll be either:

d, u, d, d, u, d

-or-

u, d, u, u, d, u

I'll remind you later, but if you weren't using this walkthrough, you'd write this down.

=====

Mechanical Room

=====

-----Music Box Puzzle Part 2-----

Now check the huge music box in the southwest corner of the room. Operate the switches.

Now, use the letters you wrote down (U for Up, D for Down) to put the pins in the correct places. If you didn't write them down, you can still do it, you'll just have to listen to each one individually and figure it out yourself.

[These solutions from Jesse Main (slipknot_957@hotmail.com)]

Remember, it's either:

d, u, d, d, u, d

-or-

u, d, u, u, d, u

After you're done, "just push play".

=====

Art Room

=====

-----Art Room Puzzle-----

Take the AMBER BALL, CRYSTAL BALL, and OBSIDIAN BALL.

Here's the values:

Crystal: 1

Obsidian: 2

Amber: 3

You need to get the clock in the middle to read 12:00. Putting a ball in the tray on the left will move the clock in the middle back in time its given value, putting a ball in the tray in the middle will move the clock forward in time its given value, and putting a ball in the tray on the right will move the clock forward TWICE its given value.

It's kind of confusing. If it's set at 9:00, put the CRYSTAL BALL in the tray on the right, the AMBER BALL in the middle, and the OBSIDIAN BALL on the left.

If it's set at 5:00, put the AMBER BALL on the right, the OBSIDIAN BALL in the center, and the CRYSTAL BALL on the left.

If it's anything else, you're gonna need to figure it out yourself.

=====

Room 401

=====

-----Hospital Cart Puzzle Part 1-----

Now check for a cart in one corner of the room (I hate this randomization!).
Check your map and remember the corner of the room it is in (NE, NW, SW, SE).

=====
Room 402
=====

-----Hospital Cart Puzzle Part 2-----

Now forget everything your 2nd grade teacher taught you. I am your 2nd grade teacher, and here's how the compass directions go:

```
|-----|
|NE      NW|
|         |
|         |
|SE      SW|
|-----|
```

Those of you that are pretty quick may notice it's a mirror image of the last room. However, without a walkthrough like this one you would get shocked at least once trying to figure it out. There should have been some file that said something about it. Oh well. Push the cart to the corner it was in in Room 402.

This reveals a safe and completes the puzzle.

=====
Medical Lab
=====

-----Vaccine Synthesization Puzzle-----

Run over to the switch next to the tanks and push the switch. Don't worry, they won't attack you...yet. Now set the MEDIUM BASE in place in the machine beside it.

Sorry, guys, but for now I have no clue how to explain this puzzle to you. Just push I, III, then A.

This gives you the VACCINE MEDIUM and completes the puzzle.

=====
Fountain Area
=====

-----Fountain Puzzle-----

Check the poster here. It says you can manipulate the fountain by changing the gear arrangement. How nice.

Go down the stairs and jump into the pool. Run to the other side to see a illustration showing how to drain the pool. It has:

```
-----  BLACK  BLACK
         WHITE  WHITE
```

Now climb back up the stairs. Check the control panel here and open the lid. This is where it gets hard to describe. You need to make the gears look like

they did in the illustration in 6 moves.

START:

----- WHITE WHITE
BLACK BLACK

MOVE 1:

BLACK WHITE WHITE
----- BLACK

MOVE 2:

BLACK ----- WHITE
WHITE BLACK

MOVE 3:

BLACK BLACK WHITE
WHITE -----

MOVE 4:

BLACK BLACK -----
WHITE WHITE

MOVE 5:

BLACK ----- BLACK
WHITE WHITE

MOVE 6:

----- BLACK BLACK
WHITE WHITE

That should do it.

=====
Pollution Confirmation Room
=====

-----Water Purification Puzzle-----

The hardest puzzle of all and (NOOOO!!!) it's randomized! So I can't tell you how to do it exactly, but I can tell you how it works.

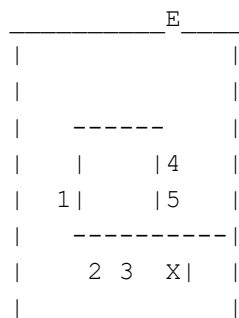
You need to line up wave lengths A, B, and C so that when they pile up on top of each other, they cause the result to look just like the sample.

This puzzle may take a long time, but you have to do it to progress in the game.

=====
Steam Puzzle Room
=====

-----Steam Puzzle-----

Oh boy! A non-randomized puzzle!
Here's the valves and the door.



E = Entrance

X = Marks the spot you need to get to.

Now push them in this order:

1 2 3 1 4 5 1 2 3

That should get you to the X, or computer. Push the switch to "verify the water's purity". This gives you access to the elevator and completes the puzzle.

=====
19. Wesker's Report + Notes
=====

[NOTE: Anything in brackets was either edited or added by the writer,
DjSiXpAcK14.]

My name is Albert Wesker.

I aspire to become a leading researcher at Umbrella, Inc., a pharmaceutical enterprise who covertly coonducted 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 made me decide to take a different path--William Birkin.

In time, I shifted my position to S.T.A.R.S. [Special Tactics and Rescue Service], a special forces 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 moment to execute them. Then at last, opportunity knocked.

7.24

The freak murder incident that occured in a forest near the mansion started it all. The mansion was Umbrella's secret B.O.W. laboratory and it was clear that the indevelopment, T-Virus, was the cause of the murder. Initially Umbrella instructed me secretly to keep S.T.A.R.S. out of the case. But, with the heightened emotions of the citizens, S.T.A.R.S. had no choice but to move in.

That's when my next order was given. Dispatch 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 2 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 the ALPHA team also proved their worth and as expected, many died.

There were 5 survivors from the initial 11 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 simply 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 scene went as planned. Then the winds turned unexpectedly. I had to eliminate Enrico, who had found out what was behind it all. I used Barry to get to him. After I had successfully gotten rid of that nuisance, I awaited the sample specimen that Barry would bring to me in the Tyrant's room.

[The dialogue from the cutscene here is below.

Jill: Wesker!

Wesker: You did a fine job, Barry.

Jill: Just as I thought. Why do you have to destroy S.T.A.R.S.?

Wesker: That's Umbrella's intention. This laboratory has been engaging in dangerous experiments and recently an accident has occurred. Anyway, this disaster cannot be made public.

Jill: That's why having S.T.A.R.S. know anything is so inconvenient. So, you're a slave of Umbrella now, along with these virus monsters.

Wesker: Barry, go up on the ground and wait there.

Jill: Barry!

Wesker: I just used him for my...personal purposes. Though both you and Barry seem to think I was just following orders from Umbrella.

Jill: So you're planning something else?!

Wesker: If you succeeded in producing the world's most powerful biological weapon, what would you do? What if you were in charge?

Jill: So, you're going to steal all the research?

Wesker: Better yet, I'm going to show you the Tyrant.]

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 that plan that I devised which had cost me my humanity ended in failure. Now anyone or anything that stood in my way would be terminated.

It has 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 have passed since the mansion incident. To regain all that I had lost in my new organization, I joined hands with Ada Wong, a female agent who's 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 had 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.

9.28

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 also obtain the Nemesis data.

9.29

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, a new revelation. Birkin used to hide the findings in his daughter Sherry's pendant. It was very possible 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 priorities in the mission: to carry out the mission like a machine without any emotional interference. But through her interaction and involvement with Leon S. 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 hers 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.

9.30

Our only option left was to bring back Birkin, the monster, as the sample specimen and have him finish off Leon and Claire in order to obtain his combat data. Although Birkin lost the battle with Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

10.1

In the morning, the government bombed Raccoon City in an attempt to stop viral outbreak. This was of course their fabled reason.

Later Claire left to Europe to find her lost brother. Chris and Leon joined forces with an underground anti-Umbrella organization. Sherry is safe in our hands; I would never underestimate Birkin.

There's something about this little girl...

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20. Wesker's Report 2 + Notes
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[NOTE: Anything in brackets was either edited or added by the writer, DjSiXpAcK14.]

[NOTE: The following record contains spoilers about Resident Evil, part 2, 3, 0, and Code: Veronica.]

[NOTE: I will be spelling Birkin's name Birkin, as opposed to Burkin, due to the fact that in the game, it is spelled Birkin.]

Wesker's Report II - Update on March 22 (Friday)

Wesker's Report II

Update on March 22 (Friday) (5) G Virus

Before the "Resident Evil incident" occurred, Wesker left a record of the past 20 years and all of the events that occurred between himself and "the incident."

He sent it to a "Eda Won" but we have no details on her. [Ada Wong]

We have posted that record here.

1. The Experiment
2. Alexia 1
3. Alexia 2
4. Nemesis
5. G-Virus

The Experiment

July 31, 1978

The first time I visited that place, it was the summer of my 18th year. That makes it about 20 years ago. As I got off the helicopter, I remember the sight of the swirling wind that the helicopter blades whipped into the air. When I viewed from above the old mansion seemed quite normal, but when seen from the ground there was something foreboding and unapproachable about it. Birkin (my junior by 2 years) seemed, as usual, to only be concerned with the document he was holding.

We were assigned to the mansion days earlier, on the day that the "executive training center", we had belonged to, was closed. It all seemed like it was planned and too much of a coincidence. But probably the only person who knew

the real truth was Spencer.

Spencer was one of the main guys in charge of America's "T-Virus" research at the Arklay Research Facility.

As soon as we got off the helicopter the head of the facility was standing in front of the elevator ready to greet us.

I can't even remember the guy's name. Who really cares about formalities and figureheads like him; from that day on, the Arklay Research Center was ours. As Chief Researchers, we were put completely in charge of all aspects of the facility. Of course that is just how Spencer had planned it all out. He chose us.

We ignored the facility head and got on the elevator. I had already memorized the building layout the day before, and Birkin, although he has no bad intentions, never really pays much attention to other people.

Most people probably get irked from the first 5 seconds that they meet us.

However, the facility head had no reaction at all.

Back then I was a young-buck completely full of himself, so I didn't really pay the facility head any mind.

But in the end, I was really only Spencer's puppet, and the facility head, whose boss was Spencer, at least actually knew what Spencer was up to, and what he was thinking.

The whole time we were riding in the elevator, Birkin never took his eye off the documents he was holding.

The document that Birkin was scrutinizing so closely was a report about a new virus that has shown up in Africa. It was called "Ebola".

At this moment there were many people, all throughout the world, who were studying the Ebola Virus. However, I think there are two major reasons why they were studying it. To help people and... to kill them.

As you probably know, the death rate of someone affected by Ebola is 90 percent. In 10 days it quickly destroys the person's organs. Even now, there are no known ways to prevent it or cure it. It could, quite possibly, destroy a large part of the human race.

Of course even before this, due to the "Biological Weapons Prohibition Pact", it was illegal for us to study the virus as a weapon. However, even if we weren't the ones to research it, there was no proof that someone else wouldn't be doing that same thing and so it was considered legal for us to research it--just in case. There is a thin line in "international law" between what is acceptable and what is prohibited.

And so, it became necessary to research how the virus study information would be used as a method of prevention, not as a weapon. There really is no difference in the way in which you research a virus as a cure, from how you research it as a weapon.

But since the two are very similar, it is possible to pretend you are researching a cure, while in fact, be researching the virus as a weapon.

Even though, at that time, for whatever reason, Birkin may have been looking

at the Ebola report, he wasn't really researching the Ebola virus. The Ebola virus had too many "weak spots".

First of all, the virus could only survive for a few days if not inside a human body. It would soon "die" if under sunlight (ultra-violet light) for too long.

Secondly, since it kills the host too quickly there isn't enough time to transfer/infect other hosts.

Finally, the virus is only transferable through direct touch and so it can be easily prevented.

Try to imagine the following: If a person who was heavily infected (the disease had spread all throughout their body) could actually stand and walk around? And, without knowing it, was in direct contact with other people, of their own accord...

What if the RNA of the Ebola Virus could actually alter a person's genetic code? And if, through that, a person was able to carry the virus without dying? What if this person had the resilience of a monster?

That is, wouldn't this person be a "living dead" whose body carried the virus? Something that could infect others, sort of like a "living biological weapon".

I guess we are lucky that the Ebola Virus doesn't have the potential to do such things.

I wonder if we will be successful in holding on to such a virus without it getting into the wrong person's hands?

The Arklay Lab headed up by Spencer was built for that purpose, it seemed. To create a disease capable of the characteristics I listed before. Officially it was just pharmaceutical company researching cures to viruses, but the truth is, it was really a factory for manufacturing biological weapons.

The origin of the company was to create new "starter" viruses by recombining genes.

In order to produce "biological weapons" out of these new "starter" viruses, they began studying "virus mutations" in order to "strengthen" the basic viruses they had created.

This was known as the "T-Virus" experiment.

RNA based starter viruses can easily be mutated. Through those mutations, it is possible to "strengthen" their traits.

The reason Birkin was so interested in the Ebola Virus was that he was thinking of recombining the Ebola genes into a starter virus to strengthen its attributes. By the time we had arrived at the research center there was already a sample of the Ebola Virus waiting for us.

We changed elevators several times and finally reached the upper level of the complex. When we arrived even Birkin looked up.

It was the first time we had met "her".

We hadn't heard a single word about "her" before. She was a secret of the utmost confidentiality at the research center. And they didn't let any

information about her out of the compound.

According to the records, she was at the research center from the very moment it was first built.

She was 25.

But we didn't know her name, nor why she was here.

She was used as the experimental subject host for the T-Virus. The day we began the experiment was November 10th, 1967.

We did T-Virus experiments on her for all of 11 years.

Birkin mumbled something.

Maybe they were words cursing our situation. Maybe they were words of praise.

In any case, we had come to the point of no return now.

We had two choices: to succeed in our research.... or to lay here rotting like she was. Of course that meant we really only had one choice.

She was bound to a "pipe bed" and something about her made me think....

Had this been a part of Spencer's plan all along?
(The report continues 3 years later)

Alexia 1

July 27, 1981

Today, a 10 year-old girl was sent here, as a chief researcher, from Umbrella's Antarctica Research Facility.

Her name was Alexia Ashford.

I was 21 and Birkin was 19.

As annoying as it was, the whole Arklay complex was rampant with rumors of "Antarctica Alexia". Nobody talked about anything else.

She had been at Umbrella for a long time. The older guys at Umbrella knew the legendary Ashford name.

Before, if we ever reached a dead end in our research, one of the old timers would say "if only Professor Edward were still alive"...

If I remember correctly, "Edward Ashford" was one of the people who first discovered the "Starter Virus" and who originally planned creating the T-Virus.

However, he died soon after Umbrella was founded. It's been 13 years since his death. So is there really anything to gain by having high expectations of the "Ashford" lineage?

And, in fact, the Antarctic Research Center founded by his son hadn't yielded a single result.

Don't people know the limits of Alexia's smarts? She is only Edward's grandchild after all.

But from the day she came, our worthless, good for nothing subordinates began to say "It's a good thing Alexia is here". She may be from a famous family, carry great "genes" within her, but nonetheless, I knew it was gonna be a real hassle having subordinates with such a lack of good judgement.

It's idiots like that, who, if they accidentally stuck their foot in a bucket, wouldn't be able to move or figure out what to do unless someone told them.

At least I could still tell the difference.

However, if, at that time, I would have gotten upset about the whole thing, it would have just slowed down our progress on the T-Virus research.

Unless you can keep cool and still be decisive no matter what the circumstances, then success will always evade you.

At that time I was thinking this:

By making good use of the "past", then we could definitely yield good results. And iff some of those "old timers", who feasibly could die at any second, then they would make great test subjects.

After all, do you think it is possible to stand above the people, if you can't rationally use their "human resources" well?

However, the problem was Birkin.

The way he reacted to the Alexia rumors was terrible.

He never really said it, but for Birkin, the fact that he was the youngest person to ever be a chief researcher was always something he was proud of.

That "pride" was severely injured by having a mere 10 year-old become a chief researcher. It was probably the first time someone so talented as he had ever tasted defeat.

He just couldn't accept the "younger, girl of good lineage".

To be made a fool of by someone who hadn't gotten any results. Someone who had worked so far away.

The face that he couldn't get over it, showed his immaturity.

However, even though he was still immature, no matter what, I had to bring him back to his senses.

It was during these three years that our research moved up to the 2nd level.

It was at this point that we fixed upon the idea of making a "living biological weapon". We started to call the "T-Virus" by a new name--"Zombie".

However, it was impossible to get a 100% infection ratio. Within people there is a subtle difference that the virus couldn't totally overtake. It seems "capability" was also a major factor.

About 10 percent of the people who were injected with the "Zombie Virus" didn't get infected. And this was something that, no matter how hard we

researched, we just couldn't overcome.

A disease that would affect 90 percent of all humans seemed to me to be quite a powerful weapon. But Spencer didn't see it that way. Spencer said that he was hoping for a specialty virus that could "easily" wipe out EVERYONE.

But, why in the world would he want something like that?

One important characteristic of biological weapons was that they could be developed cheaply. However, the "biological weapon" that we were researching started to become very costly.

If Spencer was in it just for the money, then he probably wouldn't have chosen to spend the extra money on researching a specialty virus that infected and wiped out 100% of its victims. It just wasn't financially "worth it".

Why would he want to ignore all financial concerns just to continue research?

If by changing the idea of war (through biological warfare), he was attempting to monopolize all military industries then I would have understood that but...

Even to this day, I have no idea what his true intentions were.

But whatever Spencer's real reason was, Birkin was planning on making a biological weapon that would increase a country's military capacity.

Not to just manipulate the genes of the "T-Virus", but also by adding other genetic code he was planning on creating "him".

A military biological weapon that could annihilate those who went unaffected by the virus, as well as, people who were wearing anti-viral gear and equipment. This weapon was later named "Hunter".

However, that experiment was temporarily put on hold.

In order to protect the test subjects from Birkin.

Birkin's pace was quickened by Alexia's existence. He began to act "out of the ordinary".

He would stay in the lab for 24 hours straight. Attempt experiments that he hadn't really thought out.

I tried to use other researchers to get as many samples from the subjects before they died, but I just couldn't keep up with his pace.

The head facilitator brought in a new subject, as if nothing had ever happened. But she, too, soon died.

It was [heck].

And within that [heck] there was but one person living--The female test subject's body that continued to live on. [Lisa Trevor]

She was already 28 years old. Having lived 14 of her years in this research facility.

Someone whose "consciousness" had been taken away by the "Starter Virus" that had been injected into her 14 years ago. Someone who, if their "heart" did happen to actually be alive, would only hope for "death".

But she continued to "survive".

Why was only she able to survive this long? Her basic experiment data and that of other subjects seemed to be the same.

It would still take a long time for us to solve this riddle.
(The report continues 2 years later)

Alexia 2

December 31st, 1983

The winter of my sixth year at the Arklay Research Center.

For the past 2 years, there were no significant results and time seemed to just stagnantly flow along, but before long we had a breakthrough.

The thing that started it all was a report we got that morning.

Antarctica Alexia had died.

The cause of her death was that she accidentally got infected by a virus that she, herself, was researching. It was called the "T-Veronica Virus".

Alexia was 12 years old. It seems she was just a little too young to be undertaking such dangerous experiments.

There were many rumors to be heard. One particular rumor actually suggested that she injected the "T-Veronica" into her own body. But no matter what the circumstances I find that particular "theory" to be implausible.

Probably she was just so shaken up over her father's disappearance one year earlier that she just made a mistake in the experiment.

After that Alexia's last remaining blood relative, her twin brother [Alfred] who had worked in the Antarctica Research Center came and picked up where she left off. But no one had any expectations of him.

In the end, the "Ashford" family was basically "dead"... without even yielding a single advance for the experiment.

It was just as I thought. A legend is, after all, merely that....a legend.

After the news of Alexia's death, Birkin changed. Or I guess I should say, he returned back to his normal self.

But I guess the biggest thing was that all of his subordinates now had no choice but to think of him as the main researcher. Since, now, there was no one who could surpass his talents.

However, with that, it became "taboo" for anyone to talk about Alexia in front of him.

He fiercely opposed me when I planned on getting a sample of the T-Veronica Virus.

I had no choice but to put finding the truth about Alexia's research on the back burner.

In the end, even though the situation was at its best, Birkin, himself, failed to grow up and advance his research.

However, at that time I was concerned more about a different question at hand.

The Arklay Research Center was surrounded by a dense forest.

I often hiked through the forest but since the center was located in a mountain region there was never anyone to be found nearby.

The only method of transportation was by helicopter. And the center wasn't exactly the type of place people came to visit.

One important reason for the fact that the center was located in such an isolated location was to prevent the virus from getting out in the instance of a "leak".

However, "biological weapons" aren't that simple.

"Viruses" don't only infect humans. They can infect "other" things as well.

Any virus is usually capable of infecting more than one host.

For example, the number of species that the ordinary "influenza virus" (the common flu) is recognized as infecting birds, pigs, horses, seals, and humans.

The difficult part is that not all types of animals/people within a species are affected. Even though, within the bird species, ducks and chickens are affected, all other birds are not.

And, if a virus mutates, then the kinds and number of hosts it affects changes.

So it is impossible to create a virus that is capable of affecting everything.

And that was the main problem--trying to adapt the T-Virus so that it would affect "everything" that it came into contact with.

After Birkin became "useless", I started investigating the T-Virus's communicative infection rate.

It was then that I found out that, it was a fact that the T-Virus could infect almost any kind of living thing.

Not just animals, but plants, insects, fish--almost any species. The virus had the power to expand and disperse all over the earth.

Whenever I would leave the center for a walk in the woods I would always think to myself...

Why did Spencer choose this place?

Because there were lots of different types of species concentrated in the woods.

If the virus ever did get out here, then what would happen to a place where there were this many types of living things present?

In the case of insects, they are small so you might not think of them as "dangerous" even if they are secondary carriers of the virus.

However, insects usually exist in "swarms" and that huge number makes them a very dangerous "carrier", indeed.

If they were carriers then how far would the virus spread?

If a plant was a carrier then, since they can't move, you wouldn't expect them to be able to infect many people.

However, what about the "pollen" that comes from plants?

Considering those factors, the center was an extremely dangerous place to run "virus research".

And if you really think about it, the location of the Ashford's Antarctica Research Center was really a much safer and obvious choice.

It would almost seem as if this place was specifically chosen, as a location, for the purpose of "spreading" the virus.

But, I just can't imagine that would really be so.

What is Spencer trying to get us to do?

This was a major issue. So big that I couldn't tell the other researchers.

At this time the only person that I felt I could have talked with about this was Birkin, but it was evident that telling him would be meaningless.

I needed more information.

It was at that time that I first began to feel the limitations of my position as researcher.

I needed to get myself to a position that had more access to information that would reveal Spencer's true objective.

I felt no love lost for throwing away my position as researcher in order to find out.

But I couldn't rush things. Because if Spencer ever got wind to what I was doing then it would be all over.

I jumped back into my research and it was "business as usual" so as not to call attention to my plans.

During those times, the female test subject that continued to survive was left in some corner and forgotten.

A living "could've been".

We began to call her that, sometime after she stopped yielding useful data for us.

At least, until 5 years later that is...
(This report continues 5 years later)

July 1st, 1988 [My birthday! Woo hoo!]
The summer of our 11th year at Arklay was just starting.

I was already 28.

Birkin had become a father and already had a 2 year-old daughter.
[Sherry Birkin]

His wife was one of the researchers that worked at Arklay.

You would normally think it [would be] hard to understand someone wanting to get married and raise a child, all while doing their research.

But, it is said that only "non-ordinary" people ever continued to do research at Arklay.

Only the crazy ones ever succeeded there.

And so, after 10 long years, our research finally reached the 3rd stage.

To create a living biological weapon that was a soldier that would follow strict orders, obey its program, and have intelligence.

It was the so-called "Tyrant", basically a monster, that we set out to create.

However, there was a major obstruction to our research back then. Finding a basic body for "Tyrant".

The biggest problem was that suitable bodies for Tyrant were, at that time, genetically very limited.

The source of the problem lay in the nature of the T-Virus.

The T-Virus mutation used to create "zombies" and "hunters" could be used on just about any human but it would also cause a decline in the subject[']s brain capacity.

If the subject didn't have a certain amount of "intelligence" then it couldn't function as a Tyrant.

Birkin tried to solving the problem by picking out new mutagens that would keep down the "wear and tear on the subject's brain" so long as the subject fit the "Tyrant Profile".

However the number of people that had "suitable" genetics to accept the tyrant cells were very limited.

In a genetic analysis simulation it was found that only 1 in a million had the genetic make-up to become a "Tyrant", any other person would merely become a regular zombie.

If we would have continued with our research then I'm sure we would have found a way to make a different type of T-Virus that could change more people into "Tyrants".

However, in order to do that research, we first needed people that were perfectly suitable for the new mutation.

However, the odds of us being able to bring one of those few people, living in America, that fit the profile was extremely low.

In the end, the only thing they were able to do was to, by force, bring a few "close contenders" in from other labs[.]

Even before we had the chance to start our research, it seemed we had already hit an obstacle.

At that time I heard a rumor about another location in Europe where they had already reached the "third level" of producing a biological weapon using a method that no one had thought of.

It was known as the "Nemesis Plan".

In order to change the stagnant working pace and conditions, I took it upon myself to get a sample of one of the subjects from that "plan".

Of course Birkin first disagreed with me, but in the end I was able to get him to reconsider.

Everyone had no choice but to recognize the fact that, until we found a suitable "Tyrant" subject, our research wasn't going anywhere.

The "package" from Europe came at midnight, several days later, after a series of broadcasts, proposals, and counter-proposals.

The box that contained "it" landed on the helicopter pad.

It reads "Nemesis Prototype".

I had to use some very strong tactics to get the incomplete "thing" where it was being researched in France, but all the while, Spencer was backing me up, pulling all of his strings and using his influence.

Only Birkin showed no interest in "it" until the end. But he, at least, recognized it as an important part of the experiment.

The sample was developed to create a never before seen, totally new "form".

By manipulating genes, they had artificially created a "living parasite".

That was what "Nemesis" really was.

It could latch onto another organism's brain and then take control of the host's brain[,] bringing it a high-level of destructive power.

By combining intelligence with a destructive body suitable for battle, they were able to form the ultimate biological weapon.

And if they could complete the project then they would be capable of creating "warlike bodies" without having to worry about the intelligence issue.

However, the problem was that the parasite containing "it" was not stable.

The only thing written within the document that was attached to the sample was "Failure--sample died" over and over again.

Anything that had been affected and whose intelligence was being controlled would die within 5 minutes.

We all understood that messing around with the "incomplete" prototype was very

dangerous.

If we could only somehow manage to extend the amount of time that the hosts would live then we could take control over the project. That was what I was aiming for.

Of course we would use "her" as our test subject. [Lisa Trevor]

Surely her unusually high endurance would be perfect for sustaining the Nemesis Prototype parasite for a long time.

Even if she didn't last long, it's not as if we would be losing anything special anyways.

However the experiment yielded a result that was opposite from what I was predicting.

The Nemesis parasite that tried to enter her brain disappeared.

At first, I didn't even know what was going on.

I couldn't believe that "she" would be the one to mix with the parasite genes without dying.

That was the beginning.

Somewhere within that "undying" body of hers, there had been a change...

We had to re-examine her from head to toe one more time.

During our 10 years of research she had been totally and thoroughly examined but this time we ignored that previous data.

For the 21 years that she had been here, for the first time, something was actually happening.

After she had already survived longer than other subjects who had received the Nemesis Virus, it was only Birkin that started to realize what was happening.

There was something within "her".

That "something" was a deviation from the T-Virus plan.

Something new that gave way to a new form.

Something that changed our destiny.

It was the beginning of the "G-Virus plan".

(This report continues 7 years later)

G-Virus

July 31, 1995

It had been 17 years since I'd been back "there".

When I come, I remember the wind. The scenery and buildings from the surrounding area hadn't changed a bit.

I saw Birkin standing on the Heli-pad. He arrived before I did.

Meeting with him somehow already seemed "nostalgic".

It had been 4 years since I had left the Arklay Research Center.

4 years ago, when Birkin's proposed "G-Virus" plan was approved, I put in a transfer request for the "data/information" section and my request was immediately approved.

The fact that I had given up on being a researcher and need a change probably seemed like a natural change that most people go through.

Actually, the truth of the matter was that "G" had already reached a level that was beyond my ability.

And even if I wasn't really here to discover Spencer's "true intentions", I think that, at that time, I would have definitely realized the limitations of my ability.

As the wind danced around the helicopter, Birkin was, as usual, fixated on some document.

Apparently, he was coming to Arklay on a routine basis, but he was no longer assigned there.

A while ago, he had been transferred to a huge underground research facility in Raccoon City. That was the main facility for his "G-Virus" research.

But to tell the truth, 4 years ago, I really didn't think Spencer would approve "G".

Because "it" deviated from the idea of "weapon" and it was created with too many unknowns left unsolved.

The big difference between "G" and the "T-Virus" was that a body infected with "G" would spontaneously continue to mutate.

Of course a virus's genes are unprotected so it quickly mutates.

But the cells within a living organism are different.

Even if the subject's make-up has been altered by the virus, the cells within the organism's body rarely can be mutated.

Of course, by using other "stimuli", such as radiation, you can make mutations occur within a living body.

However, a body that is infected with "G" continues to mutate, without any outer stimuli, until the host dies.

Even that "T-Virus" has lots of attributes that are quite similar to "G".

It has already been observed that the genetic make-up of one of the "living biological weapons" (a person infected with the T-Virus), who has been placed in a special setting, has continuously "changed".

But in order for this change to occur it is necessary to use outer stimuli as a catalyst. And one can mildly predict which changes are likely to occur.

However, there are no such "laws" concerning a body infected with "G".

No one can predict just how someone infected with "G" will change. No matter what kind of method you use to try to cope with "G", it continually changes, making that "method" ineffective.

7 years ago Birkin noticed a little bit of this effect in the female test subject.

There wasn't the slightest change in her appearance, but deep within her something was constantly changing and she continued to co-exist with the virus used in the experiments.

And so after 21 years of inner mutations, even the "parasite Nemesis" just became one more mutation within her body.

The "G-Virus Plan" was a plan to push those "characteristics" to the utmost limit.

However, the thing that lay ahead could be an evolution to the "final form" for mankind... or it could be a "finale" in which the organism merely dies...

Could we really call that a weapon?

What was Spencer thinking when he approved this plan?

Even though I had been working in the information section for these 4 long years, I had still been unable to figure out what Spencer was planning.

And now Spencer has stopped coming to Arklay.

Almost as if something that he has been eagerly awaiting and expecting has begun to start.

Spencer, like some mirage floating in the desert, had begun to grow farther and farther away from me.

But I was sure that a chance would present itself to me eventually.

That was, of course, if I lived long enough to see that day.

Birkin and I got on the elevator and rode to the top floor.

To the place where we had first met "her".

A man named John, Birking's successor and new chief researcher, was waiting there for us.

He came from a research center in Chicago and was supposedly a very talented scientist but he was a little too "straight" to be working at a place like this.

He began to question the "inhumanity" of what was going on in the labs and made his opinions known to the upper-level executives.

I had heard rumors about him at the information section.

Everyone seemed to agree that if any information ever leaked out, he probably would have been the culprit.

We ignored John and kept on walking, and then began the final "disposal" procedures on her.

"You must kill her".

Due to her being infected with "Nemesis", although only a minor amount, she started to "think" and become conscious. She started to act in "grotesque" ways.

Her behavior has continued to escalate and now she wears the face of another woman that she "peeled off" just like a mask.

According to reports, she acted the same way after they gave her the first "Starter Virus".

I don't know why she began to act in such a way, but because she recently killed 3 researchers, "they" have decided to "dispose" of her.

Now that the "G" research is on the right track, there is no real use for a "test subject" like her.

After constantly checking and re-confirming for 3 days the fact that she was dead, her corpse was, as per Facility Head's order, taken away somewhere.

In the end, I never did find out who she was and why she was brought here?

Of course, she was merely a test subject.

But still though, if she hadn't been here then there wouldn't have been any "G Plan". And Birkin and I would probably be leading different lives now.

I left the Arklay Research Center, thinking that very thing.

I wonder how much of this was according to Spencer's "plan".
(3 years later the "incident" began)

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21. Resident Evil Games
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As of now, here are the Resident Evil games and their platforms.

Resident Evil / Director's Cut / Dual Shock

- Gamecube
- PC
- Playstation
- Saturn

Resident Evil 0

- Gamecube

Resident Evil 2 / Dual Shock Edition

- Dreamcast
- game.com
- Gamecube
- Nintendo 64
- PC
- Playstation

Resident Evil 3

- Dreamcast
- Gamecube
- PC
- Playstation

Resident Evil 4 (Announced)

- Gamecube

Resident Evil: Survivor

- PC
- Playstation

Resident Evil: Survivor 2

- Arcade
- Playstation 2

Resident Evil Code: Veronica / Complete / X

- Dreamcast
- Gamecube
- Playstation

Resident Evil Gaiden

- GameBoy Color

Resident Evil: Gun Survivor 4 (Announced)

- Playstation 2

Resident Evil Online (Announced)

- Playstation 2

Resident Evil Movie

- DVD/VHS

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22. Resident Evil Timeline (By WeskerFanGirl)
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[NOTE: This entire section of the FAQ was written completely by WeskerFanGirl.]

July 23, 1998

After several murders in the Raccoon City area, S.T.A.R.S. are sent to investigate the area. The Bravo team is sent in first. Their helicopter has to make an emergency landing. Rebecca Chambers, who is on her first mission, gets on a train sitting in the middle of the woods. There, she meets Billy Coen. Billy Coen was supposed to be executed for killing 23 people, but the transport vehicle was attacked by leeches.

They are stuck on the train with several zombies and leeches, so after the train starts moving, they team up. They eventually have to use the emergency brakes, and end up at the old Umbrella Training Facility. Wesker and Birkin watch Rebecca and Billy through some monitors. Marcus interrupts them as he tells them he was responsible for the virus leak in the lab, mansion, and train. He says it's revenge for the death of James Marcus, although they don't know it's him, because he looks younger.

Billy saves Rebecca's life a few times at the training facility, and he tells her about an incident in Africa that explains the 23 people. They find Marcus' Diary, which says he created the t-virus. They also visit Marcus' lab under a church outside the training facility. Billy and Rebecca get separated for a short time, after Billy is attacked by an eliminator. Rebecca gets in a cable car and ends up at a factory. She uses the turn table and meets up

with Enrico, the Bravo team leader. He tries to get her to come with him, but she says she has to find Billy. After fighting a Tyrant and getting in an elevator she arrives at the sewer treatment plant. She finds Billy, and they try to look for a way out of the treatment plant.

James Marcus confronts them, and he tells them who he is. He tells them he was resurrected by the Queen Leech. The queen takes over and he morphs into the boss. They defeat him, and get onto a lift, but the Queen Leech follows them and the self destruct sequence starts. They end up getting knocked off the lift, and fighting the leech queen in a large room with several large boxes and shutters. They open the windows when they find out that the queen is weakened by sunlight. Billy kills the leech queen with a Magnum that Rebecca finds lying on the floor. They make it out in time. They end up in a field overlooking the Spencer mansion. Rebecca tells Billy he is now officially dead, and they go their separate ways. Rebecca heads to the mansion and Billy goes off on his own.

July 24, 1998 (Note: I wrote a combination of Chris' and Jill's senerio)

S.T.A.R.S Alpha team is sent in to search for the missing Bravo team. Joseph is attacked by zombie dogs, and the rest of the team runs, while the helicopter pilot, Brad Vickers, leaves them stranded. Wesker, Barry, Chris, and Jill all run to the mansion. The characters all get separated. Wesker disappears and forces Barry to help him destroy S.T.A.R.S. by threatening his family. Wesker's goal is to get combat data and then destroy the lab and the mansion. Chris meets Rebecca Chambers, who is with Richard Aiken from Bravo team. Richard Aiken eventually dies. Enrico is also killed, along with all the other Bravo team members, besides Rebecca.

In the labs, Wesker tries to shoot Jill, but Barry saves her just in time. Wesker releases the Tyrant, who turns on him. After Jill defeats the Tyrant, Wesker escapes. Wesker sets the self destruct system, and all four go to the heliport to signal Brad. Before he can land, the Tyrant breaks through the concrete and attacks again. Brad drops a rocket launcher, and the Tyrant is destroyed. Chris, Rebecca, Jill, and Barry fly away as the mansion blows up.

September 28, 1998

After there was a major outbreak in Raccoon city, Jill Valentine tries to escape the city. Brad warns her that something is coming for them, and he is killed outside of the RPD, by a B.O.W. called Nemesis. Nemesis chases Jill out of the RPD, and she eventually loses him. She meets a mercenary who was hired by Umbrella named Carlos. She doesn't trust him at first, but later learns to work together with him. She meets the rest of the remaining Umbrella Biohazard Countermeasure Services (U.B.C.S.) team, Nicholai and Mikail. Nicholai tells them the plan for getting out of the city involving ringing the bell at the city Clock Tower. Nicholai later fakes his death, and Jill tells Carlos. After getting all the needed materials, they start the cable car. Mikail sacrifices his life to save Jill and Carlos, when Nemesis attacks. Then Jill and Carlos have to use the emergency brakes, and the cable car crashes.

Jill wakes up outside of the Clock Tower. Inside she finds Carlos, and Nemesis is also still stalking her. She rings the bells and exits the Clock Tower. She sees a helicopter coming, but Nemesis blows it up with his rocket launcher. This destroys some of the Clock Tower. Nemesis infects Jill with his tentacles. Carlos tries to help, but he faints after Nemesis fights back with his rocket launcher. Jill fights Nemesis until he walks off into the flames. She then blacks out, and Carlos wakes up and carries her into the Clock Tower.

September 29, 1998 (Note: This follows Leon A, Claire B)

Claire Redfield and Leon S. Kennedy are both driving into Raccoon city. Claire is looking for her brother, Chris. Leon was going to the RPD for his first day as a cop. Leon and Claire meet up after seeing some zombies. They

get into a police car, but it crashes after a zombie in the back seat wakes up. They are then separated by a large truck running into the back of the cop car. Leon tells Claire to go to the police station.

At the police department, Leon meets a woman named Ada Wong and Claire meets a girl named Sherry Birkin. After searching the RPD, the four all go into the sewers with the people they met up with.

Leon gets injured when he is shot by Annette Birkin. Ada then meets Annette and finds out she is Sherry's mother. Her husband, William Birkin, was shot by a group of men in biohazard suits, who were sent to get the G-virus. They took the sample and headed toward their rendezvous point. Before he died, William injected the G-virus into his own body. He killed the men while several samples of the t-virus were broken. The rats then spread the virus.

Leon and Ada get onto the turn table. Ada is wounded by Birkin when his claws go through the side of the car on the turn table.

Later, Claire and Sherry also get on the turn table, but it stops halfway down. Claire gets out and climbs through a vent. When she gets to the lab, the turn table lowers.

Leon and Claire make their separate ways through the labs. Annette tells Leon that Ada is a spy sent for the G-virus. Leon doesn't believe it. Annette gets knocked out by a falling pipe, and Leon takes the virus. Ada then tries to get the G-virus from Leon. He is shocked to find out that she is a spy after all. Ada threatens to shoot Leon, but she can't do it. Annette, who is barely alive, shoots Ada, causing her to fall off the platform. Leon can't hold on, and she falls. He throws the virus after her.

Claire and Sherry make their way to the bottom platform, after hearing the self destruct system. Leon goes an alternate way. Claire fights Mr. X for the final time. During the fight, a woman figure believed, but not confirmed to be, Ada, throws Claire the rocket launcher. Leon fights Birkin. Leon defeats him and gets onto a lift to the train, where Claire is.

Claire starts the train, and Leon makes it on just as it starts moving. They think they have made it until there is another emergency. Birkin followed them onto the train. Leon once again fights Birkin, but that still doesn't stop him. Sherry then crawls into the control room and stops the train. They get out and run out of the train tunnel just as the train explodes.

At this point, Sherry stays with Leon as Claire leaves to look for Chris. The date of this is not confirmed, but at some point, Leon surrenders Sherry to a man who claims to be an agent of the U.S. government.

October 1, 1998

Jill wakes up in the Clock Tower. She tells Carlos that she knows she has the virus. He goes to look for a way to help. There is a hospital nearby that has the vaccine. He sees Nicholai there, and finds out that Nicholai is not on their side. Nicholai goes flying out the window when another member of the U.B.C.S. commits suicide with a grenade in an attempt to kill Nicholai. After Carlos gets the virus vaccine, he sees that Nicholai has set a bomb to go off. He hurries out of the hospital and back to the Clock Tower.

He gives Jill the vaccine. Carlos says he has something important he has to check and to watch out for Nicholai and Nemesis, because they are both still alive.

Jill then goes to the park. She finds a hide out for the U.B.C.S. supervisors, and Nicholai confronts her. They are interrupted by an earthquake. When Jill follows Nicholai outside of the hut, she falls into a ditch made by a huge worm-like creature. So she fights the monster and climbs out of the ditch.

She finally makes her way to an old treatment plant. She meets up with Carlos once again and he tells her there is a missile heading to Raccoon city at dawn. She eventually opens a door leading to a large room filled with trash. Nemesis comes, and she is locked in. She defeats Nemesis, and finds a key card

to unlock the door. Nemesis then falls to where all the wastes and chemicals are dumped.

A missile launch is then detected. Jill hurries to open the last door she hasn't opened yet. In the Control Room, Nicholai starts shooting at her from a helicopter. She tries to negotiate with Nicholai, but he leaves in the only helicopter. Carlos enters and she tells him that Nicholai left with the only helicopter. Carlos is still determined to escape though. Jill leaves the room through a ladder and finds herself in some kind of junk yard. She once again has to fight Nemesis, this time with a huge rail-gun called Paracelsus' Sword. Carlos is there and says someone is coming in another helicopter to rescue Jill. The pilot turns out to be Barry Burton. They leave in the helicopter just in time before the city is nuked.

November, 1998

Ark Thompson is sent by Leon to Sheena Island. The island is owned by Umbrella. Vincent Goldman is the commander of the Island. Ark pretends to be Vincent, and he meets a sewer manager named Andy. Ark confronts Vincent, and Ark tries to escape with a helicopter, but Vincent hangs on and shoots the helicopter, causing it to crash. Ark wakes up with a headache, and he doesn't remember who he is.

Ark gets up and starts walking around. He sees Vincent lying on the ground, but doesn't know it's him, because of his memory loss. The Island has had a t-virus outbreak, so monsters and zombies are wondering around. After exploring a while, Ark gets a phone call from Andy from a pay phone. Andy still thinks Ark is Vincent. He enters the nearby library where Andy is. Andy runs away and locks the door behind him.

Ark walks up the stairs and through another door. Andy locks him in a room with a Hunter. Ark survives and exits, and follows Andy. He eventually gets into the sewer, where he reads Andy's diary. Andy has a hobby of taking pictures as seen all around the room. Ark finds a picture of himself, but again thinks it's Vincent because of what the diary said. A young boy named Lott enters and when he sees Ark, he gets scared and runs away.

After further exploration, Ark comes to an Umbrella facility. He goes to Vincent's office, where he reads Vincent's diary. He also finds Lott's sister, Lily, who is listening to some recordings. Lott tries to attack Ark with a baseball bat, and he tells Lily to run. Both children run off.

Ark follows them, and sees them jumping over the rail and into knee high water. Ark eventually finds their house. Inside he finds Lily, who tells him that Lott has gone to the labs, and she is worried because of all the monsters there. Ark goes to save Lott.

When Ark finally gets to Lott, Lott tells him the truth. Lott tells him he isn't Vincent. The self destruct system begins. Ark tells Lott to go home and get Lily. Ark has to fight more monsters, including a Tyrant. He finally makes it to the train. Ark, Lott, and Lily all board, and arrive at a helipad. The Tyrant is there too, and attacks. Ark defeats it and boards the plane. The Tyrant hangs onto the plane, Ark finishes it with a missile equipped to the plane. All three fly to safety.

December, 1998

Claire Redfield breaks into Umbrella's paris lab. She is caught by Rodrigo, and sent to Rockfort Island.

December 27, 1998

Claire wakes up in her small jail cell. Rodrigo staggers in and lets her go. He tells her a special forces team attacked the island. Rodrigo also needs some medicine to stop some internal bleeding. Claire cautiously exits the prison, and into a graveyard, where several zombies attack her. She runs through a door into a courtyard. A light shines in her eyes, and someone

starts shooting at her. She picks up a gun and shoots back. The sniper turns out to be a teenage boy named Steve, who was a prisoner on the island. He is now looking for a way out. Steve walks away quickly. Claire follows him.

After exploring the prison area, which is infested with zombies from an outbreak, Claire finds Steve at a computer. Umbrella is monitoring Chris, so Claire sends Leon and E-mail so he can tell Chris he's being monitored and to come and save Claire. Steve doesn't think he will come, and he gets mad and walks away again.

Claire finds her way to a palace. Claire meets Steve again there. He tries to take some Gold Lugers and is caught in a trap. Claire says she needs them, but Steve wants something fully automatic. He runs off once again. Claire goes back to the main foyer, where she meets Alfred Ashford, who is aiming a sniper rifle at her. He misses, and she hides behind a pillar. Alfred thinks the t-virus outbreak was her fault, but Claire denies it. He still doesn't believe her. He eventually leaves, and Claire leaves the palace, and goes to the island's airport. she needs three proofs to get to the plane. She begins to explore the rest of the island.

There is also a military training facility for Umbrella employees. While walking through a stone courtyard, Alfred tries to shoot Claire again. He misses, and she chases him up the stairs, through the door, and down the hall. He is nowhere to be seen, but he traps her using the shutters. He uses the P.A. system to warn her about whats in the next room. First, however, she checks out a different room and finds some Hemostatic medicine, which is used to stop internal bleeding. She enters the room, and finds the sub-machine guns, but the ammo is on some crates below. A monster then attacks her. It is a rubbery monster that uses a long rubbery arm to slap her around. She defeats it, but when she goes down the stairs she is attacked by another. It grabs her by the head and picks her up. Steve jumps through the window and saves her.

After Steve defeats the monster, he gives Claire a lift to get the ammo for the sub-machine gun. The platform begins to move to a lower level. Steve runs around the area shooting zombies, and testing the new guns he has. He meets up with Claire, and he says guns are more dependable than people. Claire is shocked by this. They continue walking around until a wooden walkway falls from underneath of them. Claire's leg is trapped under some rubble and she can't move. A zombie starts to walk toward them. Claire tells Steve to shoot it, but Steve just stares. The zombie gets closer. Just before the zombie bites Claire, Steve screams "Father!!!" and shoots the zombie until it doesn't move any more.

Steve begins to cry. He explains to Claire that his father worked for Umbrella. They were captured and sent to the island. Due to the recent t-virus outbreak, his father became a zombie. Claire continues to look through the facility.

She takes the lugers and uses them in the palace. After putting in a password in a computer, she finds the Ashford's private mansion. On the second floor, she hears a two people talking, Alfred and Alexia. Judging by the conversation, they appear to be siblings. Claire waits for them to leave, and then walks into the room. Inside is a music box playing a song. Claire needs to find the missing piece of the jewel shaped like an ant that opens the music box in the opposite room. Claire leaves and goes back to look through the prison with a new key she found at the Ashford mansion.

She goes back to check on Rodrigo and gives him the medicine that he needed. She also gives him her lighter that her brother gave her. Back at the prison she finds the music roll for the piano in the palace. When she goes back to the palace, Wesker is there. He threatens her, and tells her how much he hates Chris. Wesker leaves eventually after getting a call. When she uses the music roll, a slot machine opens with the missing jewel shaped like an ant.

She takes it back to the other mansion. This opens a secret door. After climbing the ladder, she finds herself in a room, where the Ashfords keep all their stuff from childhood. She solves a puzzle there and climbs another ladder leading to a loft. There she finds an article about Alexia and the last proof for the plane.

When she tries to leave, Alexia catches her. She aims a rifle at her, but misses. Before she can shoot again, Steve comes in and shoots Alexia. Alexia goes to the opposite room through a secret door. Claire and Steve follow her, but when they get there, all they find is a wig and a dress. Claire goes to look at the wig, when Alfred jumps off the top of the canopy bed, and attacks. Alfred happens to catch a glimpse of himself in the mirror, screams, and runs away. Steve and Claire come to the conclusion that there wasn't an Alexia, and Alfred was a cross-dresser. The self-destruct system starts, and they go to the planes using the submarine.

They use the proofs and get on the plane, but can't leave because of a bridge blocking the way. Claire goes to move it. On her way back to the plane, she is attacked by a Tyrant. She defeats him, and gets back to the plane. Claire and Steve fly away, when suddenly there is a loud noise from the back of the plane. Claire goes to check, and it's the Tyrant again. She fights him and uses large crates to push him off the plane.

Claire and Steve think they are safe until Alfred tells them he won't let them escape using a video screen in the plane. Later, Steve notices that the plane is headed toward Antarctica. Then the plane crashes. They get off the plane after being knocked out for awhile. The t-virus has also spread in the Antarctic Facility. It turns out that this facility was once owned by Alfred's father, Alexander. There is also a horrible monster in the facility called "Nosferatu".

When Steve tries to move the digger, he accidentally causes poisonous gas to leak. Claire finds a valve and shuts off the gas. Alfred tries to shoot Claire again, and Steve shoots Alfred, causing him to fall off a ledge.

Steve and Claire get into the digger and use it to escape the facility. They get out and climb to a helipad. They are just about to go down the stairs when Nosferatu walks up and knocks Steve off the helipad. He hangs on to a piece of metal hanging off the side of the helipad. Claire fights the monster and saves Steve. They then make it to a snow-mobile and try to drive to the Australian base.

Alfred is barely alive, but manages to get to a lab where his sister has been frozen for the last 15 years so she can get the best possible results from the T-Veronica virus. Alfred dies, and Alexia somehow manages to trap Steve and Claire and bring them back. She controls these tentacles all around the facility.

Chris goes to Rockfort Island to rescue Claire. He meets Rodrigo. Rodrigo tells him that Claire has left. Then a large worm swallows him whole. Chris fights the monster and saves Rodrigo. Rodrigo gives Chris his lighter before he dies.

Chris explores the remains of the military facility. He sees Wesker again. Wesker tries to strangle him. It turns out that Wesker now has super powers, and a new employer. Alexia appears on a screen. This gets Wesker to let Chris go, since Wesker is looking for Alexia.

Chris gets into one of Alfred's jets and flies to Antarctica. At the facility in Antarctica, he reads a diary by Alfred. Nosferatu was actually his father that Alexia tested the virus on, and Alfred and Alexia were created from the genes of their ancestor, Veronica. Chris finds a mansion that looks very similar to the Spencer mansion. He finds Claire there. She is safe, but she is concerned about Steve. They run up the stairs, and the tentacles destroy some of the staircase. Chris falls to the main floor. Claire goes to find and save Steve. After walking through the mansion's hallway, she ends up in the prison area. Steve is being held captive there. Steve says Alexia injected

him with a virus. He begins to feel pain, and turns into a T-Veronica monster, much like Nosferatu! He grabs the axe that was once holding him back, and chases Claire. Claire runs under a gate just in time. Steve hits the bars with the axe. One of the tentacles grabs Claire, and Steve breaks the gates. He is just about to hit her with the axe, when he regains some human memory, and instead hits the tentacle. The tentacle recoils and injures Steve. He turns back to normal, and tells Claire he loves her just before he dies.

Back in the mansion's main hall, Wesker is trying to make Alexia come with him, because she has the T-Veronica virus. Alexia changes and attacks Wesker. He escapes and Chris is forced to fight Alexia. After winning, Chris hears Claire crying behind the door, but he can't open it because it's locked. Claire shoves a folder with a key card in it from under the door. He activates the self destruct system so the lock will be released. Claire meets Chris at the top platform outside the control room. Alexia regenerates and tries to kill Claire, but Chris intervenes in time. Chris fights Alexia, and destroys her for good. Chris runs and sees that Wesker is kidnapping Claire. Chris follows them. He makes Wesker let her go. Wesker says he has taken Steve's body because it has T-Veronica virus in it. Claire then runs to the jet to wait for Chris. Chris and Wesker fight until Wesker gets badly burned. Chris makes it back to the jet, then Chris and Claire fly away as the facility explodes. They are now on a mission to stop Umbrella.

September 18, 2002

Morpheus D. Duvall and his followers steal three t-virus samples from the Paris lab. Morpheus tells his followers he is going to auction the items on a ship called the Spencer Rain. He instead spreads the virus.

September 22, 2002

Bruce McGivern is sent to the Spencer Rain after it was contaminated by the t-virus. He works as a spy for the U.S. government. Morpheus holds a gun to Bruce's head and makes Bruce drop his gun. Morpheus is just about to shoot Bruce, when Fong Ling, who was sent by the Chinese government, throws a grenade. Bruce notices it before Morpheus, and jumps out of the way in time. Morpheus is wounded, but escapes.

Bruce climbs into the cruiser and explores. He eventually gets a call from his boss. Morpheus is black-mailing the government or he will send missiles to the U.S. and China. Fong Ling sneaks up on Bruce and kicks the radio out of his hand. After kicking him around a bit, Fong Ling decides that she doesn't want Bruce around. She runs off, and Bruce continues to search the cruiser.

Bruce eventually finds a valve he needs to open the door to the cargo room. As he is leaving a huge hand breaks through the window and knocks him down. Fong Ling then takes the valve and runs off. She makes her way past dozens of zombies to the pool deck. Bruce follows her there. Morpheus is watching them through a monitor. He releases some Hunters, and Bruce kills them. Morpheus then gives up and injects himself with a new virus called the tG virus.

Bruce and Fong Ling go down the ladder. Fong Ling runs ahead of Bruce. Bruce walks around until he comes to a large room that has theatre seats, and a room with a sliding door. He finds a crowbar there and takes it. When he tries to leave, Morpheus (in tG virus form) comes through the sliding door and picks up Bruce by the neck. Bruce tries to shoot him, but with the effects of the virus, it doesn't do anything. Morpheus now has electrical powers, claws, and high heels. He chases Bruce down the hall. Bruce uses the crowbar to get a key card he uses to open a door. He runs down the hall until he sees Fong Ling. He then shuts the door behind him. Fong Ling crawls through a vent at the top of the door and electronically opens it. Bruce closes the newly locked door behind him, and locks it. They wait until Morpheus leaves.

They leave the room, and go their separate ways once again. Bruce finds the room where Morpheus injected himself. There is a file there saying that

Morpheus was fired from Umbrella because he was blamed for the incident in the Spencer Mansion on May 11th (RE0/RE1).

Bruce walks up a few flights of stairs, and hears an alarm start to go off. Fong Ling is looking out the window. The cruiser is close to hitting a cliff. Fong Ling runs for the exit first, and Bruce follows her. The monster that hit Bruce earlier is out there. Bruce tells Fong Ling to go after Morpheus while he fights the monster. After defeating the monster, Bruce jumps off the cruiser and into the ocean. He swims to a nearby island. It's another island with an Umbrella facility. Bruce happens to see a fence destroyed with an electrical current coming from it. He knows Morpheus has been there.

He jumps down the hole and into the Umbrella waste disposal facility. There are several sewer-like places in the facility, as well as zombies and other monsters. Bruce finds a radio he uses to call headquarters. He tells his boss that he knows about Fong Ling. The man on the other end tells Bruce that the Chinese government has given in to Morpheus' deal, so Fong Ling's presence is no longer needed.

Fong Ling is also at the facility. When she steps into an outside area, a large aircraft is seen in the sky. A laser is pointing towards her. She just stands there in shock. Bruce pushes her out of the way. They look back to see a huge hole in the concrete where Fong Ling was just standing. They run towards a nearby office. Bruce notices that a symbol on the aircraft is the same symbol she has on her arm. He cuts the tattoo on her arm. There was a computer chip under it. Bruce steps on it, and the aircraft's laser fades.

Fong Ling thanks Bruce, and he goes on his way. Fong Ling stays behind for the moment to take care of the wound. Bruce then finds an elevator leading to Morpheus' underwater facility, where the missiles are going to be launched from.

A large Tyrant attacks Bruce. After he defeats it, Fong Ling catches up with him. They get into the elevator. Morpheus is standing on the top of the elevator and cuts the cords holding it with his claws. Bruce uses the emergency brakes to stop the elevator. He helps Fong Ling out of the elevator. When he tries to get out, however, the elevator falls.

Fong Ling explores the facility. She uses an elevator to get to Morpheus' office. Morpheus sneaks up behind her and knocks her out.

Bruce wakes up on a different level of the facility. He also uses another elevator to explore the 2nd and 3rd floor. Along the way he finds a new weapon that is used to destroy TG virus creatures called the Charged Particle Rifle. He gets to Morpheus' office, and reads his diary. It talks about building a kingdom in Africa. Morpheus uses the flat TV screens in the room to show Bruce that he has Fong Ling. Bruce goes to rescue her. He takes the secret elevator down. He comes to a large room filled with several pillars.

He uses the new weapon to defeat Morpheus. Bruce wakes up Fong Ling. Their goal now is to disarm the missiles. Fong Ling guides Bruce, while he goes through a maze-like missile silo.

Fong Ling tells Bruce that Morpheus is coming, as Bruce is heading to the missile silo. Bruce looks back, and sees a very large monster coming his way. Bruce hurries through the maze, but there is a locked door. Fong Ling tries to open it, while Bruce shoots at Morpheus. He goes through another maze. The door to the last room is locked. Morpheus is still following Bruce. Bruce fights Morpheus and defeats him for good. Fong Ling tries to catch up to Bruce after giving him directions, and she sees Morpheus mutating and becoming even larger. Bruce is trapped on the other side of Morpheus. Morpheus explodes, destroying the entire facility. Bruce and Fong Ling manage to escape by submarine, as a helicopter comes to rescue them.

Credits:

I do not own Resident evil. I would like to thank Capcom and all those involved in making all the games.

I would also like to thank everyone in the RE community. I've learned so much about the games from you and the games themselves.

WeskerFanGirl

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23. Cheats and Codes
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Mercenaries Mini-Game

Playstation, Gamecube:
Beat the game in any way.

Dreamcast, PC:
It's already available.

Assault Rifle w/ Infinite Ammo

But it with \$2000 in the Mercenaries Mini-Game. It appears in the item box.

Gatling Gun w/ Infinite Ammo

But it with \$3000 in the Mercenaries Mini-Game. It appears in the item box.

Rocket Launcher w/ Infinite Ammo

Buy it with \$4000 in the Mercenaries Mini-Game. It appears in the item box.

Infinite Ammo for All Weapons

Buy with \$9999 in the Mercenaries Mini-Game. It appears in the item box.

Obtain Jill's Diary

Gather all 30 files in the game in the correct order and read them in the correct order in Hard mode. Jill's Diary will replace the first file in your collection.

Epilogues

Complete the game on Hard mode. Each time you complete it, a new epilogue will be available. The epilogues are obtained in this order: Jill Valentine, Chris Redfield, Barry Burton, Leon Kennedy, Claire Redfield, Sherry Birkin, Ada Wong, and Hunk.

Extra Costumes

Playstation, Gamecube:
Complete the game. The higher your rank, the more costumes you will unlock.

Dreamcast, PC:
They're available at the beginning of the game.

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24. Links
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Here are some Resident Evil Sites I found very interesting.

-<http://www.biohazardextreme.com/>

Resident Evil Fan

-<http://www.residentevilfan.com/>

Resident Evil Horror

-<http://www.rehorror.com/>

The Horror is Alive

-<http://www.resident-evil.com/>

Resident Evil .IT

-<http://www.residentevil.it/>

Resident Evil Survival Horror

-<http://residentevil.metropoli2000.com/>

Umbrella - Inc.com

-<http://www.umbrella-inc.com/>

Resident Evil X

-<http://www.residentevil-x.com/>

Evil Factory

-<http://www.evilmfactory.tk/>

Resident Evil Sitez

-<http://www.resitez.com/>

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25. Credits, Contact Info, and Everything Else
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This FAQ/Walkthrough was written by DjSiXpAcK14.

My E-mail:

Benn[at]Linger.com

Just put in @ for [at].

Things that I REALLY REALLY need badly:

A speed walkthrough

Story & Plot Analysis

One of the above.

NOTE: If you write me a story and plot analysis or a speed walkthrough I will:

Kiss you (women only) and marry your daughter.*

* = Applicable only to residents living on the planet Uranus.

Things that I REALLY REALLY DO NOT need:

Dancing Hamster

Chimp

Talking Cheese

Thanks to:

EastAce

ABF

BusyBeeBandGeek

JessicaLynn

Steve Rico

Epic, Doh

Please don't copy any of this stuff, it would make me rather unhappy.

If you have any questions, see my e-mail above.

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