

# Resident Evil Code: Veronica X FAQ/Walkthrough

by Muchitsujo

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FAQ / WALKTHROUGH ON RESIDENT EVIL Code Veronica X (BIOHAZARD CVX, outside the US) for the Nintendo GameCube.

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By my own admission, I try to write my Walkthroughs in a no BS format. This means that I'm not going to take time leading you in the wrong direction or repeat myself just to lengthen the guide. If it's not part of the game, it's not in here either.

NOTE: This is written for normal mode. First-aid sprays are acknowledged, but it is going to be assumed that you DO NOT PICK THEM UP OR USE THEM.

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= 01: VERSION INFO =  
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v 0.9

Not a public release. It was completed 8/20/04, walkthrough to palace, then from Chris on. Item lists, puzzles, boss strategies, etc, follow same span. All other parts complete.

v 1.0

First public release. It was completed 9/10/04. Complete walkthrough and corresponding lists, minor tweaking in other areas.

v 1.01

Second public release, revised on 9/10/04. Added updated info on getting the A-rank, plus additional features on the Rocket Launcher, and the Sniper Rifle's use in killing Nosferatu. Weighs in at 226k

v 1.02

Third public release, completed on 8/29/05. I didn't really expect to come back to this (because, you know, I hate this game with the passion of one thousand suns), but there were some minor tweaks that were needed all around, like a key inventory check here and there. Also, the file transcripts have been changed to the format I used in RE:Make and RE4. Enjoy all 255k of it.

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= 02: INTRODUCTION =  
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"The American mid-western town 'Raccoon City' has been completely decimated due to the T-virus outbreak that was instigated by the international corporation 'Umbrella.'"

"Clarie Redfield, who arrived in Raccoon City to search for her lost brother Chris, and a rookie police officer, Leon S. Kennedy, managed to escape from the city, but their ordeal was only a prelude of things to come..."

.....  
Resident Evil Code: Veronica X is the follow-up to Claire's story in RE2. This was the first game to try to explore the conflicting accounts surrounding the origins of the Umbrella corporation. The game was originally exclusive to the now-defunct Sega Dreamcast, before being revised and revamped for the PS2 and now the GameCube. It incorporated many new elements into the gameplay, some to be used in later games (single items occupying multiple slots) and others to be discarded (following camera view mixed with stationary). From a plot standpoint, though, many view the events of CVX as being an outlier in the spectrum, seeming to confuse considerably more than it answers. Regardless, it does serve to emphasize an ongoing point in the series: evil never dies, it just comes back stronger and more pissed.  
.....

"3 months later..."

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= 03: TACTICS =  
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In all RE games, your ultimate goal is survival, but there are certain things that will make your survival a lot easier.

-----  
|KNOW THE CONTROLS|  
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As a default, the controls in RE are:

CONTROL STICK: Character movement, aim (when weapon is readied)

C-STICK: Press down to do a quick turn.

A: Action. Open doors, pick up items, examine things on screen, climb objects, get down from objects, select (in item screen), fire (with weapon ready)

B: Run (when used with control stick), cancel

Y: Item menu toggle

Z: Map

Start: Bring up options menu

L: Change target / realign shot (with weapon readied), zoom out (with certain weapons)

R: Ready weapon, zoom in (with certain weapons)

-----  
|CONSERVE AMMO|  
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This game doesn't always have the scarcity of ammo that previous and latter RE games have experienced, but it's still wise to keep track of how much ammo you're expending. Certain areas of the game, such as the second trek to the palace, may leave you with less ammo than what you require. Since there are a number of weapons that operate off of a limited percentage of ammo or clips, be particularly cautious when using them; many of them are one-time use. Above all, when in doubt, run like hell. The bandersnatch or hunter or sweeper may end up hitting you as you pass, but you may need that ammo later on when you fight the same type of enemy in much closer quarters.

-----  
|HEAL RESPONSIBLY|  
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The health spectrum for RE:CVX is generally as follows:

GREEN: 100-76% health  
Everything is fine and dandy.

YELLOW: 75-51% health  
Some damage taken, but otherwise fine.

ORANGE: 50-26% health  
Starting to show signs of fatigue.

RED: 25-1% health  
Danger area. Could die from any attack.

POISON: Varies  
Slow, but noticable decrease in health. Remove quickly.

Unlike in previous RE games, your movements are not significantly hindered until you reach ORANGE. Thus you can put off healing, while still being able to get around your enemies. RED is also not quite the same as in other RE, you do not clutch your side and limp from place to place, but your movement is much like it is in ORANGE. Keep in mind that your quick turn movement is also slowed once you take enough damage.

#### HEALING CHART:

GREEN = 25% restore  
GREEN + GREEN = 50% restore  
GREEN + BLUE = 25% restore and antidote  
GREEN + RED = Full restore  
GREEN + GREEN + GREEN = Full restore  
GREEN + GREEN + BLUE = 50% restore and antidote  
GREEN + RED + BLUE = Full restore and antidote  
BLUE = Antidote  
RED = Useless, on its own  
FIRST-AID SPRAY = Full Restore

Poison status should not occur often, considering there are only a handful of creatures in the game capable of performing such a feat. However, heal this effect from you as soon as possible as the consequences can be rather nasty.

-----  
|AIM PROPERLY|  
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All creatures in this game move on a field, not in linear tracks. Therefore, you should realign your shot by hitting L when your weapon is up (using R). This helps not only when zombies are wandering about, but it's all but crucial in boss fights like the black tiger and the albanoid. It not only guarentees that your shot will hit, but it also realigns with the enemies weak or central area, making your shot hit harder. Don't ignore your ability to aim up or down either. While you will hit a lower enemy when shooting straight ahead in this game, it is far more efficient to shoot down at them. Same applies to higher enemies, or enemies with higher weak points. By shooting up with your shotgun at a close zombie, you can decapitate him instead of firing more shots into its gut. Also, anything shot out of the air will always have more damage done to it. Use that wisely.

-----  
|USE RANGE|  
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Some weapons are designed to fire certain distances, and others have the same power from any distance. For that reason, avoid putting yourself in danger. If you're using a handgun, don't wait for them to get too close, but if you have a shotgun (which also has the potential for knockback), maximize the power by waiting a little. With the grenade launcher and the bow gun, be

certain you'll be able to hit your target with the range you've alloted. Be wary of obstacles as well. Remember that to shoot faster, continue tapping the A button instead of holding it down.

-----  
|KNOW THYSELF|  
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Stamina and speed can vary from character to character, so while Chris may be able to take that one extra hit from the hunter, Claire may not. Keep this in mind. In this game, the mobility lost from the shift from CAUTION to DANGER is not nearly as dramatic as it was in the games on the Playstation, but you'll still suffer some effects from it.

-----  
|KNOW THINE ENEMY|  
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Whether you're running from an enemy or fighting it, be aware of its attack patterns. Certain enemies (zombies, particularly) can be faked out and tricked into lunging at where you were while you run away or prepare to stun them out of their attack. If you can think faster than your enemy, you won't always have to attack faster.

-----  
|SECURITY BOXES VS. ITEM BOXES|  
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At one point, early on in the game, you'll be prompted to place all your items into what is referred to as a security box. Security boxes are far different from item boxes in that 1) what you place in an item box CANNOT be accessed from a security box and 2) two different security boxes ARE NOT linked in any way. Remember this as you play through.

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|PLAN AHEAD|  
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Some items in RE:CVX take up two item spaces. For this reason you have to watch what you pick up along the way. Herbs can always be combined or used to create more space along the way, and since they're always in steady supply, it's a good idea to use them as soon as you need them. This game has a near obscene amount of healing goodies. Also, note that green and blue herbs can be used when you pick them up, should you have insufficient item space.

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|GOALS|  
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With any ranked game, you're obviously going to aim for a high rank most of the time. The higher and faster, the better. If you want to know what times will grant you which rewards, consult section 07 REWARDS to figure out what you're getting yourself into. Time yourself, if need be. Keep track of how long it takes to do certain things, and don't forget to save. If you save and it takes longer than you wanted to in one part, you can reload and take another run through it. Beats playing through the whole game again.

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= 04: ENEMIES =  
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## ZOMBIES

The bread and butter of this and every other RE game. These guys have been slightly updated from their Playstation counterparts and now have some more specific damage zones, and you can knock off their hats! (I remember that particular feature got some attention in magazines prior to the game's release) Gone are the days of sawing them in half with a shotgun, but so seems to be their ability to dive at your legs and take a few bites. They've compensated for this by giving them a burst of speed that they'll use in close range. Thus, their primary mode of attack is to grab you and bite you, either from a standing position or feigning death on the floor. These particular models do not seem to projectile vomit on you very often, which is a bonus as we all have had some difficulty cleaning zombie vomit from our clothes. If you are grabbed by a zombie, button mash and wiggle the control stick until you are released. To defeat a zombie, fire any weapon, optimally, a handgun, and wait until the pool of blood appears beneath it. Alternatively, you can grab a knife and hack at its knees until it falls down, but this method takes some practice and will leave your legs open to attack once the zombie falls. Plan around this by moving and continuing to hack. The best method for taking out a group, as always, is to point the shotgun up and fire when everyone is in range.

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## CERBERUS

Your average undead doberman. These puppies only appear on Rockfort Island and only in Claire's run through, so you don't have to worry too much about them. Their attack method is basically identical to the Playstation games; sometimes they'll jump and rip off a piece as they run away, sometimes they'll tackle you and gnaw on your face for a bit. If they do that, just button mash as you would with any zombie. The new move, which is implimented in all RE games since this one, is to grab your arm and shake it around like chew toy, but there's no way to avoid this other than the usual methods. The best way to deal with them is to wait for them to jump, then fire the handgun at them for maximum damage. Otherwise, aim down and plug away. It's rather easy to keep them nailed down by gunfire, but be careful as they've been known to run underneath your aim if you shoot from a distance.

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## BANDERSNATCH

If Lewis Carroll was afraid of this thing with all the opium he did, then you shouldn't want anything to do with it either. Bandersnatches are large creatures not unlike Tyrants, though they lack the stamina and regenerative abilities of their counterparts. To compensate for this and their lack of speed, they have one large rubbery arm that they will use to attack you and pull themselves up to various locations. In other words, if there's a Bandersnatch in the room with you, it won't be very easy to run away from it. Their two primary attacks are to either punch you with that arm, or grab your head and shake you as much as possible, in which case use the same method you use to escape from zombies. Due to their mobility and the amount of damage they can do to you, you should never use a handgun against them, let alone a knife (unless you slash on the armless side). Optimally, you should be attacking them with a bow gun, hopefully with the explosive arrows, or a grenade launcher equipped with generally any grenades, if you prefer the close range approach.

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## BATS

If I could get away with referring to these as "replacement crows", I probably would. These creatures appear sporadically on Rockfort Island, and if you have the lighter equipped, they can't touch you. If you don't, then well-placed handgun shots can pluck them from the skies, but bat hunting is usually considered a waste of time and ammo. They attack you in a similar manner as crows do, biting and clawing at your head, but this won't do very much damage.  
\*\*\*\*\*

#### SPIDERS

Instead of large, tarantula-looking creatures that pulsate and hang around ceilings, CVX has spindley green things that look like they came out of the Creepy Crawlers oven you had when you were a kid. Instead of sitting around and doing what spiders do, these are more intent on chasing after you, in which case you should probably run as they're a waste of time. While they do hang from the walls and drop down on you every once in a while, they don't seem to drip poison on you so much as they spray it. They still have the ground spray ability of their bigger cousins, so avoid that if at all possible. Most of the time, they'll grab you with their legs and pull you down so they can bite you, much like a cerberus, but this doesn't seem to inflict poison status.  
\*\*\*\*\*

#### ALBINOID

Toying around with DNA, the Umbrella scientists have cooked up a sort of salamander hybrid that has the ability to discharge electricity at will. They also can grow to large sizes in a relatively small amount of time, as Chris finds out later in the game. Early on, you can't kill them, and they're an irritating nuisance. Later on, you shouldn't bother to kill them, and they're a minor inconvenience.  
\*\*\*\*\*

#### MOTH

Moth, and a t-virus. It's unknown where they broke out of or how they could have possibly mutated so quickly, but they only appear in one room in Antarctica. Thankfully, as they're the most annoying enemy in the game. Generally, they fly around and rain spores on you, which will poison you in enough doses. They can also implant a parasite, but only into your back, so try to avoid having that face a moth for any length of time. If you have to kill them, take the handgun or shotgun route, but otherwise avoid them at all costs, as they're mostly around to piss people off, despite what the cocoons may try to tell you.  
\*\*\*\*\*

#### PARASITES

Mothlings, planted onto your back. The moth can do this, and for unexplained reasons, one of the zombies in Antarctica can also do this. The ones the moths implant will gradually grow larger, climb up and bite you in the neck, usually poisoning you. Other times, Claire will grab it and throw it on the ground before that happens, though it seems to be random or room-dependant on which happens. The more advanced parasite will burst through aforementioned zombie and you have to shake it off as you would any other creature by moving around and button mashing.  
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#### HUNTERS

Technically, a human with some lizard DNA and a little magic mixed in. CVX

places these as the most advanced breed of Hunter yet, and with good cause, as they seem to be a wee bit more damage resistant and can be summoned by scanner machines (see below). They have the same basic attack pattern as all hunters, that is, claw swipe for some damage, or jump slash for medium to decapitation level damage. They are relatively intelligent and tend to work well in groups, often swarming you if you make loud noises. Shotguns and grenade launchers work well on them, but point any semi-automatic weapon at them and they'll charge blindly until they're knocked backwards. Just be warned that this particular method can take a little longer and if they get close enough to you, the claw swipes have been sped up just enough to leave you in a world of hurt.  
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#### SWEEPERS

Hunters, except instead of green they're black with red veins and have the added bonus of poisoning you. For that reason, they should be treated with a bit more caution than the Hunters, and I won't hold it against you if you decide to pull the magnum on them, though I can't endorse that either, considering the bosses that you NEED the magnum for later.  
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#### SCANNER MACHINES

Video cameras on all terrain treads, frquently hanging around in ceilings, ventilation shafts, and other inconvenient places. If you step into the beam of light, they'll buzz and start playing dramatic music, which will summon the hunters and make things a lot more sad for everyone. You can't kill them, but they aren't impossible to avoid, save for two cut scene instances.  
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#### ANTS!

Supreme pain in the rears. Big as kittens, will bite your feet, may inflict poison status, and will do a lot more damage than you'd really expect if left unchecked. Squish them like you would with the leeches in RE0, but also treat them with more caution and run when you can.  
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= 05: WEAPONS =  
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#### KNIFE

Survival enthusiasts unite, as this is the strongest knife EVER in an RE game, leading some to create knife only walkthroughs which are a bit too much. The window of opportunity to use this before you get a better weapon is relatively small, but those of superhuman reflex abilities will find joy in slashing the knees of zombies, causing them to fall over, and sometime later, get up again. Myself, I prefer the "insert cap A, into ass B" method.  
\*\*\*\*\*

#### HANDGUN

Your primary weapon throughout most of the game, useful for felling zombies and other lesser creatures. Claire's handgun holds 15 bullets, while Chris' holds 18.  
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#### UPGRADED HANDGUN



By the end of the game, if you follow this guide, you should have two of these, but they're distinctly different in their impact on the game. Claire's custom handgun is more in line with Leon's in RE2, as it fires three rounds and rather quickly. The bad news is that it doesn't seem to be as powerful as the regular handgun and tends to eat up ammo without much to show for it. Also, where the gun Leon had could be timed for shorter bursts of one and two, Claire's gun is more difficult to handle and will fire three most of the time. Chris' enchanted handgun is just a slightly more powerful version of the standard one, and occasionally will get you a headshot or, more often, will fire right through the zombie and into the one behind it, rendering it quite useful. Claire's magazine is expanded to hold 20 bullets

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#### M 100 P (DUAL)

These aren't too bad as an alternative to the handgun, as they fire at a fairly rapid pace and can fell any number of lesser enemies. You can also aim at two enemies simultaneously with this and other dual weapons. The bad news is, they aren't that strong, take up two item slots, and can't be reloaded. Use them early on, then don't look back. This weapon is filled to a 100% capacity, which will decrease with use. It cannot be reloaded.

\*\*\*\*\*

#### SUB MACHINE GUNS (DUAL)

Claire will trade these to Steve and then they'll become his weapon of choice. Chris can also pick these up later on, but by that time they become sort of irrelevant. Use if you run out of handgun ammo and can't avoid it. This weapon is filled to a 100% capacity with both Steve and Chris, but technically, Claire has to give Steve the ammo first.

\*\*\*\*\*

#### BOW GUN

Weakest weapon in the game, weakest incarnation of the bow gun. The bolts do have a bit more velocity than in previous games, causing them to maintain the same height for a longer period of time, but it does less damage somehow and should be reserved for hunting the bandersnatch when you have no better ammo. Better ammo being the explosive powder you get to combine with the bolts, and then it becomes useful for reigning all kinds of destruction on higher level enemies, such as hunters, sweepers, and bosses. The bow gun can hold as much ammo as you want.

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#### GRENADE LAUNCHER

Your standard grenade launcher, with uses dependant on which grenades you put in. Overall, it's about as useful as it was in RE3 when it was at its best, but the differences between acid rounds and flame rounds seem to be less pronounced, unless you're fighting bandersnatches in which case you should always use flame rounds or grenade rounds, just keep in mind that the standard grenade rounds have very limited range, as always. The new grenade du jour in this game is the B.O.W. gas round, which appears infrequently, though it's generally good for most purposes. Like the bow gun, the grenade launcher basically has an infinite capacity.

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#### ASSAULT RIFLE

The most useful of these type of weapons, the assault rifle can fell, or at least slow down, the mightiest of creatures. For that reason, it's recommended that you don't waste it on lesser monsters, and instead use it on small groups of hunters/sweepers from a distance. This weapon starts out with 100% ammo, but the clips you will find will contain 50% and can be added at any time.

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#### SNIPER RIFLE

A novelty weapon, really. You steal it from Alfred as Claire in Antartica, then use it in the following boss fight. That's it, no more additional ammo and I think you actually lose this thing entirely when the game switches to Chris. It might have been fun to pop zombies from a distance, but now we can only dream. It is possible to perform a one-hit kill on the boss with this, but it requires a great deal of skill and luck.

\*\*\*\*\*

#### SHOTGUN

A horribly marginalized weapon in this game; you get it well into disk two and ammo for it isn't exactly frequent, but otherwise it provides some useful firepower in dealing with the undead. Still, while other games have nearly required that you use the shotgun, in this, it's not nearly as necessary. Like most shotguns in RE games, this has a seven shell capacity.

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#### MAGNUM

Colt Python, rather nasty one at that. This baby can take out most things in one hit, but the only time you'll want to use it is against bosses that will take multiple shots from it before going down. You get this weapon late in the game, and there's almost no ammo for it whatsoever, but it doesn't seem to have quite the recoil that its previous incarnations did. Holds six of the deadly rounds.

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#### LINEAR LAUNCHER

Taking a turn for the sci-fi here... remember the plasma rifle and the BFG in Doom? It's sort of like that. You have to wait until Alexia II mutates to get this thing fully charged, but it has infinite ammo, and a sniper-like aiming ability. I don't know exactly why it's called what it is, but I can guarentee that it will kill anything it touches.

\*\*\*\*\*

#### ROCKET LAUNCHER

Sentimental addition. Due to the nature of the game, either in the creation of character models or the regulations on violence, no enemy will explode or have limbs fall off when hit by a rocket. Regardless, it does kill anything it hits and has infinite ammo, plus the rockets seem to travel quite quickly, so if you do get it, you'll certainly enjoy.

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= 06: WALKTHROUGH =  
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#### DISK ONE: CLAIRE

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Part One: Prison

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\*\*PRISON CELL\*\*

After watching the intro and figuring out why the bloody hell you're in this place to begin with, you'll be prompted to EQUIP your LIGHTER in the inventory. One of those "we're going to teach you how to play and pass it off as part of the story" things. Hate 'em. Check out the FILE in your inventory too if this is your first time through. Another scene will follow; the small capsule the jailer throws is a hint for something you'll want to pick up later. After the scene is through, you can go back into the cell to pick up your first GREEN HERB (they look like ferns in this one). There are some HANDGUN BULLETS to be picked up near where you started out, and a KNIFE on the table by the door, but you don't NEED to pick it up, as you'll be getting your gun soon enough.

\*\*PRISON HALLWAY\*\*

A typewriter, along with your first INK RIBBON is next to you. Don't bother with either yet. Do pick up the HANDGUN BULLETS next to the table though. Run down the hall and equip your KNIFE, if you picked it up, and if you didn't, no big deal.

\*\*GRAVEYARD\*\*

ENEMIES: FIVE ZOMBIES (not immediately)

Swing around the corner next to the burning truck. You'll get a cut-scene... (for me the scene wouldn't stop automatically, Claire just kept backing up until I heard a scream. Figured she backed straight into the barbed wire :D ) When that's over with you'll be surrounded by the ZOMBIES. They aren't worth fighting, sidestep them and run forward to the opposite door. Don't worry about the case that dropped, you can't get to it yet.

\*\*WATCH TOWER\*\*

Walk forward and you'll be shot at by a mysterious new person. You'll grab your new HANDGUN and meet Steve, in all his squeak-voiced glory. You'll learn to hate him. After that's over with, go back to where you started and check out Corpsey McDeadguy who you saw on the way in for some more HANDGUN BULLETS. Cross the field and open the door. You can't get through the other door yet, it's your goal to for the time being.

\*\*BARRACKS\*\*

You'll enter a large rectangular corridor with a building in the center. If you want to pick up some nasty weapons that should help you out a bit later, now's the time. Go forward a bit, then turn around to climb the steps. There's a GREEN HERB at the far end of the platform that you can pick up, but you shouldn't need it. For now, open the door...

\*\*MESS HALL\*\*

ENEMIES: THREE ZOMBIES

All three zombies will be to the left when you open the door. They're in the way, so take them out. If you continue to the left, on the platform there is a GREEN HERB. After you grab that, continue going around the left side of the table and take a left when you hit the wall. The PRISON MAP is there for the taking. Continue circling the tables to get the HANDGUN BULLETS on the shelf. Enter the door that was to the right as you entered.

**\*\*PRISON BUNKROOM\*\***

ENEMIES: THREE ZOMBIES (not immediately)

Walk forward and you'll find a FILE on the bed. At the end of the corridor, turn right and you'll find some more HANDGUN BULLETS. Unfortunately, a ZOMBIE will burst through the window. Not only that, but one will come from the path you just took AND from behind you. Kill the one in front of you and then stake out his spot to guard yourself from the others. The one that comes from where you were will be crawling on the ground, I recommend letting him bite you and killing him in one blow, because while the ammo is scarce right now, the number of healing items is absolutely obscene. When you're done, go to the one that jumped through the window and pick up the dual M-100P guns, which take up two item slots. I recommend equipping them right away, as other ammo is scarce for now. You can also turn left at the original fork and you'll find some more HANDGUN BULLETS at the end in the bloody shower stall. Nothing left to do here, so head out.

**\*\*MESS HALL\*\***

ENEMIES: ONE ZOMBIE

The place is dangerous again, but there's only one to the right you have to think about. Just head for the door.

**\*\*BARRACKS\*\***

Continue circling around the building. When you get to the bottom of the stairs, there will be a scene. Another scene will follow as you get further along. RE vets should know what's going on, others need not worry yet.

**\*\*EXECUTION ROOM\*\***

ENEMIES: THREE ZOMBIES

Hang a left as you enter and you'll find two of the ZOMBIES. Dispatch both. The ones behind the gate you can't deal with yet, so don't think about them. The final ZOMBIE is hiding around the corner as you make a right towards the only open door. Even though you have room to maneuver, you should kill him. Trust me.

**\*\*SECURITY HALL\*\***

Despite the shuffling you hear, you cannot be attacked in here. Walk forward and there will be a short scene. One of the stupid little quirks of RE:CVX. Put all your metal items in the box before going further, including your LIGHTER. In the event you did take the COMBAT KNIFE, I would leave it in here from now on. This should leave you with only the herbs. After you pass the second security checkpoint, turn to the left and you can raid a small storage area for some BOW GAS ROUNDS, FLAME ROUNDS, and a FIRST-AID SPRAY. There's also a FILE next to the spray. Unfortunately, for now, into the security box they go. Enter the nearby door.

**\*\*COMPUTER ROOM\*\***

There will be a FILE nearby as you enter, which hints to the case you saw before. By now, you've probably heard a tapping in the background, so turn the corner to meet Steve. After some short dialogue, he freaks out and leaves. Good riddance. Check the yellow clipboard by the computer to open the drawer and get the HAWK EMBLEM. By the other door, there's a large switch, which you should pull now. Nothing else to do with that door yet, so go back the way you came.

**\*\*SECURITY HALL\*\***

Over by where you found the spray before, you probably noticed a large piece of machinery. Use the mechanism on the left and you'll be prompted to put an item in. Put in the HAWK EMBLEM for now. After that, go back out towards the EXECUTION ROOM. At the second checkpoint on the way back you'll be prompted to get your goodies out again. Don't forget to equip your weapon again.

**\*\*EXECUTION ROOM\*\***

ENEMIES: FOUR ZOMBIES (not immediately)

Go forward to the rolling shutter. On the left side, there's a button to be pushed. The shutter opens, revealing two ZOMBIES, and the gate behind you opens releasing the other two ZOMBIES. Ouch. The best solution is to blow up the barrel that was behind the shutter in the hopes that it will take out some of them, then get into a safe position to remove the other two. Go back to the shutter area to pick up a FIRE EXTINGUISHER. Also, go through the gate and pick up the PADLOCK KEY in front of the guillotine. Time to put these to use...

**\*\*BARRACKS\*\***

ENEMIES: TWO CERBERI (not immediately)

Begin your trek around the large building and a CERBERUS will start to chase you. Keep running. Another CERBERUS will come charging at you from the front, so run around it as you go. When you reach the end, go through the door.

**\*\*WATCH TOWER\*\***

ENEMIES: TWO ZOMBIES

Surprise, two ZOMBIES are here now and two are likely in front of you. DON'T KILL them, you probably don't have a lot of ammo right now, and it's best to save what little you have for the next part. Run across the field.

**\*\*GRAVEYARD\*\***

ENEMIES: FOUR ZOMBIES (from before)

This is why you were saving the ammo. You need to break through here in order to get to the burning truck. Luckily, the three naked ZOMBIES are easily dispatched. The final one at the truck is a regular ZOMBIE, he should take more shots. When you're done cleaning up, you'll have next to nothing in terms of ammo. Use the FIRE EXTINGUISHER on the flames near the truck and you can now pick up the BRIEFCASE. Examine it and examine the handle again to open it, giving you access to a file and the TG-01. You should know what to do with this.

**\*\*WATCH TOWER\*\***

ENEMIES: TWO ZOMBIES (from before)

Cross the field again...

**\*\*BARRACKS\*\***

ENEMIES: TWO CERBERI (from before)

Turn to the right and use the PADLOCK KEY on the gate. No more messing around with those CERBERI.

**\*\*EXECUTION ROOM\*\***

Back around the corners to...

**\*\*SECURITY ROOM\*\***

ENEMIES: THREE ZOMBIES (not immediately)

You have to ditch every item again, except the herbs and the TG-01. What fun. You should be hearing a knocking sound in the background now. Those are the ZOMBIES. I suppose you can see where this is leading. Go back to the storage area and use the TG-01 on the right mechanism and after some poorly animated sparks, you can pick up the SP. ALLOY EMBLEM. As you try to head back, you'll hear some crashes and the three ZOMBIES will be standing around. Try to avoid them and make your way to the box to pick up the items. Don't bother with the zombies for now, you're short on ammo.

**\*\*EXECUTION ROOM\*\***

Go back out the only way we've been so far...

**\*\*BARRACKS\*\***

ENEMIES: TWO CERBERI (from before)

A CERBERUS will be lying down next to the door, but you can outrun it.

**\*\*WATCH TOWER\*\***

ENEMIES: THREE ZOMBIES

Regardless of whether or not you killed the previous group, there will be three ZOMBIES in this area. There's no point in killing them this time either. You'll want to hang a right to the door where you need to use the SP. ALLOY EMBLEM. Use it and open the door.

**\*\*BROKEN BRIDGE\*\***

Walk forward a bit and when you see a metal platform to the left, walk down onto it and use it to run across the area, then climb back onto the main bridge at the end. There are two GREEN HERBS waiting for you on this side. Turn right and run to the break in the bridge and examine the car to pick up the HANDGUN BULLETS you saw on your way over. On the way back, push the metal crate straight ahead until it hits the others, then push it to the right to make a bridge over the fire (which can hurt you). Cross the bridge and ascend the stairs.

It takes about fifteen minutes to get through this area, at the fastest pace.

\*\*\*\*\*  
Part Two: Palace  
\*\*\*\*\*

**\*\*PASSAGE\*\***

ENEMIES: FOUR ZOMBIES

There will be one ZOMBIE to your left and one ZOMBIE to your right as you enter. You can see the right one guards a door, but you don't bother with him yet, unless you're still using the M-100 Ps, in which case, waste them all. After that, run forward and through the narrow walkway. There are two ZOMBIES on this path, which you can kill if you wish. At the end, use the staircase and you'll automatically open the gate.

**\*\*COURTYARD\*\***

ENEMIES: THREE CERBERI

Run to the left and continue down the walkway. You'll find two of the CERBERI shortly, both of which will try to rip you apart, but they can be felled easily with the guns. When you find the steps leading up, take them, and you'll probably see the third CERBERUS running past. For that reason, don't worry about the red shiny object on the far side of the screen, it isn't worth the trouble yet. There is, however, yet another GREEN HERB to your right as you're going up. I wouldn't grab it just yet. Enter the door.

**\*\*PALACE MAIN HALL\*\***

Short cut scene as you enter. I'll save you the trouble of a tedious errand, go around the desk (taking the HANDGUN BULLETS) and use the computer. Enter the code:

NTC0394

A door will now be unlocked. For now, go around the desk again and over to the blue door nearby.

**\*\*BATHROOM\*\***

ENEMIES: FOUR BATS

Equip your lighter to keep the BATS away. Walking forward, there will be a FIRST-AID SPRAY on the counter. Pick up the DURALUMIN CASE in the corner. On your way back, examine the broken stall for some HANDGUN BULLETS. Nothing left.

**\*\*PALACE MAIN HALL\*\***

Head across and up the stairs on the left. Hang a right at the top and climb up to the small landing where there's a semi-hidden door.

**\*\*PALACE SAVE ROOM\*\***

Safety at last. That's a file on the table, more insight into the 'Bob' character (homage to Day of the Dead's Bub? Nah...). On the desk nearby there is a typewriter and some INK RIBBONS. Now's as good a time as any to save and drop off your excess items. The only thing you need to have in your inventory right now is the HANDGUN and the BULLETS. Pick up some more HANDGUN BULLETS from the shelf while you're at it. On the other side of the room is an ID CARD (which you do not need, since I already gave you the number) and yet another GREEN HERB, plus a door with a gun imprint. Don't bother with any of this yet. Exit instead.

CLAIRE'S INVENTORY:

HANDGUN

HANDGUN BULLETS

(nothing)

(nothing)

(nothing)

(nothing)

(nothing)

(nothing)

**\*\*PALACE MAIN HALL\*\***

Go back down the stairs and enter the wooden door the computer opened earlier.

**\*\*LONG HALLWAY\*\***

ENEMIES: FOUR ZOMBIES

Three of the zombies will be approaching you, deal with them accordingly. Pick

up the HANDGUN BULLETS near where you entered when you're done. Now run to the far end of the hall where you'll find the final ZOMBIE. Pick up the RED HERB along the way on the right. Go through the single door at the end.

**\*\*ARMORY\*\***

There are more HANDGUN BULLETS on the table. Now check out the golden ant on the wall... see the button? Press it, then after a mildly disturbing scene, go through the now open passageway to pick up the STEERING WHEEL. Don't touch the other stuff yet. Trying to remove the guns right now is a bad idea.

**\*\*LONG HALLWAY\*\***

All the other doors are locked for now, just go back out the way you came in.

**\*\*PALACE MAIN HALL\*\***

Nothing left, it seems, all the other doors are locked. Head on out... Wait, what's the whiney screaming about? Run back to the hallway...

**\*\*LONG HALLWAY\*\***

Back down to...

**\*\*ARMORY\*\***

Our first puzzle awaits. I don't really qualify it as a real puzzle though, the answer is too obvious. It wants a pair of similar things, so select both gun icons, C and E. Nothing to it. After that, Steve will claim the guns for his own, but suggest that he would consider trading you for them. For now, you don't have what he wants, and he'll leave. Follow suit.

**\*\*LONG HALLWAY\*\***

Out of here...

**\*\*PALACE MAIN HALL\*\***

What follows is not supposed to be funny, but ends up being one of the more hilarious encounters in RE history. After it's through, leave.

**\*\*COURTYARD\*\***

Now might be a good time to grab that GREEN HERB, but keep ignoring the shiny object. Make a right and go for the door.

**\*\*WATERWAY\*\***

At the bottom, make a u-turn to pick up the PALACE MAP and some HANDGUN BULLETS, if you want either. Continue on to the other end and pick up some BOW GUN ARROWS, then use the STEERING WHEEL on the platform to make the submarine rise. Enter.

**\*\*SUBMARINE\*\***

Turn around and grab the SIDE PACK, then move the lever to get the sub going. Exit afterwards.

It takes seven to eight minutes to complete this area.



\*\*\*\*\*  
Part Three: Airport  
\*\*\*\*\*

\*\*SUBMARINE DOCK\*\*

Nothing to do here but run down some staircases and admire the scenery...

\*\*WAITING ROOM\*\*

ENEMIES: THREE ZOMBIES

Two of the ZOMBIES are on the left side, accompanied by some HANDGUN BULLETS, and one is on the right, along with some INK RIBBONS. For now, we're going to the right, so take care of however many of them you want to in the process.

\*\*LOWER CATWALK\*\*

After taking a look at your potential ride out, make a run for the other side.

\*\*CARGO ROOM\*\*

ENEMIES: FIVE ZOMBIES (not yet)

Go forward for a bit then take the lift you see. At the top, you'll see a control panel. Operate it to play the crane game. This is really rather simple, just line up the shadow of the crane with the box in the upper-left corner, then drop it. Just keep in mind that first you move up, then left, and once you're done moving, you either succeed or try again. After you're done, head down and operate the lift, ignoring the warning message. This will bring up the lift and release the ZOMBIES. Four of them are standing, one of them crawls. I recommend running to a safe spot around the corner and then picking them off, one by one. When you're done, pick up the BOW GUN ARROWS and the BIOHAZARD CARD, which is why you came here. Exit after that.

\*\*LOWER CATWALK\*\*

Cross this thing again.

\*\*WAITING ROOM\*\*

ENEMIES: TWO ZOMBIES

Assuming you only killed one, two ZOMBIES will be wandering around the other side. Don't bother, just keep on heading back...

\*\*SUBMARINE DOCK\*\*

Through the longest room ever...

\*\*SUBMARINE\*\*

Use the lever again to return to the previous area.

\*\*WATERWAY\*\*

Go back up the stairs again.

\*\*COURTYARD\*\*

Nothing here, exit through the door at the opposite end, continuing to ignore the object.

\*\*PASSAGE\*\*

At the junction, turn left and go to the door the zombie was guarding earlier.

This section should take five minutes to complete.

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Part Four: Military Training Facility (MTF)

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\*\*FACILITY YARD\*\*

ENEMIES: GULP WORM!

After entering you'll get a cut-scene and then the Gulp Worm Music starts playing. Most of the worms supposed sound effects are actually part of the song. Run for the double doors if you don't want to become worm food.

\*\*FACILITY MAIN HALL\*\*

There's a RED HERB on the bench here, but you don't need it for now, so go up the staircase to the right. Here, the door in front of you cannot be opened, so take the one on the left.

\*\*RESEARCH ROOM\*\*

Move forward cautiously, and go around the corner to the desk, where you can pick up a BOW GUN and a FILE on the pass number which you'll want to look for next. Unfortunately, when you pass by the window... something bad happens. You can't figure out the code now, so just leave.

\*\*FACILITY MAIN HALL\*\*

Cut scene! Claire narrowly escapes danger. You can't reenter the experiment room for now, so ignore it. The other two doors involve areas that you can't fully utilize yet, so go to card reader on the opposite end of the room and use the BIOHAZARD CARD, then go through the nearby door.

\*\*FACILITY BALCONY\*\*

ENEMIES: ALFRED!

Walk ahead a bit and you'll be attacked by Alfred with the sniper rifle again. Despite being a horrible shot, he is capable of hitting you, so run around the corner and climb up the stairs, which will send him running to the room on the right. Give chase.

\*\*SHUTTER CORRIDOR\*\*

Run to the end of the hall and pick up the two boxes of HANDGUN BULLETS on the stack of boxes. Now take the metal door on the right.

\*\*FACILITY SAVE ROOM\*\*

There's a GREEN HERB hidden by the corner of the desk here, and another GREEN HERB behind it. On the couch, you can find the HEMOSTATIC. Deposit it, and the additional BOW GUN ARROWS in the item box. As with any save room, there are INK RIBBONS and a typewriter on the table. Save, if you need to, then leave.

CLAIRE'S INVENTORY:  
CLAIRE'S HANDGUN

HANDGUN BULLETS

BIOHAZARD CARD

BOW GUN

(nothing)

(nothing)

(nothing)

(nothing)

**\*\*SHUTTER CORRIDOR\*\***

Try to enter the wooden door and you'll have another disturbing scene with Alfred. Afterwards, you'll be locked in, so just go through the wooden door.

**\*\*TURNTABLE WAREHOUSE\*\***

ENEMIES: ONE BANDERSNATCH (not yet)

Turn left and grab the SUB MACHINE GUN in the corner, which isn't loaded. Claire will see some ammo on the box below. Head around the corner and you'll be locked in, then attacked by your first BANDERSNATCH. He'll pull himself into the corner where you are, so run to where you picked up the guns and begin firing your BOW GUN as fast as possible. About twenty shots will do him in. Head around the corner and go down the stairs, where a door will open. Once you head inside, there'll be a scene and you'll meet up with Steve again and get the GOLD LUGERS. Steve will get excited and leave. You now control him.

**\*\*AUXILIARY PRISON\*\***

CHARACTER: STEVE

ENEMIES: FOUR ZOMBIES

When you enter, two of the ZOMBIES will be on your side of the gate and two will be on the opposite side. Waste all of them, the latter group by using the explosive barrel. There's nothing for Steve to use in the room on the left, so take the room on the right.

**\*\*VENTILATION ROOM\*\***

CHARACTER: STEVE

ENEMIES: FIVE ZOMBIES

The first ZOMBIE waits at the bottom of the stairs, while the next four will soon join him. Blow up the explosive barrels nearby to shorten the process, then climb up the stairs and enter.

**\*\*SEWER BALCONY\*\***

Head forward and there will be a scene, and you'll switch to Claire.

**\*\*CONTROL ROOM\*\***

Follow Steve through the door.

**\*\*JEEP ROOM\*\***

Head around the corner and both Steve and Claire will fall down to the room below. There will be a couple of scenes, Steve's voice acting will suddenly get a lot better. You should head through the door on the left, but if you want, you can climb up the box to the right and pick up some more HANDGUN BULLETS on top of a barrel.

**\*\*ELEVATOR HALL\*\***

ENEMIES: TWO ZOMBIES

There are some HANDGUN BULLETS to the right as you enter. Both ZOMBIES will come in from straight down the hallway, so kill both of them. Enter the door at the end.

**\*\*MODEL ROOM\*\***

Straight ahead are some INK RIBBONS and a typewriter, but I wouldn't bother. Instead, hang a right and pick up the EAGLE PLATE on the wall. Exit again.

**\*\*ELEVATOR HALL\*\***

Go back out through the same door you used before.

**\*\*JEEP ROOM\*\***

Go through the large double doors in front of Steve.

**\*\*TANK ROOM\*\***

ENEMIES: TWO CERBERI

While there are some BOW GUN ARROWS here, there isn't anything else, so it's more practical to run for the double doors and get the hell out of here before either CERBERUS can get to you.

**\*\*FACILITY YARD\*\***

ENEMIES: GULP WORM!

Again, big worm. There are more BOW GUN ARROWS on some boxes here, but you should ignore them and make mad dash for the double doors.

**\*\*FACILITY MAIN HALL\*\***

Go back across and unlock the room that Alfred locked, then head through the familiar door at the end.

**\*\*FACILITY BALCONY\*\***

ENEMIES: TWO CERBERI

Frag the two CERBERI running about, or just dodge them and climb up the stairs. Here, use the EAGLE PLATE on the central hollow in the balcony to get the EMBLEM CARD. After that, go into the door from earlier.

**\*\*SHUTTER CORRIDOR\*\***

Run to the end and unlock the shutter again. Go through the metal door.

**\*\*FACILITY SAVE ROOM\*\***

You're carrying some excess baggage now, so ditch the GOLD LUGERS, do whatever else you have to, then exit.

**\*\*SHUTTER CORRIDOR\*\***

Go back to where you came from...

**\*\*FACILITY BALCONY\*\***

Run down the stairs and past the burning barrels and you'll see an opening in the gate. Go through and use the ladder.

**\*\*VENTILATION ROOM\*\***

Run to the end and use the EMBLEM CARD on the panel, then hang a right and go up the stairs and through the door.

**\*\*AUXILARY PRISON\*\***

On the right here, you can get some GRENADE ROUNDS off the shelf. Use the EMBLEM CARD on the panel at the gate to get the GRENADE LAUNCHER. There's a door beyond there, but there's nothing in there that Claire can use, so just leave the way you came.

**\*\*VENTILATION ROOM\*\***

Run down the stairs again, then around and up the metal stairs.

**\*\*SEWER BALCONY\*\***

Run across and take the elevator up to 2F.

**\*\*CONTROL ROOM\*\***

ENEMIES: TWO ZOMBIES (not yet)

Go forward and use the EMBLEM CARD on the panel, then discard it as usual. Some dead guys will fall out from behind the shutter, but don't worry just yet. You can climb the stairs on your right to get some GRENADE ROUNDS and a little info on the Albanoid, via the screen. Go back down and run forward towards the control panel, where there are two GREEN HERBS. Use the panel and you'll get the ARMY PROOF, then use it again to use a security camera and zoom in on the painting in the EXPERIMENT ROOM. You'll get the code "1126". When you head back, the ZOMBIES will wake up, so kill both of them and exit through the door you haven't been through yet that kind of looks like a shutter.

**\*\*FACILITY BALCONY\*\***

Down the stairs again and around to the door.

**\*\*FACILITY MAIN HALL\*\***

Go back up to the main entrance and use the BIOHAZARD CARD on the shutter, then finally discard it. Head up the stairs and back into...

**\*\*RESEARCH ROOM\*\***

Use the pass number panel at the other door and enter "1126". Head through...

**\*\*EXPERIMENT ROOM\*\***

ENEMIES: BABY ALBINIDS! (not yet)

Pick up some ACID ROUNDS near the computer, but your real goal is the red painting you saw earlier. Grab the SKELETON PICTURE, but this will piss off the albanoids, one of which will escape and climb into an air shaft. You'll have fourty seconds to exit, with a horde of BABY ALBINIDS blocking your way. Run like hell.

**\*\*RESEARCH ROOM\*\***

Run right out of here.

**\*\*FACILITY MAIN HALL\*\***

Run out of here and down the stairs. Safe at last. If you're wondering about the other rooms in the hallway, the one next to the far SHUTTER will lead to the LOCKER ROOM, where there are two ZOMBIES and three packs of BOW GUN ARROWS. Further on in there is the SAUNA, which has no relevance to the game, but has even more BOW GUN ARROWS and two zombies. The door on the right side will lead you to the INFORMATION ROOM, where there are three ZOMBIES, a drawer you can't open yet containing some HANDGUN BULLETS, the FACILITY MAP (use the panel to print it out), a GREEN HERB, and even more BOW GUN ARROWS. As you can tell, not worth it. Take the double doors nearby and exit this place for now.

**\*\*FACILITY YARD\*\***

ENEMIES: GULP WORM!

Run left and back into...

**\*\*TANK ROOM\*\***

ENEMIES: TWO CERBERI

Take a left again into...

**\*\*JEEP ROOM\*\***

Steve's gone, and so is his partner in fun. Hang a right into...

**\*\*ELEVATOR HALL\*\***

ENEMIES: TWO ZOMBIES

They follow the same pattern as before, so blast both ZOMBIES and continue down the hall...

**\*\*MODEL ROOM\*\***

If you hadn't figured it out from the big painting, you're supposed to use the SKELETON PICTURE on the bare wall. Use it and a model will be revealed, where you can pick up the GOLD KEY. Near there is a panel that says the facility was completed on December 8th. Remember it or don't, I'll remind you later on.

**\*\*ELEVATOR HALL\*\***

Run to the opposite end and go to...

**\*\*JEEP ROOM\*\***

and back through the double doors to...

**\*\*TANK ROOM\*\***

ENEMIES: TWO CERBERI

and quickly out to...

**\*\*FACILITY YARD\*\***

ENEMIES: GULP WORM!

and away from that freaking worm and to the door at the opposite end of the field.

The facility should take fifteen to twenty minutes to get through.

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Part Five: Palace, revisited

\*\*\*\*\*

\*\*PASSAGE\*\*

ENEMIES: TWO BANDERSNATCHES

Head right and as you go down the narrow path, both BANDERSNATCHES will climb up next to you. If you haven't already learned, this is a bad thing, so equip your GRENADE LAUNCHER and do them in, one close range shot for each.

\*\*COURTYARD\*\*

Climb up the small staircase again and reenter...

\*\*PALACE MAIN HALL\*\*

ENEMIES: FOUR ZOMBIES

Only two of those ZOMBIES are on the lower level, one to your immediate right and the other at some distance to the left. Waste both and head through the wooden door.

\*\*LONG HALLWAY\*\*

Run down to the end, then unlock the double doors to the right using the GOLD KEY. Enter.

\*\*PORTRAIT ROOM\*\*

Take a left as you enter, then climb up the small set of stairs and examine the large portrait of Alfred as a boy. You'll get a FILE, which hints to the puzzle in this room, your first of the game...

+++++

+ [ASHFORD LINEAGE PUZZLE] +

+ +

+ If you examine the boy's portrait again, and you +

+ don't need to yet, it will ask you to trace the +

+ Ashford family lineage to reveal the true master. +

+ +

+ The file you've just received gives a few of the +

+ hints. First, we know that the original butler +

+ gave Veronica a golden teacup, as were Stanley and +

+ Thomas after him. Stanley's sons Thomas and Arthur +

+ were twins, so it's reasonable to assume that +

+ Arthur would look like Thomas in his portrait, +

+ minus the teacup. The next one isn't obvious, but +

+ the term "grandfather" in reference to Edward would +

+ imply age, so go with the old guy on this one. +

+ Process of elimination should tell you that the +

+ remaining one is Alexander. After you're done with +

+ the smaller portraits, select the biggest one again +

+ to reveal Alexia and the EARTHENWARE VASE. +

+ +

+ ----- +

+ | D B | A = VERONICA D = ARTHUR +

+ |F -- E| B = STANLEY E = EDWARD +

+ | | | C = THOMAS F = ALEXANDER +

+ |A -- C| +

+ | | +

+ -ALFRED- +  
+ /ALEXIA +  
+++++

Examine the EARTHENWARE VASE top to get the QUEEN ANT OBJECT. Your swag intact, exit.

\*\*LONG HALLWAY\*\*

Head back down the hallway through the same door as always.

\*\*PALACE MAIN HALL\*\*

ENEMIES: TWO ZOMBIES

Head around the desk and up the stairs again. The first ZOMBIE will be on your left, so destroy it, then climb up to the small landing on the right, where the other ZOMBIES is lurking behind the pillar. Kill it too and enter.

\*\*PALACE SAVE ROOM\*\*

Use the item box and deposit the BOW GUN, BOW GUN ARROWS, ACID ROUNDS, and ARMY PROOF. Take out the GOLD LUGERS. This should leave your inventory looking like this...

INVENTORY:

GOLD LUGERS (two slots)

HANDGUN BULLETS

HANDGUN

GRENADE LAUNCHER w/ GRENADE ROUNDS

QUEEN ANT OBJECT

(open, for herbs)

(open)

(open)

(open)

Go around the door and grab the GREEN HERB, if you haven't already, then use the GOLD LUGERS on the door to unlock it. Oh yeah, and make sure the GRENADE LAUNCHER is equipped.

\*\*ALFRED'S STUDY\*\*

ENEMIES: ONE BANDERSNATCH (not yet)

There are some HANDGUN BULLETS on the table, and enough lightning in the room to create an atmosphere. On the desk, there's a computer. Turn it on and the intro screen is the dragonfly video from earlier. Enter "1971" as a code, sparing you another tedious puzzle. A music box will play, then a panel will slide away. Cue BANDERSNATCH. Kill it and go through the secret passage.

\*\*SECRET BRIDGE\*\*

Cross the bridge and climb up the stairs, enjoying the creepy scene.

It takes six to eight minutes to get here from the end of the facility.

\*\*\*\*\*  
Part Six: Private Residence  
\*\*\*\*\*

\*\*GARDEN\*\*

ENEMIES: TWO BANDERSNATCHES



Ahead, as you enter, will be one of the BANDERSNATCHES, which you should kill immediately. Around the corner, another BANDERSNATCH will appear. Destroy it, climb up the stairs, and enter the gates.

**\*\*RESIDENCE ENTRYWAY\*\***

ENEMIES: FOUR BATS

Cue some music that sounds vaguely like The Exorcist's theme. Equip the LIGHTER and climb up the stairs. If there was any doubt in your mind that Alfred is insane, this should quickly alleviate that problem. Near the top, facing the doll, are some HANDGUN BULLETS and a FIRST-AID SPRAY. Go through the door you find at the end.

**\*\*RESIDENCE HALL\*\***

After a scene, you should pick up the GREEN HERB and enter the nearest door.

**\*\*ALEXIA'S ROOM\*\***

Go inside and stop the music box. This will cause the bed to rise, giving you access to the SILVER KEY. Go back to the music box and use the QUEEN ANT OBJECT to gain the MUSIC BOX PLATE. Exit.

**\*\*RESIDENCE HALL\*\***

Head out through the door in the middle again.

**\*\*RESIDENCE ENTRYWAY\*\***

ENEMIES: FOUR BATS

Be sure that your LIGHTER is still equipped, then go down the stairs and exit. If you're wondering about the door on the main floor, it leads to the RUINED DINING ROOM, where there's a BANDERSNATCH, some BOW GUN ARROWS, and some HANDGUN BULLETS, which makes it unworthy of the trouble.

**\*\*GARDEN\*\***

Navigate your way through the narrow pathways and back to the stairs...

**\*\*SECRET BRIDGE\*\***

Cross the bridge again...

**\*\*ALFRED'S STUDY\*\***

Make your way out of here...

**\*\*PALACE SAVE ROOM\*\***

Use the item box and deposit the MUSIC BOX PLATE for now, exchanging it for the HEMOSTATIC.

**\*\*PALACE MAIN HALL\*\***

Go down the first set of stairs, then run across and unlock the door using the SILVER KEY. Don't go in yet. Instead, go down the other set of stairs, around the desk again, and through the wood door.

**\*\*LONG HALLWAY\*\***

Go to the door opposite and unlock it with the SILVER KEY. Make sure you have the GRENADE LAUNCHER equipped before entering.

**\*\*CONFERENCE ROOM\*\***

ENEMIES: TWO BANDERSNATCHES

One is to your immediate right, and the other is in alcove in the table. Kill both to make life easier. By the projector screen is a FILE, and on the far side of the table are more HANDGUN BULLETS, but you're really here to get the EAGLE PLATE, which is sitting where the second BANDERSNATCH was. Take it, and leave again.

**\*\*LONG HALLWAY\*\***

Straight across...

**\*\*PALACE MAIN HALL\*\***

and out the front door...

**\*\*COURTYARD\*\***

Hang a left...

**\*\*PASSAGE\*\***

Run straight out and down the stairs...

The Residence is rather short, and should only take six to eight minutes to get through.

\*\*\*\*\*

Part Seven: Prison, revisited

\*\*\*\*\*

**\*\*BROKEN BRIDGE\*\***

Just as you left it. Descend the staircases again, then climb over the metal boxes and over to the catwalk on the side. Cross it and reenter...

**\*\*WATCH TOWER\*\***

ENEMIES: THREE ZOMBIES

Again, regardless of whether or not you killed them before, there are three ZOMBIES here, one to the right, one in front, and one on the far side. Dodge 'em and make your way for the door on the right.

**\*\*GRAVEYARD\*\***

ENEMIES: THREE ZOMBIES

Three more naked ZOMBIES are wandering about and blocking your path. Kill them all and take the staircase down near the wrecked vehicle.

**\*\*PRISON HALLWAY\*\***

It's a lot darker in here without the LIGHTER equipped, but you don't need it for any particular reason. Just make your way through.

**\*\*PRISON CELL\*\***

Here, after a scene with Rodrigo, you'll give up the HEMOSTATIC and the LIGHTER in exchange for a LOCKPICK. Nothing more to do here, so just leave.

**\*\*PRISON HALLWAY\*\***

Last time through here...

**\*\*GRAVEYARD\*\***

and here as well...

**\*\*WATCH TOWER\*\***

ENEMIES: THREE ZOMBIES

Cross this field again and go through the opposite door...

**\*\*BARRACKS\*\***

ENEMIES: TWO CERBERI

Sleeping dogs continue to lie, so just go right and through the gate to the nearby door.

**\*\*EXECUTION ROOM\*\***

ENEMIES: FOUR ZOMBIES

Similar setup to before, with one ZOMBIE just around the corner and another standing by the guillotine. After you're done with them, go into the guillotine area and use the EAGLE PLATE on the door with the indentation. Once you do so, the blade will drop, opening the door and releasing two more ZOMBIES to attack you. Kill them and make your way through.

**\*\*CONCEALED PASSAGE\*\***

ENEMIES: TWO ZOMBIES

Two ZOMBIES, one on the left and one in front of you, will come up to meet you. If you can use the explosive barrels to your advantage, go for it. To the left of the entrance, you'll find a GREEN HERB and a door you should enter.

**\*\*ANATOMIST'S ROOM\*\***

By no means is this a happy place. There's some HANDGUN BULLETS on the box as you enter, along with a FIRST-AID SPRAY in the glass cupboard. Go forward and left into the alcove to pick up a FILE hinting at a key coming soon, then backtrack and go through the door opposite from where you entered.

**\*\*CREMATION ROOM\*\***

ENEMIES: FOUR ZOMBIES

Kill the ZOMBIE on your right immediately, then take his spot and kill two more as they come. Another will be wandering around further into the room, and you should kill it as well. Near the door is a RED HERB, and further in, you can find some HANDGUN BULLETS and a DURALUMIN CASE. Open the case with your LOCKPICK to get the M93R PART, which you should combine with the HANDGUN. You might want to manually reload too, as the new CUSTOM HANDGUN holds 20 bullets. Exit.

**\*\*ANATOMIST'S ROOM\*\***

ENEMIES: TWO ZOMBIES

You'll hear a familiar munching, then round the corner to meet Doctor ZOMBIE munching on a pal, both of which will get up and attack you. The doc is a bit stronger and faster than your standard zombie, so be careful. After you kill him, he'll drop a GLASS EYE. Take it and make a run back for the alcove, where you should use the GLASS EYE on the model to open a passage.

**\*\*SECRET PASSAGE\*\***

ENEMIES: FIVE BATS

In case you didn't see the demo, here be BATS, so run like hell to the other end since you don't have the LIGHTER anymore. There's also a GREEN HERB here, but odds are you'll be otherwise occupied.

**\*\*TORTURE ROOM\*\***

ENEMIES: THREE ZOMBIES

We can assume this is where most of the prisoners end up. Two ZOMBIES are close by, while another wanders around in the background. Kill 'em all. On the table near the chair are some (much needed) HANDGUN BULLETS, and to the right on the other table are BOW GUN ARROWS. Take what you need, then go into the passage on the left, down the stairs, and through the door.

**\*\*ARMOR ROOM\*\***

ENEMIES: ONE ZOMBIE (not yet)

Here's another puzzle room that isn't entirely obvious. Go up to the statue with the sword and take it to get the RUSTED SWORD. The shield statue will rise and gas will begin to spread, so push the handle on the shield statue counter-clockwise until it's facing the sword statue, at which point the gas will stop and the sword statue will turn around. Jam the RUSTED SWORD into the hole in the newfound torture device. The door will unlock and the ZOMBIE will pop out and dive at you. Kill it or don't, but there's a PIANO ROLL you should pick up where he was. Exit.

**\*\*TORTURE ROOM\*\***

It's time to leave the prison and never come back. Go up the stairs and out of this room.

**\*\*SECRET PASSAGE\*\***

ENEMIES: FIVE BATS

Run like hell to avoid the bats.

**\*\*ANATOMIST'S ROOM\*\***

Go back out the door on the right.

**\*\*CONCEALED PASSAGE\*\***

ENEMIES: THREE ZOMBIES

There's one ZOMBIE right in front as you enter and two more lingering to the rear of the room. If you haven't utilized the barrel nearby yet, do so now as you can probably take out two of them right quick. That finished, you now have a choice. Either you can turn right and enter the CRATE ROOM, pick up some HANDGUN BULLETS, access the item box, and move the crate out of the way, leading you to the COMPUTER ROOM and the SECURITY ROOM, and grab the BOW GAS ROUNDS and FLAME ROUNDS, or you can forget about those and take the door near you. Personally, I think it's not too much trouble to get them, but to each their own.

**\*\*EXECUTION ROOM\*\***

Run past the guillotine and around to the door on the right.

**\*\*BARRACKS\*\***

ENEMIES: TWO CEBRERI

Turn left and take the quick way out.

**\*\*WATCH TOWER\*\***

ENEMIES: THREE ZOMBIES

Again, three ZOMBIES regardless of any you might have killed previously. It's a bloody convention. Take a right and go out the big door.

**\*\*BROKEN BRIDGE\*\***

Take the catwalk on the side again, then cross the boxes and climb the stairs. We're finally free of this place.

It should take twelve to fifteen minutes to revisit the prison.

\*\*\*\*\*  
Part Eight: Private Residence, revisited  
\*\*\*\*\*

**\*\*PASSAGE\*\***

Again, I'm going to provide you with a choice. The lockpick allows for some newfound freedom in the MTF, namely, you can unlock some HANDGUN BULLETS in the INFORMATION ROOM, a FIRST-AID SPRAY in the MODEL ROOM, and some ACID ROUNDS and HANDGUN BULLETS in the FACILITY WEAPONS STORAGE, which I haven't mentioned to this point.

To get to FACILITY WEAPONS STORAGE, there are two routes...

FACILITY YARD -> TANK ROOM -> JEEP ROOM -> ELEVATOR HALL (B1F) -> SEWER BALCONY  
-> VENTILATION ROOM -> AUXILARY PRISON -> FACILITY WEAPONS STORAGE (in front)

or

FACILITY YARD -> FACILITY MAIN HALL -> FACILITY BALCONY -> VENTILATION ROOM ->  
AUXILARY PRISON -> FACILITY WEAPONS STORAGE (in front)

The first will take you by the MODEL ROOM and the second will take you by the INFORMATION ROOM. I'd either take the second one or bypass this entirely. Overall, it's not worth the time it takes to get in and out.

Just cross the field again and climb up the stairs.

**\*\*COURTYARD\*\***

As you climb up the staircase and try to enter the palace, you'll get a special Wesker scene only in CVX. Once the martial arts display is over, enter.

**\*\*PALACE MAIN HALL\*\***

Go up the stairs, past the portrait, and up the stairs on the opposite end.

**\*\*CASINO\*\***

You can easily spot some HANDGUN BULLETS upon entering, along with some BOW GUN POWDER on the table. Further ahead at the bar are two GREEN HERBS. Near the bar is the piano you should use the PIANO ROLL on. This will open the slot machine, where you can grab the KING ANT OBJECT. Exit.

**\*\*PALACE MAIN HALL\*\***

Cross the field again and climb up the landing to enter...

**\*\*PALACE SAVE ROOM\*\***

Grab whatever you need here. You might be a little ammo deficient right now, so it could be reasonable grab the M-100Ps as well, if there's still about 25% left. You should also grab the MUSIC BOX PLATE, as you'll need it quite soon. Otherwise, just head out the luger door again.

**\*\*ALFRED'S STUDY\*\***

Head straight to the passage and through.

**\*\*SECRET BRIDGE\*\***

ENEMIES: FIVE ZOMBIES

As you try to cross this, you'll encounter five ZOMBIES, all waiting to tear you up. Guess the "unwashed" are trying to see Alexia. Use whatever ammo you have to waste them and continue up.

**\*\*GARDEN\*\***

ENEMIES: TWO BANDERSNATCHES

Both of the BANDERSNATCHES climb up while you're making your way to the next staircase. Since you probably have about two rounds in your GRENADE LAUNCHER, dodge them and enter the building.

**\*\*RESIDENCE ENTRYWAY\*\***

ENEMIES: FOUR ZOMBIES

Two ZOMBIES are on the main floor (and they've eaten the bats!), one is on the landing, and one more is near the top of the room. Dodge all of them and go through the door.

**\*\*RESIDENCE HALL\*\***

ENEMIES: THREE ZOMBIES

Two ZOMBIES on the left, one on right. There's also some HANDGUN BULLETS on the desk near the door. You want to go left, so kill that one and continue on, dodging the second and entering the door.

**\*\*ALFRED'S ROOM\*\***

Use the KING ANT OBJECT and then the MUSIC BOX PLATE on the music box, and the bed top will lower, revealing a ladder. There's also a FILE on Alfred's desk to grab, but the ladder is more important.

**\*\*CAROUSEL\*\***

Get off the carousel and wander around. Head left and you'll find a GREEN HERB and the SILVER DRAGONFLY a bit further on. Backtrack to where you got off and

examine the SILVER DRAGONFLY, removing the wings, then stick it in the ant's mouth. The carousel will get rolling, so turn left again and get back on, climbing up the ladder, which now leads somewhere.

**\*\*UPPER CAROUSEL\*\***

In front of you, another typewriter and more INK RIBBONS. To the left there's also another FILE, but to the right you should push the box up to the right-hand bookcase to get another FILE and the AIR FORCE PROOF, which you need to get out of here. Climb down again.

**\*\*CAROUSEL\*\***

Turn left and go down the ladder.

**\*\*ALEXIA'S ROOM\*\***

Here we are at the other end. Get down and try to exit and you'll have a scene with Alexia and Steve, which will lead you through the secret door to...

**\*\*ALFRED'S ROOM\*\***

Seems a little suspicious. Ignore the blood and examine the wig on the music box to get a scene with craaaaaazy Alfred. Steve has a good idea, you should leave too.

**\*\*RESIDENCE HALL\*\***

ENEMIES: TWO ZOMBIES

Just run to the center and exit.

**\*\*RESIDENCE ENTRYWAY\*\***

ENEMIES: ZOMBIES (depending on how many you killed)

Either there are ZOMBIES here or there aren't, depending on how much ammo you had. They're in the same places though, so kill them or compensate.

**\*\*GARDEN\*\***

ENEMIES: TWO BANDERSNATCHES

One is on the landing with you and the other is wandering the garden. For an easy way to dodge them, run towards their armless side where they can't get to you as easily.

**\*\*SECRET BRIDGE\*\***

Cross this for the last time...

**\*\*ALFRED'S STUDY\*\***

Go around and through the other door...

**\*\*PALACE SAVE ROOM\*\***

You'll want to drop off the M-100 Ps here, as they're probably spent. You'll also want to grab the ARMY PROOF, and anything else you think you might need. Exit.

**\*\*PALACE MAIN HALL\*\***

Go down both stairs and up the short ones to exit this wretched place for good.

**\*\*COURTYARD\*\***

Here, you'll finally want to grab that red object, which reveals itself as the NAVY PROOF. Short scene, and you get the typical self-destruct sequence that we associate with all madmen. No timer though. Run ahead and you'll meet up with Steve. Turn right.

**\*\*WATERWAY\*\***

Go to the dock and you and Steve will ride the sub to the airport.

It takes another ten to thirteen minutes to get to this point.

\*\*\*\*\*

Part Nine: Airport, revisited

\*\*\*\*\*

**\*\*SUBMARINE DOCK\*\***

Go down the stairs and Steve will run on again. Follow him...

**\*\*WAITING ROOM\*\***

ENEMIES: THREE ZOMBIES

Two ZOMBIES on the left, one on the right, regardless of who you killed before. Blast 'em all and go through the left door.

**\*\*BOARDING PLATFORM\*\***

Go forward and use the computer to bring the platform over. Use all of the PROOFs on the panel and you and Steve will be headed for the plane.

**\*\*SEAPLANE\*\***

Nearby, you'll find an item box. Swap out the GRENADE LAUNCHER so it either has ACID ROUNDS or FLAME ROUNDS in it, with the other as the spare. Grab the BOW GAS ROUNDS and the spare GRENADE ROUNDS too, and equip the GRENADE LAUNCHER while you're at it. Climb up the stairs and Steve will complain that they can't leave until the catwalk is gone, so turn around and grab the CONTROL LEVER. There's also a typewriter with INK RIBBONS nearby. Use the raised stairs near the door to exit.

**\*\*BOARDING PLATFORM\*\***

Head over to the door...

**\*\*WAITING ROOM\*\***

Go around to the other door...

**\*\*LOWER CATWALK\*\***

Cross this and enter...

**\*\*CARGO ROOM\*\***

Take the lift up and go out the door.



**\*\*UPPER CATWALK\*\***

Use the CONTROL LEVER on the nearby panel and choose "yes" to raise the catwalk. Since there's no other smart way around it, I guess you'll have to cross.

**\*\*OIL ROOM\*\***

Smells like puzzle in here, but you don't have to worry about that now. Check out the corpses ahead and grab the AIRPORT KEY, then head out.

**\*\*UPPER CATWALK\*\***

Cross this thing again...

**\*\*CARGO ROOM\*\***

Ride the lift down and use the AIRPORT KEY on the nearby shutter, then enter.

**\*\*AIRPORT SAVE ROOM\*\***

Since there's an item box and a typewriter here, so if you still haven't saved yet, now would be a brilliant time to do so. There's also two GREEN HERBS, some HANDGUN BULLETS, and some GRENADE ROUNDS (which you should keep). Of course, the lift needs to be cleared before you can continue on. Push the single crate in the upper part of the screen into the lift, then push the crate just below it as far up as you can, then over and into the lift. Now you can use it. Five minutes to go. Alfred's still nuts and there's more trouble on the way in the form of a Tyrant that has maces for hands.

**\*\*FACILITY YARD\*\***

ENEMIES: GULP WORM!

Run to the nearby door!

**\*\*PASSAGE\*\***

ENEMIES: TYRANT!

As you make your run for the palace, there's be a conveniently placed explosion which leaves you locked in a narrow hallway with the f\*\*\*ing Tyrant.

-----  
|[BOSS FIGHT #1: TYRANT (I)]+ |  
|[DIFFICULTY: INFANTILE]+ |  
|This critter can be really easy or really hard, depending on if you know what |  
|you're doing. First, unload your ACID ROUNDS into him. If he sits, STOP |  
|FIRING. For some reason he can't be hurt as much when he's squatting. DO |  
|NOT run towards him either, or he'll swing those meaty fists right into you |  
|for some considerable damage. Instead, wait for him to get up, then repeat |  
|the process, reloading with FLAME ROUNDS and GRENADE ROUNDS as necessary. |  
|Save the BOW GAS ROUNDS for later on. Be sure you're in close range when you |  
|use the GRENADE ROUNDS, as they don't have the range of the others, just stay |  
|at a safe enough distance, as the Tyrant is a free swinger. Six ACID ROUNDS, |  
|plus six FLAME ROUNDS, plus two GRENADE ROUNDS at close range will drop him. |  
|If you keep at enough of a distance, you can kill him without getting hit. |  
-----

After he's down, climb up the stairs...

**\*\*COURTYARD\*\***

Cross the usual pathway and go down the stairs...

**\*\*WATERWAY\*\***

Run across and spin the wheel again, climbing into the sub...

**\*\*SUBMARINE\*\***

Use the lever, then exit again...

**\*\*SUBMARINE DOCK\*\***

Run down the stairs and around to the door...

**\*\*WAITING ROOM\*\***

...and out the left side here...

**\*\*BOARDING PLATFORM\*\***

Take the lift down to the plane again...

**\*\*SEAPLANE\*\***

After one scene with Steve and Claire and another with Alfred, something up. Go check out the CARGO BAY, but make sure you have healing supplies, two full-healing items should do.

**\*\*CARGO BAY\*\***

ENEMIES: TYRANT (II)!

Hmm... Apparently, Alfred shot the plane with his Tyrant gun...

-----  
|[BOSS FIGHT #2: TYRANT (II)]+ |  
|[DIFFICULTY: MEDIUM]+ |  
|As the scene notes, the Tyrant has a large spike coming out of his right fist |  
|now and worse yet, you're fighting in close quarters. Start out by firing |  
|all your BOW GAS ROUNDS into him. By this time he's probably close enough to |  
|start swinging at you, beginning with some left-right hooks and moving up to |  
|a full-on smash into the ground. Two of those smashes will put you into the |  
|orange level of caution, so watch out. In the meantime, you should unload |  
|four of your remaining GRENADE ROUNDS into the Tyrant. Once you've done |  
|that, turn around and use the panel to set the catapult off, which will |  
|send a large box of explosives into the Tyrant, killing him or at least |  
|launching him into the south Atlantic on fire and severely damaged. It's |  
|pretty crucial that you come out with one or two GRENADE ROUNDS in the |  
|GRENADE LAUNCHER, as this will make the next boss fight that much easier. |  
-----

**\*\*SEAPLANE\*\***

The plane will lock into autopilot mode, Alfred will yell at you, Claire and Steve will fall asleep to the sounds of new age rock, when suddenly, ANTARTICA!

This save DOES NOT count against your ending save total.

It should take ten to thirteen minutes to complete this section. Bare minimum, you can get through Disk 1 in ninety minutes or less. It should only take you

an hour and forty-five minutes at the most.

\*\*\*\*\*

DISK 2

Part Ten: Claire in Antartica

\*\*\*\*\*

\*\*BASE TERMINAL\*\*

After some scenes with the kids getting out of a busted plane, Claire will be wandering Antartica in short sleeves. Climb down the ladder to the right, go past the double doors and into the single door near the stairs.

\*\*WORKER'S BUNKROOM\*\*

ENEMIES: FOUR ZOMBIES (not yet)

Go around the corner and into the upper-left alcove, where you can find some BOW GUN POWDER. There's also a FIRST-AID SPRAY and some HANDGUN BULLETS in a locker on the right and another box of HANDGUN BULLETS obscured on a shelf to the left. A body will fall down, signalling that the ZOMBIES will rise once you start moving again. Dispatch them all, then grab the HANDGUN BULLETS near where the first one fell. On the other side of the alcove, there's a FILE on the table and more HANDGUN BULLETS on the shelf. There's also a BASE MAP on one of the far walls. After taking everything, leave.

\*\*BASE TERMINAL\*\*

Go down the nearby staircase.

\*\*MOTH HALLWAY\*\*

ENEMIES: ONE MOTH

Go down the stairs, ignore your surroundings, and turn left at the junction. The MOTH will appear, so quickly enter the door before you get poisoned.

\*\*LOWER SHIPPING ROOM\*\*

ENEMIES: THREE ZOMBIES

All three ZOMBIES are blocking your path to the left, so waste the whole lot of them. Keep circling around and go through the door at the end.

\*\*BASE WEAPONS STORAGE\*\*

ENEMIES: FOUR ZOMBIES

One ZOMBIE to the right, another coming to the left, and two more beyond him. Grab the MINING ROOM KEY on the box when you pass it. Further on, beyond the last ZOMBIE and in front of the missiles, examine the panel to get the ASSAULT RIFLE, which you might need to equip shortly. Continue on and you'll find a corpse and a DETONATOR, which you should use on the nearby cabinet. Can't set it off yet, so exit.

\*\*LOWER SHIPPING ROOM\*\*

Head back around and up the short set of stairs, where you can use the key on the door.

\*\*MINING ROOM\*\*

Turn right and climb up the odd platforms, then up the stairs. Examine the pipe there to figure out what to do in case of emergency (yes, this is

absolutely necessary). After that, go back down and to the other side of the room, through a new door.

**\*\*MACHINE ROOM\*\***

ENEMIES: THREE CERBERI

Run down the path in front of you. To the right, along the way, are two GREEN HERBS and two boxes of HANDGUN BULLETS. Turn left at the corner, and you'll meet the first CERBERUS, which you should frag immediately. Keep running into the little passage and operate the panel to start the generator. Head back out and take a right at the junction, then two more rights until you're in a corner with another CERBERUS and two more GREEN HERBS. Kill this one, take what you need, and go straight through, where another CERBERUS will jump out of an alcove. Kill it, grab the nearby GREEN HERB, and flip the switch in the alcove to restore power to the base. Exit.

**\*\*MINING ROOM\*\***

Run down the pathway and out the door.

**\*\*LOWER SHIPPING ROOM\*\***

Go down the stairs and into the room you haven't been in yet nearby.

**\*\*B.O.W. ROOM\*\***

ENEMIES: THREE SPIDERS

To your left is a GAS MASK, which you can't get yet. Instead, turn right and encounter the two SPIDERS, which are annoying and hard to aim at. Do what you will with them (I prefer killing, but they aren't easy targets), then grab two boxes of HANDGUN BULLETS on the crate, the BOW GUN ARROWS on the shipping terminus, and the GREEN HERB and BLUE HERB around the corner from that, if you need either. It might be wise to mix both, just in case you get mothed on your way out into the hallway. You can't really kill the SPIDER on the underside of the floor, so go over to the stack of crates on the far end of the room and pick up the BAR CODE STICKER, then exit.

**\*\*LOWER SHIPPING ROOM\*\***

Go around to the opening in the shipping machinery and use the panel to turn on power to the sort. This will send something to the BASE WEAPONS STORAGE. Use the BAR CODE STICKER on the remaining box, then use the lever to send it to the B.O.W. ROOM. Go there first.

**\*\*B.O.W. ROOM\*\***

The crate contained anti-B.O.W. Gas, which can't hurt you, but kills everything else here. Take the GAS MASK now that you've tricked the mechanism.

**\*\*LOWER SHIPPING ROOM\*\***

Exit out of here by turning right and going out the unmarked double doors.

**\*\*MOTH HALLWAY\*\***

ENEMIES: THREE MOTHS

Two to your right, one on the left at the junction, run like mad to avoid all of them.

**\*\*BASE SAVE ROOM\*\***

There's a FILE on the victrola, BOW GUN ARROWS on the table, and a GREEN HERB beyond that. Not to mention the typewriter and INK RIBBONS. Now would be a good time to mix the EXPLOSIVE POWDER with the BOW GUN ARROWS, then ditch them and the ASSAULT RIFLE. Manually reload your CUSTOM HANDGUN, then dump the rest of the HANDGUN BULLETS in the box. Trust me. After that, push the bookshelf back and open the locker to reveal the mouse again, and another FILE. Press the switch, which required power to operate, and you'll meet the Nosferatu, who is none too happy you're here, though he can't get to you anyway. Grab the PLANT POT, examine it, and flip it over to get the MACHINE ROOM KEY.

CLAIRE'S INVENTORY:

CUSTOM HANDGUN

GRENADA LAUNCHER (w/ a few grenade rounds)

GAS MASK

MACHINE ROOM KEY

(open, for herbs)

(open)

(open)

(open)

(open)

(open)

\*\*MOTH HALLWAY\*\*

ENEMIES: THREE MOTHS

One straight ahead, but keep on running and hopefully you won't get poisoned on your way up the stairs.

\*\*BASE TERMINAL\*\*

Run around to the double doors you haven't been through yet.

\*\*UPPER SHIPPING ROOM\*\*

Hang a left and go around to the door, which you can unlock using the MACHINE ROOM KEY. Enter.

\*\*UPPER MINING ROOM\*\*

Go to the door on the opposite end.

\*\*UPPER MACHINE ROOM\*\*

On the platform, take the VALVE HANDLE and leave again.

\*\*UPPER MINING ROOM\*\*

Examine the panel in front the first door and Steve will run in. During the scene, he'll hit a pipe and the room will fill with poison gas. You'll both run out.

\*\*UPPER SHIPPING ROOM\*\*

After a scene, run to to opposite end of the catwalk and go through the door.

\*\*BASE STORAGE\*\*

Technically, there's a ZOMBIE here, but he can't get to you nor can you get to him. Instead, go around, examine the left desk just after the cage to get

more HANDGUN BULLETS, go further on to find HANDGUN BULLETS, INK RIBBONS, a GREEN HERB, and a BLUE HERB. Here, there's a machine to cut metal materials. Use the VALVE HANDLE on it to get the OCTA VALVE HANDLE.

**\*\*UPPER SHIPPING ROOM\*\***

As you can tell, there are more ZOMBIES below again. Go around to the center door.

**\*\*BASE TERMINAL\*\***

Go down the stairs again....

**\*\*MOTH HALLWAY\*\***

ENEMIES: THREE MOTHS

Unless you really need something in the item room, get it now. By the way, your inventory should look something like this...

Run forward, take a left, and reenter...

**\*\*LOWER SHIPPING ROOM\*\***

ENEMIES: FOUR ZOMBIES

One to your right, three to the left, but ignore them all and dodge your way up the staircase further to the left, then open the door after equipping the GAS MASK.

**\*\*MINING ROOM\*\***

Turn right, climb up the small ledges, and use the OCTA VALVE HANDLE on the pipe after the stairs. Alfred, schitz that he is, is none to happy, but Steve saves the day and, somehow, the Nosferatu escapes. Before getting out of this mess, climb down the ledges and grab the SNIPER RIFLE, then a scene will cause you to leave.

**\*\*HELIPAD\*\***

ENEMIES: NOSFERATU!

Head for the staircase on the left and after some more whining by Steve, the Nosferatu will make his debut.

-----  
|[BOSS FIGHT #3: NOSFERATU]+ |  
|[DIFFICULTY: MEDIUM]+ |  
|I suppose you're wondering how a blindfolded man whose legs are tied together|  
|can be considered a medium level threat. Nosferatu's primary attack is to |  
|emit a purple cloud of poisonous gas. To add insult to injury, the gas will |  
|eventually poison you, making the game more complicated later, and the gas |  
|will knock you out of the zoom function on the SNIPER RIFLE as it does |  
|damage. He primarily does this attack when you move too far away from him, |  
|but not quite far enough. Instead of running to the far end of the platform,|  
|go towards the lower portion of it and stand somewhat close to the edge. |  
|There's no exact science to this, if you're at a good distance you'll usually|  
|just see a hazy outline when you zoom in on him. Once you're in position, |  
|aim at him and zoom in on the exposed heart area and fire when the shot is |  
|clear. If you scored a direct hit, he'll make a distinct noise. As he |  
|approaches, run back a little farther to keep the gas from poisoning you. |  
|Repeat this process until you run out of ammo. That's right, the SNIPER |  
|RIFLE has one shot less than you need to put him away. Equip your GRENADE |

| LAUNCHER, get into range, and continue to fire into him. Those one or two |  
| GRENADE ROUNDS you had left should drop him like a fly... er, ant... and |  
| allow you to save Steve and escape from the base. If at all possible, try to |  
| kill him without getting poisoned. It will save you a lot of time later on. |  
| Alternatively, it IS possible to zoom in directly on the center of |  
| Nosferatu's heart and kill him in one shot, but you can play dozens of times |  
| before you'll get lucky enough to perform this feat, so don't bank on it. |  
-----

Mission accomplished, head down the staircase, which leads to some more plot  
twists.

All told, this are will take about fifteen to twenty minutes to complete.  
Closer to fifteen for most.

\*\*\*\*\*  
Part Eleven: Chris on Rockfort  
\*\*\*\*\*

'In the meantime,  
On an isolated island,  
Chris Redfield...'

"Following up on a lead given to me by Leon has brought me here.  
Don't worry, Claire, I'm coming for you."

\*\*MORTUARY SAVE ROOM\*\*

NOTE: This is all assuming that you gave Rodrigo the Hemostatic, which, if  
following this guide, you should have done automatically.

As soon as you enter, the wall behind you collapses, How... convenient. Walk  
forward and pick up the GREEN HERB. Continue on to find Rodrigo, why is he  
here? After some short conversation concerning Claire, the gulp worm returns  
to swallow Rodrigo whole. You have to save him, obviously. Ignore the  
suspicious panel for now and circle around to the item box, which has even more  
BOW GUN ARROWS and INK RIBBONS nearby. Save if you feel the need, but the next  
trial isn't that difficult. Take out the BOW GUN and whatever EXPLOSIVE ARROWS  
you have, five should do it. If you don't have these, then take out the  
ASSAULT RIFLE and enter the next room.

\*\*CAVE\*\*

As you can tell by the semi-dramatic music, the gulp worm is here. Be sure  
to pick up the GREEN HERB and BLUE HERB in front of you if you need either.

-----  
|[BOSS FIGHT #4: GULP WORM]+ |  
|[DIFFICULTY: INFANTILE]+ |  
|Some of you may be familiar with the gravedigger in RE3. The gulp worm poses |  
|similar threats, only substitute the deadliness for being a tremendous |  
|nuisance. The worm's first attack is to come up close to you and rear up |  
|for a few seconds and howling. The howl will knock down rocks from above, |  
|which can and will hurt you. You can see the worm coming by watching the |  
|floor spew rocks near you, so run in the opposite direction from these. If |  
|the worm knocks you down, you might have the chance to get off one shot |  
|before he dives again, AVOID GETTING HIT. The worm will follow this attack |  
|up by burrowing; wait for it to bury itself and then run towards where it |  
|came from, though any open area will suffice. The worm will chase you and |  
|resurface very briefly to try to hit you, but if you stay in motion, it can |

|be avoided easily enough (DON'T TRY TO SHOOT IT LIKE THIS). The cycle merely|  
|repeats from there; the fight isn't long by any means, but you are almost |  
|constantly moving. Four to six explosive arrows will do him in, though, as |  
|an alternative, you can waste about twenty-five percent of your ASSAULT RIFLE|  
|ammo to produce a similar effect. Staying in motion is the key to winning |  
|this battle, though a fast trigger finger doesn't hurt either. |

---

The gulp worm will spit out Rodrigo and after a scene, you'll get the LIGHTER.

Return to the room you were just in.

**\*\*MORTUARY SAVE ROOM\*\***

Time to put the lighter to good use. Go back to the strange panel and use it to receive the SUB MACHINE GUN. These are identical to the guns that Steve has. Early on in this campaign, they're wasted, so put them and the extra herb into the box. I recommend going through this section with no items at all. That's right, none. It helps when you're picking stuff up.

**\*\*CAVE\*\***

Explore the part you haven't been to yet. There are some more HANDGUN BULLETS and some useless BOW GUN ARROWS on the floor there. Bah. Call the elevator and head out.

**\*\*JEEP ROOM\*\***

ENEMIES: THREE ZOMBIES

Hey, we've been here before. The door leading to the ELEVATOR HALL is conveniently blocked for now, so we can only go to the TANK ROOM. The first zombie is to your left as you enter, the others wander around ahead. Go around the pillars and forward to the...

**\*\*TANK ROOM\*\***

If you watched the FMV at the end of the first disk, you should know that Alfred moved the tank to get to his plane. Go to the rear of the tank to find the button that did it. Be sure to grab the nearby HANDGUN BULLETS after the tank moves. Unfortunately, the door to the FACILITY YARD is also blocked.

**\*\*HARRIER CORRIDOR\*\***

Make your way around to find some SHOTGUN SHELLS, a GREEN HERB, and a BLUE HERB. At the end of the corridor, there is a door which can only be opened using a HALBERD, so for now, we can't use it. DO NOT PICK UP THE BATTERY PACK YET. Go through the orange door instead.

**\*\*HARRIER SAVE ROOM\*\***

In plain view, you'll find some ACID ROUNDS, a GREEN HERB, a blue herb planter, and more INK RIBBONS. Go around the table to find more HANDGUN BULLETS and SHOTGUN SHELLS. Access the dresser next to where you got the ammo. You'll be prompted to open a drawer. Puzzle time!

++++  
+ [DRAWER PUZZLE] +  
+ +  
+ On the wall there is a picture which reads: +  
+ +



+ Lava burns forest, flows to the sea, forms the +  
+ earth. +  
+ +  
+ Take that in context of the drawers in front of +  
+ Chris. Blue, red, green, brown. Of course, that +  
+ isn't the same order that the picture dictates, so +  
+ open them in the order red (lava), green (forest), +  
+ blue (sea). At this point the brown (earth) drawer +  
+ will unlock and you can take out the LUGER REPLICA. +  
+ This item serves no practical purpose whatsoever in +  
+ the main game, but it does allow you to unlock +  
+ Steve in the battle game you'll get after you beat +  
+ the rest of the game. +  
+++++

Put it all back in the item box, take out your HANDGUN and a small amount of HANDGUN BULLETS, then head out again. Taking the ASSAULT RIFLE instead can be an intelligent choice too, but it requires that you ignore the HANDGUN BULLETS you find for a while, so I don't advocate you use it in this area.

**\*\*HARRIER CORRIDOR\*\***

ENEMIES: TWO SPIDERS (not yet)

Turn to the left and pick up the BATTERY PACK. A SPIDER will come out of the grate in front of you and will charge. Dodge it and run up the hall. Another SPIDER will begin trailing. Just keep on running.

**\*\*TANK ROOM\*\***

Go back to...

**\*\*JEEP ROOM\*\***

ENEMIES: THREE ZOMBIES

Return to the area next to the elevator you used. Dispatch the zombie near there and use the BATTERY PACK on the nearby lift. Hop on and operate the switch. Next to you is the CHEM. STORAGE KEY and a FILE. The file explains how you'll be getting what you need to leave the island. Head out through the nearby door.

**\*\*CONTROL ROOM\*\***

Turn left and walk forward. There will be a cut-scene with Alexia (now fully clothed) singing. This is followed by a Wesker cut scene in which he releases the hunters and the scanners. Oh snap. Return to the main part of the hall and take the elevator to B1F.

**\*\*SEWER BALCONY\*\***

Remove some HANDGUN BULLETS from the lion's mouth, then go down the new staircase here, the VENTILATION ROOM is covered in gas right now. More goodies here. DO NOT PICK UP THE SHOTGUN FROM THE WALL MOUNT YET. There are some HANDGUN BULLETS on the ground ahead, and some FLAME ROUNDS on the shelf. The third item on the floor is a pack of INK RIBBONS, just ignore them. Go through the door.

**\*\*TYRANT STORAGE\*\***

There's a GREEN HERB here for the taking, but I wouldn't just yet, unless you plan on combining it with another herb right away, but that would be a waste

given that you'll find better things to combine soon. Use the staircase and head on up. Near the door to get out of here, there's a control panel you can manipulate to lower a capsule, which allows you to reach an A. RIFLE CLIP. This puppy will add another 50% to your rifle, but you shouldn't need to just now. Head out the door.

**\*\*SOUTH TURNTABLE\*\***

Everything's broken in here, as you can see, and some doors are blocked as well. There are some BOW GUN ARROWS on the left side, but ignore them. Go forward and enter the door on your left. DO NOT PICK UP THE DOOR KNOB ON THE TURNTABLE! Doing so would make something bad happen that you do not want to deal with just yet.

**\*\*CHEMICAL STORAGE\*\***

NOTE: KEEP ONE STORAGE SPACE OPEN FOR THE DOOR KNOB LATER.

The two doors should lift as you approach. On the counter as you enter the main room are some HANDGUN BULLETS and some SHOTGUN SHELLS. On the table there is a RED HERB and a BLUE HERB which you can pick up so long as you're planning on combining them. Use the CHEM. STORAGE KEY on the fridge. You'll be prompted to set the temperature, set it to 12.8 F. One of the chemicals will turn blue; pick up the CLEMENT SIGMA. Exit.

**\*\*SOUTH TURNTABLE\*\***

ENEMIES: TWO HUNTERS (not yet)

When you pick up the DOOR KNOB, the scanner activates and releases the HUNTERS. Dodge them somehow and exit the room. Unfortunately, the cut-scene triggers the appearance of other scanners throughout the facility. It is possible to dodge them though, with some patience. One smart trick, which is near imposssible to perform, is to enter a door right as you trigger one of these machines, but before it beeps. When you come back, no scanner, no hunters.

**\*\*TYRANT STORAGE\*\***

Go down the stairs and through the door...

**\*\*SEWER BALCONY\*\***

Keep on ignoring that tempting weapon... Just go up the stairs and take the elevator to 2F.

**\*\*CONTROL ROOM\*\***

ENEMIES: TWO ZOMBIES

One of the ZOMBIES will greet you, the other follows around the right part of the hall, dispatch both. Go through the door in the computer part of the room.

**\*\*FACILITY BALCONY\*\***

You'll see the EAGLE PLATE fall through a hole into the sewer. That's where we're headed, oh, and that weird buzzing noise is something to note. First, just head across to...

**\*\*SHUTTER CORRIDOR\*\***

ENEMIES: ONE HUNTER (not yet)

This place is currently on fire. There's a SCANNER on the ceiling in front of you. If you trip it, a HUNTER will run out and start attacking you. Around the corner and straight ahead is a SIDE PACK which will let you carry two more items. Once you've picked that up, go back up, not quite into the fire hallway, hang a right, and go through.

**\*\*FACILITY MAIN HALL\*\***

Use the DOOR KNOB on the door on your left. Go through.

**\*\*UPPER JEEP ROOM\*\***

Turn left and pick up the TANK OBJECT on the desk. On the other side of the walkway are some HANDGUN BULLETS. Leave.

**\*\*FACILITY MAIN HALL\*\***

Go back through the way you came.

**\*\*SHUTTER CORRIDOR\*\***

ENEMIES: ONE HUNTER (if you triggered it)

Run from the HUNTER and pray you don't get cut up too badly.

**\*\*FACILITY BALCONY\*\***

Head across to...

**\*\*CONTROL ROOM\*\***

Go around the corner to the elevator again and take it to 1F.

**\*\*ELEVATOR HALL\*\***

ENEMIES: ONE HUNTER (not yet)

Head out and turn to the right where you shall find another lovely SCANNER. Try to avoid it when you go through the door, otherwise you'll take a nasty beating.

**\*\*MODEL ROOM\*\***

Head over to the model of the facility and use the TANK OBJECT. This will move the painting next to the typewriter. You'll find the TURN TABLE KEY and a FILE there. Notice the three slots where you picked up the key, and how they resemble the shapes of the military proofs from earlier. Time to go back to the airport.

**\*\*ELEVATOR HALL\*\***

ENEMIES: ONE HUNTER (if you triggered it)

Go back to the elevator and make sure you don't get cornered by the HUNTER. If you dodged the scanner the first time, it won't be back. Take the elevator to B1F.

**\*\*SEWER BALCONY\*\***

Descend the stairs and go through the door...

**\*\*TYRANT STORAGE\*\***

ENEMIES: ONE BANDERSNATCH (not yet)

As you try to make it to the door, you'll see a scene with Wesker, who wails on Chris. Following this, he will be thrown into a capsule which will release the BANDERSNATCH. Run directly towards it as it tries to grab you and you should dodge the attack entirely. Run around it and make you way to the door, hopefully relatively unscathed.

**\*\*SOUTH TURNTABLE\*\***

The hunters aren't here anymore. Head to the turntable and use the TURN TABLE KEY on the obvious panel in front of you.

**\*\*FACILITY MAIN HALL\*\***

Turn around and climb over the boxes. You'll find yourself in a familiar location, though slightly smaller than before. Head out the door.

**\*\*FACILITY YARD\*\***

ENEMIES: TWO HUNTERS

Luckily, this place is so huge you can easily dodge the two HUNTERS. One will come from the left and the other will come from the right. You'll want to run to the right to use the elevator to go back down to the...

**\*\*AIRPORT SAVE ROOM\*\***

Drop unnecessary items in the box and save if you want; it's been a while since there's been a save room. Whatever items you keep or take out (having better firepower couldn't hurt either, possibly the BOW GUN w/EXPLOSIVE ARROWS), MAKE SURE YOU HAVE AT LEAST THREE ITEM SPACES OPEN BEFORE YOU LEAVE.

**\*\*CARGO ROOM\*\***

ENEMIES: ONE HUNTER

The HUNTER approaches from the right as you enter. Instead of trying to mess with it, hang a left and get on the lift, then run around to the door...

**\*\*UPPER CATWALK\*\***

Cross this...

**\*\*OIL ROOM\*\***

ENEMIES: THREE ZOMBIES (not yet)

Hey, we've been here before. Use the panel to the right of the door.

```
+++++
+ [OIL PRESSURE PUZZLE] +
+ +
+ The notice attached to the puzzle reads as follows: +
+ +
+ Manual Operation +
+ +
+ 1. Supply oil to the 10 liter tank using 3 +
+ cylinders. +
+ 2. The standard oil amount must be maintained. If +
+ oil isn't at the standard amount of 7 liters, +
+ the device will not activate. Be careful. +
+ +
+ Basically, what you're trying to do here is to get +
```



**\*\*CARGO ROOM\*\***

ENEMIES: ONE HUNTER

Run across back to...

**\*\*AIRPORT SAVE ROOM\*\***

Chances are, you're really going to want to heal yourself now. You might want to take out a BLUE HERB too. Ditch the BOW GUN, if you're comfortable with your dodging abilities. Take out the CLEMENT SIGMA again. Use the elevator.

**\*\*FACILITY YARD\*\***

ENEMIES: TWO SWEEPERS

The hunters from before seem to have evolved into two nasty SWEEPERS. Unlike hunters, SWEEPERS are red and can poison you. Run away and run fast.

**\*\*FACILITY MAIN HALL\*\***

Now it's time to enter that wooden door we've never been through. Equip your handgun first...

**\*\*INFORMATION ROOM\*\***

ENEMIES: THREE ZOMBIES

The first ZOMBIE is right in front of you, fire immediately. The next one will come stumbling around the desk soon enough. Pick up the SHOTGUN SHELLS on the floor after you kill it. Also, to your right, hidden by the desk, is a GREEN HERB. Go around through the open doorway and you can find some ACID ROUNDS inside one of the lockers, but you may not want to pick them up due to lack of space. The final ZOMBIE is through the busted part of the wall and is guarding the door. Kill it, and go through.

**\*\*FACILITY CORRIDOR\*\***

ENEMIES: ONE ZOMBIE

The ZOMBIE is feigning death on the floor here. Plug it until it stops moving. Go around the mesh fence and down the ladder to...

**\*\*VENTILATION ROOM\*\***

ENEMIES: FOUR ZOMBIES

Before you do anything, operate the breaker next to you to ventilate the room again. From your platform, you can kill at least one of the ZOMBIES as it approaches. Get down and kill the rest if you wish. Turn right and head up the stairs to...

**\*\*AUXILARY PRISON\*\***

ENEMIES: ONE HUNTER

Gah, HUNTER. Run across and avoid it.

**\*\*FACILITY WEAPONS STORAGE\*\***

Unfortunately, you can't open the case with the rounds. Instead, run around the corner to pick up some HANDGUN BULLETS and the CLEMENT ALPHA (which you should combine with CLEMENT SIGMA to make the CLEMENT MIXTURE). Use the work bench to get the ENHANCED HANDGUN, which is superior to any other HANDGUN in the game.

**\*\*AUXILARY PRISON\*\***

ENEMIES: ONE HUNTER

Run behind the HUNTER to get to the door.

**\*\*VENTILATION ROOM\*\***

Run across the room, this time taking the staircase up to the door and to...

**\*\*SEWER BALCONY\*\***

Call the elevator, then take it to 1F.

**\*\*ELEVATOR HALL\*\***

ENEMIES: ONE HUNTER (if you triggered it earlier)

Avoid getting cornered and turn right around the corner to...

**\*\*MODEL ROOM\*\***

Place the three PROOFS into the panel and pull the lever. The model of the facility will move and you can use the ladder. You can also pick up a GREEN HERB and two (!) boxes of SHOTGUN SHELLS next to it.

**\*\*SECRET TUNNEL\*\***

ENEMIES: TWO SPIDERS

Here be SPIDERS. Both hang from the ceiling and will drop if you let them. Pick up the GREEN HERB and the GRENADE ROUNDS as you go. Take the ladder down.

**\*\*ALBINOID ROOM\*\***

ENEMIES: ALBINOID

There are two GREEN HERBS and BLUE HERB in front of you. You'll find out soon enough.

Around the corner you will see the EAGLE PLATE and the ever dangerous ALBINOID guarding it. The ALBINOID can only attack you when you're in the water, so run around (picking up the HANDGUN BULLETS) and wait until it is at some distance, then climb down and run to the center of the pool where you can pick up the EAGLE PLATE. Chances are, you'll get shocked a few times in the process, but why else would the healing items be around here? After you pick it up, get out, combine it with the CLEMENT MIXTURE, and leave.

**\*\*SECRET TUNNEL\*\***

ENEMIES: TWO SPIDERS

Avoid the SPIDERS again. If not, I hope you picked up the herb back there.

**\*\*MODEL ROOM\*\***

Head back out the door...

**\*\*ELEVATOR HALL\*\***

Go back to the elevator and take down to B1F.

**\*\*SEWER BALCONY\*\***

ENEMIES: ONE ZOMBIE (not yet)

Go down the stairs, for the last time... Pick up the SHOTGUN, finally. This will raise the stairs so that you can't reach them anymore. You can go beyond where they were, though, and get to the other side of the waterway, where two RED HERBS wait. The ZOMBIE will get up at this point, but it doesn't matter anymore.

**\*\*HARRIER CORRIDOR\*\***

ENEMIES: TWO SPIDERS

That was the manhole you couldn't open before. Avoid the SPIDERS and use the HALBERD on the door at the end. After some cut scenes, you'll be off.

It should take somewhere between half an hour and forty minutes to get through this area.

\*\*\*\*\*

Part Twelve: Chris in Antartica

\*\*\*\*\*

**\*\*HARRIER STORAGE\*\***

There's not much you can do here aside from go out through the final double doors you reach.

**\*\*BASE TERMINAL\*\***

ENEMIES: TWO TENTACLES

Go around and down the ladder. When you run into the TENTACLES, just shoot them until they fully retract and continue onward. Go down the stairs at the end.

**\*\*MOTH HALLWAY\*\***

Just go to the opposite side and into...

**\*\*BASE SAVE ROOM\*\***

Next to the display cabinet, there is a slot to put your HALBERD in. Do so and you'll acquire a PAPERWEIGHT and a FILE. The game will also try to give you some INK RIBBONS, but you don't have to take them. If you're fairly confident in your ability to run away from enemies if need be, take out the ASSAULT RIFLE and the CLIP for use in this area. Keep the PAPERWEIGHT.

**\*\*MOTH HALLWAY\*\***

Straight up the stairs again, you can't access the other door and all there is over there is zombies, who will occasionally have baby moths pop out and attack you...

**\*\*BASE TERMINAL\*\***

Head forward until you see the double doors just before the ladder. Enter.

**\*\*UPPER SHIPPING ROOM\*\***

Turn left and run to the other end of the catwalk where you'll find the door leading to...

**\*\*UPPER MINING ROOM\*\***



ENEMIES: FIVE ZOMBIES (not yet)

Where the walkway is broken, you can step down and walk on top of the layer of ice. As you walk through here, you'll notice some bodies lying frozen underneath the ice. I suppose you can tell where this is leading. Walk over and pick up the OCTAGON VALVE HANDLE. As you walk away, the ZOMBIES will get up or break out of their respective positions. These particular fiends can be a little more dangerous than average because they can shoot out moth larvae at you, which will slow you down and leave you open to attack. The easiest method I've found to deal with these guys is to charge the ZOMBIE nearest to you, forcing him to bite you, then shoving him off and creating an opening. Since you don't have to come back here ever again, I recommend running right out of here instead of killing them all.

**\*\*UPPER SHIPPING ROOM\*\***

Head for the opposite end of the room and take the door just before the catwalk breaks.

**\*\*BASE STORAGE\*\***

ENEMIES: THREE ZOMBIES

You'll see at least one ZOMBIE wandering around in the cage as you enter. The other is close around the corner. Go into the cage and pick up the DURALUMIN CASE and the SHOTGUN SHELLS that are just underneath it. Can't do anything with the case since Claire isn't around, so exit, don't worry about the other ZOMBIE.

**\*\*UPPER SHIPPING ROOM\*\***

By now, you've probably noticed the shadowy spider figure running around on the other side of the ice. Don't worry about it now. Just climb down from the catwalk, cross the gap, climb up the other side, and go through the door.

**\*\*SCANNER HALL\*\***

ENEMIES: ONE HUNTER

After a short scene, Chris will be scanned and a HUNTER will come running. Fire at it with your rifle. After the music stops, it shouldn't get up again. Run to the end of the hallway and take the elevator down.

**\*\*PLAYROOM\*\***

ENEMIES: ONE SWEEPER

You're supposed to run across to the other door and go through, but first, go around the side and run along the path until the SWEEPER appears, then gun it down with your ASSAULT RIFLE. Go back to the door opposite the elevator.

**\*\*ICE HALL\*\***

ENEMIES: SEVEN ZOMBIES

Take the door next to you.

**\*\*POWER SAVE ROOM\*\***

In front of you are two GREEN HERBS and a BLUE HERB. On the desk near you, two boxes of HANDGUN BULLETS. There's also some INK RIBBONS, but who needs them. Over on the floor to the right, near the magic box, are some SHOTGUN SHELLS, which you should pick up and deposit right back in the box along with the DURALUMIN CASE while taking out a COMBAT KNIFE and the EMPTY EXTINGUISHER. It

would also be wise to swap your ASSAULT RIFLE for you HANDGUN and HANDGUN BULLETS. Use the OCTAGON VALVE HANDLE on the panel, which will move the circuit into place.

CHRIS' INVENTORY:

CHRIS' HANDGUN  
HANDGUN BULLETS  
EMPTY EXTINGUISHER  
OCTAGON VALVE HANDLE  
COMABT KNIFE  
PAPER WEIGHT  
(open, for herbs)  
(open)  
(open)  
(open)

Alternatively, you can switch out the HANDGUN and HANDGUN BULLETS for the SHOTGUN and SHOTGUN SHELLS, but that would temporarily delay you from getting some ammo for the GRENADE LAUNCHER fairly soon. Either method should leave you with the minimum amount of item space needed to get through the next few areas.

Run around to near where the herbs were and use the panel there to turn on the power for this level of the base. Head on out.

**\*\*ICE HALL\*\***

ENEMIES: SEVEN ZOMBIES

Turn left and go down the hall. Once you reach the first corner, FOUR ZOMBIES will come lurching at you. Mow them down with the rifle and pick up the nearby BLUE HERB if you wish. As you continue on, you'll find another corner, and the remaining THREE ZOMBIES. Frag them, pick up the two GREEN HERBS if you wish, and enter the door at the end.

**\*\*STERILE ROOM\*\***

This looks strangely familiar. That's a LAB MAP in the statue's bowl, which is a necessary component in getting an A-rank. To get the MAP, push the statue all the way to the left, then up a bit and onto the crack. This should make the statue fall through a hole and give you access to the MAP, though if it doesn't, keep pushing until it does. On the desk you'll find some HANDGUN BULLETS and SHOTGUN SHELLS, though you probably shouldn't pick up either due to space concerns. At the end of the hall we'll find a familiar friend from RE1: the greedy %@\$ing tiger. Remove the left eye and you'll temporarily pick up a BLUE JEWEL, then the statue will rotate revealing a SOCKET. Combine this with the OCTAGON VALVE HANDLE to get the SQUARE VALVE HANDLE back. Replace the eye and take out the right eye to pick up the RED JEWEL (temporarily) to reveal some MAGNUM ROUNDS. Replace the eye, then go back up through the door you passed after the biohazard suits.

**\*\*ANT HILL CORRIDOR\*\***

ENEMIES: ANTS!

As you turn down this hallway, you'll start to be moved forward automatically for a scene on the giant ant hill. The ANTS are swarming all around you and will do some minor damage to you as you walk around them. Think leeches from RE0 except you don't have to knock them off. Pick up the first WING OBJECT in front of you and then go down the right side of the platform (what would have been right as you came out into this area). If you start seeing double doors and a spatter of blood on the wall, you know you're in the right place. Don't forget the GREEN HERB next to the door either.

**\*\*CRYO STORAGE\*\***

You should recognize this place. Walk forward and as the corridor begins to open up, you can grab a FILE in front of the monitor on the right. After that, climb up the stairs and go to the console on the right side of the room. It will mention something about how Alexia and Alfred are two sides of a coin, and under Alexia's name is a pattern: heart, spade, AA, crown. This isn't really a puzzle, because it's obvious how to solve it, just enter AA, crown, heart, spade, and it will open. Place the PAPER WEIGHT inside and Alfred's corpse will drop out of the cryo tube. Pick up ALFRED'S RING and examine it to get ALFRED'S JEWEL, then leave.

**\*\*ANT HILL CORRIDOR\*\***

ENEMIES: ANTS!

Go back through the way you came. Curious parties will find a GREEN HERB at the other end of the hall and a door leading to the ALEXIA'S LAB, where you'll find a GREEN HERB, a BLUE HERB, a file (RESEARCH REPORT ON QUEEN ANT), and two boxes of HANDGUN BULLETS, all guarded by five ZOMBIES. It's neither worth the time nor the effort.

**\*\*STERILE ROOM\*\***

Head around the corner and out the door nearest to you.

**\*\*ICE HALL\*\***

You'll be fighting some poisonous creatures pretty soon, so you may want to pick up the BLUE HERB if you haven't already. A precaution, if you aren't comfortable running. Exit through the door at the end.

**\*\*PLAYROOM\*\***

Go through the door in front of you again.

**\*\*SCANNER HALL\*\***

ENEMIES: ONE HUNTER (not yet)

It's possible to dodge the SCANNER near the door, but if you don't, a HUNTER will come running around the corner ahead. Either way, your goal is the double doors on the side that you haven't gone through yet.

**\*\*WATER CONTROL ROOM\*\***

Despite the name, there is no puzzle here. Ahead of you is a panel with a button. Push it and a tank of extinguishant will rise. Use your EMPTY EXTINGUISHER on it to fill it again. Now ride the nearby lift down.

**\*\*BASE WEAPONS STORAGE\*\***

Walk forward and you'll see the fire burning in front of you. Get on the side of it and use the EXTINGUISHER to clear a path. Beyond that, on the box you moved before, is the MAGNUM. You can also go back to the cabinet with the DETONATOR and use your LIGHTER to unlock three boxes of HANDGUN BULLETS. Head back to the lift.

**\*\*WATER CONTROL ROOM\*\***

ENEMIES: ONE SWEEPER

Now walk around to the ladder on the other side of the lift and climb it. Once at the top, you'll find a lot of blood, but nothing to indicate where it came from. At the other side of the walkway is a panel which you should use the SQUARE VALVE HANDLE on to drain the water. Climb down the ladder there to pick up the CRANE KEY on the floor. As you do so, the SWEEPER will jump through the glass and try to tear you a new one. You can fight it, but you can also climb up the ladder again, then escape down the other end and run through. It's really not worth it to try to kill the SWEEPER since you won't be coming back here. Just leave instead.

**\*\*SCANNER HALL\*\***

ENEMIES: ONE HUNTER (not yet)

It's really rather easy to dodge the SCANNER near the door to your right, but again, if you fail, you have to fight a HUNTER and no one wants that.

**\*\*UPPER SHIPPING ROOM\*\***

ENEMIES: BLACK TIGER

Hang a right and go down to the small booth at the end. Examine the console and use the CRANE KEY. This will lift out a familiar foe, and you'll have a short scene with Alexia, soon after which the BLACK TIGER will start beating at the booth. The BLACK TIGER is technically a boss, a spider which you may remember from the first Resident Evil. Similarly, this creature is weak and not worth the time. Go to the edge of the catwalk and climb down onto the ice. Run around to the backside of the hook and search the ground for a sparkling item. Pick it up to receive ALEXANDER'S PIERCE and examine it again to get the ALEXANDER'S JEWEL. Once finished, climb back up onto the catwalk and go to...

**\*\*SCANNER HALL\*\***

All the machines are mysteriously absent now. Just head for the elevator.

**\*\*PLAYROOM\*\***

Now run around to the area where the SWEEPER was. Don't go in the double doors yet as there are some important items lying around. Cross the waterway to the carousel, where you'll find a WING OBJECT nearby. Climb down into the water and go to the strange statue you saw near the double doors to pick up another wing object. There's also a GREEN HERB near the doors, if you need it.

**\*\*MANSION MAIN HALL\*\***

This should look oddly familiar to something we've seen before in RE1. Climb up the stairs and use the ALFRED'S JEWEL and the ALEXANDER'S JEWEL on the portrait at the top. You can't go through the door up the second set of stairs yet because they are locked. The double doors on the main level of the hall will only lead back to the STATUE ROOM. What to do now? Check out behind the stairs on the main level, where you'll find Claire trapped in a gooey green substance. This is why I told you to bring the COMBAT KNIFE. Examine Claire and Chris will cut her loose.

Here's where things get a little complicated. If Claire got poisoned by the Nosferatu way back on the first disk you're going to have to run all the way back up to the room where you got the MAGNUM, which means your path would be:

MANSION MAIN HALL -> PLAYROOM -> SCANNER HALL -> WATER CONTROL ROOM -> BASE WEAPONS STORAGE

Here, on a shelf somewhere here, is a SERUM that you'll want to pick up to

resolve this whole mess. I couldn't tell you where it is because I've never ended the fight with Claire poisoned.

After that, you'll see Alexia again and after a scene, you'll be in control of Claire again.

**\*\*MANSION SAVE ROOM\*\***

Your objective now is to go find Steve. There are various items here, including a RED HERB, a GREEN HERB, some HANDGUN BULLETS, and some SHOTGUN SHELLS. You may have noticed the shotgun rack behind the bookcase. If you move it out of the way and use the SHOTGUN on the rack, the painting on the other end of the room will move and reveal some FLAME ROUNDS and some GRENADE ROUNDS. Before you leave, you'll want to take the SHOTGUN back, then use the box to deposit your excess items and pull out the DURALUMIN CASE that Chris deposited not long ago. Open it up and you'll get some MAGNUM ROUNDS, which you should redeposit in exchange for a full-healing mixed herb. You should still have your CUSTOM HANDGUN, fully loaded, plus a few boxes of HANDGUN BULLETS, and that's going to be more than enough to get you through the next area.

**\*\*TENTACLE HALL\*\***

ENEMIES: TWO TENTACLES

Run forward and one TENTACLE will erupt from the wall behind you, while another TENTACLE will break out in front of you as you go on. Shoot the one in front until it retracts, then proceed.

**\*\*BASE PRISON\*\***

ENEMIES: ONE ZOMBIE

Technically, there are few ZOMBIES here, but only one you'll be dealing with right now. He will come out on right after you enter, so blast him and move on. Go up the short staircase next to the other cell and go towards the cannon, where you'll find a FILE (SECURITY FILE). After picking it up, you'll have the option of turning something, which you should, as it will drop out the CRYSTAL. While watching this, you'll get your cue for what you should do next, so use the CRYSTAL beneath the slab and it will shatter, revealing the SECURITY CARD. Take it, then return to the door next to the entrance that you ignored on your way in.

**\*\*NOSFERATU ROOM\*\***

ENEMIES: Wait...

Go ahead and examine the panel ahead. That'll make you use your SECURITY CARD, then just run beyond the gate and take a look at Steve for another ridiculous cut-scene. You've guessed it, it's time for...

-----  
|[BOSS FIGHT #5: STEVE TYRANT]|+  
|[DIFFICULTY: IMPOSSIBLE]|+  
|Immediately turn around using the quick turn and run like hell in the other |  
|direction. You can't attack Steve, you can't do anything to slow him down, |  
|so sprint for the gate that is even now closing. You also cannot avoid his |  
|axe attack, and two hits from it will knock you down to the orange level of |  
|caution, so at that point it would be wise to use one of the full healing |  
|items you brought along. You will probably be hit at least twice. |  
-----

Why the hell couldn't they have programmed the AI to turn you around before

this whole bloody event started? Well, regardless, you're safe now, and watching another "dramatic" cut scene. But wait, there's more!...

**\*\*MANSION MAIN HALL\*\***

ENEMIES: ALEXIA I

After watching another cut scene that plays out like a bad sci-fi flick, you're fighting...

-----  
|[BOSS FIGHT #6: ALEXIA I]+ |  
|[DIFFICULTY: RELATIVELY EASY]+ |  
|I'll make one thing clear right now: UNDER NO CIRCUMSTANCES SHOULD YOU CHARGE |  
|AT ALEXIA. With some enemies you can do this as a means of faking them out, |  
|but if you try it on Alexia, she will execute you Nemesis-style except you'll |  
|be covered in flames in addition to having a tentacle rammed through your |  
|face. That said, spin around and make a run for a safe distance and begin |  
|firing your MAGNUM at her. About six shots will do, and since you should |  
|have about eleven left, this poses no problems. Just be weary that she will |  
|periodically do her flamethrower attack on you and you will probably be hit |  
|by it, so heal periodically and keep moving when you have to. |  
-----

The glittering object near you is yet another COMBAT KNIFE, though don't ask me why. Head over to the staircase and on one corner you should find ALEXIA'S CHOKER. Go up to the painting at the top of the stairs, detach the jewel, and use the ALEXIA'S JEWEL on the painting, revealing a door. Like all badass enemies, Alexia will start moving after you leave.

**\*\*Y-SHAPED HALL\*\***

ENEMIES: FOUR ZOMBIES

Directly ahead of you is the first ZOMBIE, which you should dispatch as soon as possible. Keep going ahead until you reach the junction, where there will one ZOMBIE to your left and two ZOMBIES to your right. Kill the one on your left, then use the additional space to pick off the other two. Take the door closest to the junction.

**\*\*MANSION STUDY\*\***

This is a save room, technically, but sadly there is no magic box. Some INK RIBBONS can be found near the typewriter, but your real goal is in the desk straight ahead, where you'll find the STERILE ROOM KEY. Take it, and grab the SHOTGUN SHELLS and FIRST-AID SPRAY to the left of the desk, then head on out again.

**\*\*Y-SHAPED HALL\*\***

If you're really in need of some healing, there are two GREEN HERBS around the corner, but otherwise, go out the way you came in...

**\*\*MANSION MAIN HALL\*\***

Descend the stairs, then use open the double doors on the other side of the room using the STERILE ROOM KEY. Enter.

**\*\*STERILE ROOM\*\***

Go through the door nearest to you and into...

**\*\*ICE HALL\*\***

Navigate your way through the fog and take the door on your right at the end.

**\*\*POWER SAVE ROOM\*\***

Dump any items in the box, or save if you wish, then turn the power off using the left panel as you did before. As long as you're here, I recommend swapping the HANDGUN and HANDGUN BULLETS for the SHOTGUN and SHOTGUN SHELLS. Also grab the additional MAGNUM ROUNDS. You may not need the additional healing items, but take them if you feel you need them. Exit.

**\*\*ICE HALL\*\***

The reason why we did this was to shut off power to the tiger statue so that it won't rotate when you take the jewels. Unfortunately, shutting off the power also disables the door and the quick route, so take the door next to you.

**\*\*PLAYROOM\*\***

Run around and go through the double doors again.

**\*\*MANSION MAIN HALL\*\***

Take the stairs up and go through the door again.

**\*\*Y-SHAPED HALL\*\***

ENEMIES: FIVE ZOMBIES

Three of the ZOMBIES will be lined up in front of you, but you can get rid of all of them with your SHOTGUN with little to no trouble. There will be one ZOMBIE on the left side and one on the right. We're heading left again, so blast the one on that side and make your way through.

**\*\*ALFRED'S ROOM (BASE)\*\***

Examine anything in the room for my favorite description: "There are gorgeous furnishings here... There's nothing useful here." Anyway, go to the opposite end and open the panel with the woman on it...

**\*\*ALEXIA'S ROOM (BASE)\*\***

If you were wondering why you didn't come here first, the door on the other end is locked and you can't enter. Examine the music box and shut it, then use the RED JEWEL on it. The box will open up again and you can take the MUSIC BOX PLATE. Access the panel again...

**\*\*ALFRED'S ROOM (BASE)\*\***

Go to Alfred's closed music box and use the BLUE JEWEL on it. It will open, allowing you to use the MUSIC BOX PLATE in it. Notice that the song that plays is the one that Alexia sang back when Chris was at the base. As before in the residence, a ladder will descend from the ceiling. Climb up it.

**\*\*SMALL DINING ROOM\*\***

Run around the shelf and you'll find a large table. On the table, inside a dish, is the DRAGONFLY OBJECT. Take it, then take the HANDGUN BULLETS further down the table. In the corner near there, you will find two GREEN HERBS, and on the bookshelf in the opposite corner are some INK RIBBONS. Take what you

need and exit.

**\*\*ALFRED'S ROOM (BASE)\*\***

Only one logical course of action... leave.

**\*\*Y-SHAPED HALL\*\***

ENEMIES: ONE ZOMBIE

Unless you decided to kill the poor sod, the ZOMBIE should still be at the other end of the hallway. No big deal, just go down the main part of the junction and through the double doors near the entrance.

**\*\*ALEXANDER'S LAB\*\***

There are two GREEN HERBS ahead on the floor. Grab them if you need them, then ride the lift down to the lower level. There you'll find a panel with a button. As we all well know, buttons are for pressing, so do it and the glass shield will slide away, revealing the fourth and final WING OBJECT. Combine it with the DRAGONFLY OBJECT to get the GOLD DRAGONFLY. Further over, next to the tubes, you can pick up some more HANDGUN BULLETS. Now ride the lift back up and climb the staircase near where the herbs were. Unlock the door at the top and go through.

**\*\*TENTACLE HALL\*\***

ENEMIES: ONE TENTACLE

How convenient. The tentacle on the other side of the room is still there. You should only mess with it if you seriously need to access the item box. Go through the door Claire went through earlier.

**\*\*BASE PRISON\*\***

After a "touching" scene, you'll be handed the SECURITY FILE and be sent on your merry way. Cue dramatic music of impending triumph (tm). Examine the pages of the SECURITY FILE to get the SECURITY CARD. Run to the end and go up the stairs.

**\*\*UPPER ANT HILL CORRIDOR\*\***

Run straight ahead and use the GOLD DRAGONFLY on the door, then enter.

**\*\*SECURITY ROOM\*\***

ENEMIES: TWO ZOMBIES

Around the corner is your first ZOMBIE, then in the little corridor next to him is the second ZOMBIE. Behind the second ZOMBIE is a GREEN HERB, and when you climb up the little ladder at the end, you will find a panel and another GREEN HERB (kind of an embarassment of riches...). Sometimes there's one more ZOMBIE wandering around near the self-destruct tubes, which is a nice touch. Use the panel, and you'll swipe your SECURITY CARD. Enter "VERONICA" for your password. It's just not RESIDENT EVIL without a self-destruct code and a five-minute countdown.

**\*\*UPPER ANT HILL CORRIDOR\*\***

ENEMIES: ALEXIA II

After a few scenes involving a large tube regurgitating Alexia and the unlocking of ultra mega doom weapon, you'll be put face to mutated face with Alexia. Fire a shot at her immediately with your MAGNUM and you'll trigger



another cut scene.

-----  
|[BOSS FIGHT #7: ALEXIA II]+ |  
|[DIFFICULTY: MEDIUM]+ |  
|Start unloading into her with your MAGNUM. Alexia II attacks by spraying you |  
|with acid while her minions, the little tentabeasts, run around and slap you. |  
|Ignore these leeches and try to constantly seek safe ground to fire on. If |  
|you run too far up on the screen, as in closer to the door, you'll get bitch- |  
|slapped by a tentacle, which has been known to result in getting poisoned. |  
|Keep standing your ground where you can and fire into her with the MAGNUM |  
|until she transforms into her flying form. If you run out of MAGNUM ROUNDS, |  
|keep at it with the SHOTGUN. After so many rounds of this, there's one more |  
|cut scene where Alexia will be mauled by her ant creatures, turning her into |  
|a dragonfly monster (I don't get it). This, of course, means that the LINEAR |  
|LAUNCHER is done charging, so grab it, zoom in on her like you did with the |  
|SNIPER RIFLE and fire. Hail to the king, baby. |  
-----

The LINEAR LAUNCHER is sort of like the BFG from Doom and Doom II, isn't it?  
Well, enjoy this and the rest of the movies to end your game.

It takes thirty-five to fifty minutes to complete the Chris in Antartica section. Your ending time using this walkthrough should be anywhere from under three hours to about three and a half hours. More than enough to get the infinite rocket launcher.

=====  
= 07: REWARDS =  
=====

There are two specific rewards that you can get in this game.

To unlock the infinite ROCKET LAUNCHER, you must finish the game with an "A" ranking, meaning that you have completed it in under four and a half hours, have not used the "Retry?" option, have grabbed every one of the MAPS and FILES and have not saved at all aside from the freebie going into Disk 2. I'm not entirely certain on the last three, but it is a combination of those factors.

To unlock the infinite LINEAR LAUNCHER, you must complete the Battle Mode mini-game (walkthrough to follow) with an "A" rank for each character. To get this ranking, complete the missions under the following time constraints...

CLAIRE REDFIELD: < 7 MINUTES  
ALTERNATE CLAIRE REDFIELD: < 10 MINUTES  
CHRIS REDFIELD: < 8 MINUTES  
STEVE BURNSIDE: < 12 MINUTES  
ALBERT WESKER: < 60 MINUTES

=====  
= 08: BATTLE GAME =  
=====

What is Battle Game? In short, it's another in a series of fun and mindless mini-games at the end of the Resident Evil games of the period. The object is to run, kill, open a door, and repeat the entire process over again until you reach the end. To go through the door in each room, you must kill every enemy in the room. At the end of your run, you will find a boss, which varies from character to character. Also, as noted in the section above, you must do all of these things under time constraints. Luckily, your characters will be

equipped with a few herbs and a variety of weapons, all of which have infinite ammo. Logically, you'll probably want to take the ones with the most firepower for your work.

The bosses you'll have to fight run like this:

CLAIRE: NOSFERATU (HELIPAD)  
ALT. CLAIRE: TYRANT (HELIPAD)  
CHRIS: ALEXIA II (UPPER ANT HILL CORRIDOR)  
STEVE: GULP WORM (CAVE)  
WESKER: ALEXIA I (MANSION MAIN HALL)

All of the paths are identical, so it's easy to get used to. Just keep in mind that there is a major difference between the GameCube Battle Game versus the others, at least I think this is a difference, is that the slot machine will either give you the D.I.J. Diary or something good. Those goodies are:

CLAIRE: SUB-MACHINE GUNS  
ALT. CLAIRE: B.O.W. GAS ROUNDS  
CHRIS: SUB-MACHINE GUNS  
STEVE: M-100 PS  
WESKER: MAGNUM

As an alternative, these will also sometimes drop FIRST-AID SPRAYS. For the most part, you don't need these things and it's basically a waste of time to try, but with Wesker it's all but crucial that you grab the MAGNUM unless you're crazy good with the knife, and personally, I still hate it.

WALKTHROUGH:

**\*\*SECRET PASSAGE\*\***  
ENEMIES: FOUR ZOMBIES

There's one straight ahead, one as you round the corner, and two beyond him.

**\*\*CONCEALED PASSAGE\*\***  
ENEMIES: SIX ZOMBIES

Five of them are lined up in front of you, along with an explosive barrel close by. The last one is next to the door feigning death.

**\*\*MTF MAIN HALL\*\***  
ENEMIES: THREE BANDERSNATCHES

Two of them in front of you, one on the left, one on the right. The last is in the hallway at the end, guarding the door you need to go through.

**\*\*STERILE ROOM\*\***  
ENEMIES: FIVE ZOMBIES

Sans statue this time. Instead there's an explosive barrel, which you can blow up with little effect. One ZOMBIE is straight ahead, another to the right. One with flaming eyes will approach from the tiger part of the hall, and there will be two near the elevator at the end.

**\*\*VENTILATION ROOM\*\***  
ENEMIES: SIX ZOMBIES

One will try to grab you right as you enter. Go down the stairs and you'll find the other five, scattered about.

**\*\*SOUTH TURNTABLE\*\***

ENEMIES: TWO HUNTERS

One you will be able to see immediately ahead of you, and the other will run in from your character's right. Kill both, and grab the GREEN HERB if need be.

**\*\*LOWER SHIPPING ROOM\*\***

ENEMIES: ONE SWEEPER, ONE HUNTER

The SWEEPER is off screen to the character's left, while the HUNTER will come in running after it hears gunfire. There's a GREEN HERB near the SWEEPER, and a BLUE HERB in the processing alcove. Your exit door is up the stairs.

**\*\*ELEVATOR HALL\*\***

ENEMIES: FOUR ZOMBIES

One right next to you, along with an explosive barrel. The rest will file in from the hall you need to go down anyway.

**\*\*CONTROL ROOM\*\***

ENEMIES: SIX ZOMBIES

The first one is in the corner, near an invisible explosive device. The next two are straight down the hall behind you. Go further on to find two more, one walking about and one feigning death. The last one is either wandering around the upper level or has come down to follow you. Once you've cleaned out, go through the door you passed earlier.

**\*\*TENTACLE HALL\*\***

ENEMIES: SIX ZOMBIES

...without the tentacles. Three zombies straight ahead, three more around the corner.

**\*\*ANATOMIST'S ROOM\*\***

ENEMIES: FIVE ZOMBIES

Round the corner, then gun down the close ZOMBIE first. Three others will come out from the side areas, then the last will be next to the door. There's also a FIRST-AID SPRAY near the door.

**\*\*SHUTTER CORRIDOR\*\***

ENEMIES: FOUR ZOMBIES

Three ZOMBIES and an explosive barrel ahead. Round the corner to find the last one, plus a GREEN HERB and a BLUE HERB. Here you have the choice of taking the metal door to the CASINO, or the wooden door to proceed. In the CASINO, there are two GREEN HERBS on a counter and a prize in the slot machine, if you're lucky.

**\*\*LOCKER ROOM\*\***

ENEMIES: ONE HUNTER, ONE SWEEPER

The HUNTER comes first, in the path between lockers, whereas the SWEEPER is near the exit door and approaches quickly on occasion. Another FIRST-AID SPRAY is in a locker to the right in the SWEEPER half of the room.

**\*\*ICE HALLWAY\*\***

ENEMIES: SIX ZOMBIES

One is straight ahead, the next five are around the corner.

**\*\*JEEP ROOM\*\***

ENEMIES: FOUR ZOMBIES

If you're any character other than Wesker, immediately target the barrel and fire. This will set off a chain reaction, killing all of the zombies. If you are Wesker, you'll have to go around and stab them all. Exit through the door in front of the jeep.

**\*\*AUXILARY PRISON\*\***

ENEMIES: FIVE ZOMBIES

The ZOMBIES are scattered ahead of you, and have been known to swarm the explosive barrel, making things convenient, provided you have a gun. Don't assume that the barrel will kill all of them, as explosives are notoriously tame in RE:CVX.

**\*\*WAITING ROOM\*\***

ENEMIES: THREE BANDERSNATCHES

There are two on the left side of the room and one on the right. The right side is your goal, but kill all of them before that and grab the FIRST-AID SPRAY if need be.

**\*\*BOSS ROOM\*\***

This room is dependant on which character you're using, denoted above.

Strategies for this are...

CLAIRE: Keep using the BOW GUN. It has decent enough range, so feel free to take the corners whenever Nosferatu begins spraying too much poison.

ALT. CLAIRE: Only use the Assault Rifle, as only it can provide enough range. Use the corners as much as possible and when running for them, take a direct route instead of running straight ahead and turning, as the Tyrant hates this and will kill you for it. Whenever he gets too close, find a new corner.

CHRIS: Fire the magnum continuously. Unfortunately, you'll still have to kill Alexia II in dragonfly form afterwards, still using the magnum. I have no tips here, just keep your aim straight and up. Six shots should do.

STEVE: Sub machine guns. Lugers don't cut it here, or anywhere else, really. Only fire when the worm had fully emerged from the ground, just as before when Chris fought it.

WESKER: If you have the magnum, this fight should need no explanation. If you don't, run behind her, knife her in the back repeatedly, and pray you aren't grabbed and incinerated.

=====  
= 09: FILE TRANSCRIPTS =  
=====

All files were transcribed by me. Spelling errors in this are most likely direct transcriptions from the game, i.e. "existing" in File #1 and all the general disrespecting of the hyphen. Spelling out the symbols for alpha and sigma is my doing.

Grammar errors are also transcribed, like "interfered" in File #12.

~~~~~  
FILE #1: PLAYING MANUAL

FOUND IN: DEFAULT

PLAYING MANUAL

CHECK ALL ITEMS

When you obtain a new item, always remember to look at it with the "CHECK" command on the status screen. Remember, it's always best to rotate the item so you can check it from different angles.

TRY TO PUSH OBJECTS

If you face an object and then press and hold up on the Control Pad, sometimes you will be able to push it. You may find hidden rooms and items this way.

USE THE QUICK TURN

You can turn 180 degrees instantly by pressing the Cancel button while holding the Control Pad down. This is a very effective move when you attack an enemy and then want to turn around and run.

USE THE MAP SCREEN

When you are lost or are unsure of what to do, check the map screen. You can easily tell where you've never been and can see which doors you have unlocked.

CLIMB/DESCEND

You can climb/descend some objects. To do this, face the object and then push the Action button.

SECURITY BOXES

The items you store in /  
a Security Box in the \  
prison area cannot be /  
accessed through an \  
Item Box. Make sure /  
you remove all important \  
items from a Security /  
Box before exiting a room. \

I CAN'T TAKE THE GOLD /  
LUGERS FROM THE \  
PROJECTION ROOM. \

You cannot release the /  
trap by yourself. After /  
certain events occur, you \  
will be able to release /  
the trap and obtain the \  
Gold Lugers. /

I CAN'T ENTER THE /  
BIO-EXPERIMENT ROOM \

Once the shutter near the /  
bio-experiment room \  
shuts, you can't open it /  
until the ventilation \  
process completes due to /  
the in-room air pollution \  
problems. \

I CAN'T CLIMB THE LADDER /  
IN THE BEDROOM. \

You will need to place a /  
pair of items onto the \  
two music boxes. Then /  
you will have to... \

I CANT' SEND LOADS /  
PROPERLY WITH THE SORTER \

The sorter judges which /  
room each load will be \  
sent to by an item that /  
is posted on the load. \  
You should check an /  
already sorted load in \  
the room you would like /  
to send your load to \  
and then... /

CHARACTER SWITCHING /

When your player /  
character changes, make \  
sure to leave enough /  
weapons and ammo for the \  
others. /

REUSED ITEMS /  
 /  
While you are playing as /  
Chris, there's an /  
occasion where you'll /  
need to use the same item /  
you used when you played /  
as Claire. If you get /  
stuck, remember what /  
you did in Claire's story. /

TAKE ADVANTAGE OF TRAPS /  
 /  
During the game, there /  
are many traps that may /  
jeopardize your life. /  
These traps can possibly /  
work to your advantage /  
if you know how to use /  
them... /

~~~~~

~~~~~

FILE #2: FAX ON THE /  
FACILITY ACCESS /  
APPLICATION /  
FOUND IN: COMPUTER ROOM /

FAX ON THE FACILITY /  
ACCES APPLICATION /

Be sure to verify the content of /  
the following facility access /  
application form, and add the /  
applicant's name to the expected /  
visitors list. /

Chief, Prison guard room /

Paul Steiner /

I hereby apply for access /  
permission for Prison Area D. /

Details follow. /

Visitor's name: Carl Grisham /

Purpose of entry: /

Carrying in the following /  
materials; /

1. New product sample from /  
Metal Industries Co.: "TG-01". /

2. Various daily commodities /

ordered by the prison.

Note:

- 1. Will use a transportation truck.
- 2. "TG-01" sample will be stored in a designated briefcase.

~~~~~  
 ~~~~~  
 FILE #3: "TG-01" PRODUCT DESCRIPTION  
 FOUND IN: (examine BRIEFCASE)

"TG-01"  
 PRODUCT DESCRIPTION

Thank you for your continued support and for using our products.

This time we have gathered our most advanced technologies, and have succeeded in creating the unique anti-metal detection alloy "TG-01".

- TG-01 features ? -

- 1. Cannot be detected by any metal detectors.
- 2. Cannot be pictured by roentgenography at the immigration check.
- 3. Lightweight, yet durable.

We plan to develop various weapons utilizing this innovative new alloy. We have enclosed a sample for you to review. We look forward to hearing from you regarding possible business opportunities.

Metal Industries Co.

Chief,  
 Development Planning

Carl Redhill

~~~~~  
 ~~~~~  
 FILE #4: USER'S MANUAL  
 FOUND IN: SECURITY HALL



3D Duplicator User's Manual

Our new product,  
the "3D Duplicator" consists of  
two parts.

3D Scanner Portion

This portion scans a 3D object.

Simply place the material that  
you want to have scanned onto  
the tray of the scanner. The  
scanned object will be processed  
into 3D data, which will be  
transferred to the duplicator  
section.

Duplicator Portion

If you place the material you  
wish to have converted on the  
machine, you can begin conversion  
based on the 3D data that was  
created by the 3D scanner portion.

The conversion will be executed  
with complete data accuracy.  
The result will be an object  
precisely true to the original.

~~~~~  
~~~~~  
FILE #5: PASS NUMBER MEMO  
FOUND IN: RESEARCH ROOM

MEMO ON THE PASS NUMBER

The emergency door lock system in  
the biology experiment room can be  
released with the 4 digit pass  
number. I hope you haven't  
forgotten about that already.

I have just received an order  
from the system administrator  
requesting us to change the pass  
number periodically. What  
bothers me is that you often lose  
important memos, pass numbers or  
even chemicals...

So, in an attempt to solve that  
problem, I came up with an idea.  
You know the red human skeleton  
picture at the back of the biology  
experiment room?

I have decided to use the number  
signed on the picture as the pass  
number. If you happen to lose the  
memo, just look at the picture.

Well, I don't think you would  
ever need to use the emergency  
pass number, anyway. But just  
in case, now you know. Take it  
easy, Mr. Careless!

~~~~~  
~~~~~

FILE #6: MEMO TO NEW MASTER  
FOUND IN: PORTRAIT ROOM

MESSAGE TO  
THE NEW FAMILY MASTER

Sir Alfred,

Congratulations on your succession  
as master of the Ashford family.

I hereby present you with an  
earthenware vase, according to the  
Ashford family tradition.

As you know, this tradition  
first began when a butler  
presented a golden tea cup as a  
commemorative to Veronica.  
As founder of the Ashford family,  
her intelligence and beauty are  
legendary.

The second and third masters,  
Stanley and his son Thomas,  
were also presented with similar  
tea cups. It was their hope to  
achieve glory as Veronica did  
before them.

The position of family master  
then shifted from Sir Thomas  
to his twin brother Sir Arthur.  
It then went to Sir Edward, your  
grandfather. That was when the  
Ashford family enjoyed its golden  
age.

It was also Sir Edward's  
achievement that established the  
large chemical enterprise,  
Umbrella Inc.

However, when Sir Edward

passed away and your father /  
Sir Alexander succeeded the \  
position, the glorious Ashford /  
family gradually began to sink... \

I sincerely hope that the Ashford \  
family regains its glory with /  
your guidance, just as this vase \  
continues to shine eternally. /

Scott Harman \

Butler, Ashford family \

~~~~~

~~~~~

FILE #7: SECURITY FILE \  
FOUND IN: BASE PRISON \

The Ashford family's most \  
important secret is kept at this /  
lab. \

As a safety precaution, I have \  
installed a self-destruct device /  
in the control room and have \  
placed the activation code /  
inside the computer. \

Once inputted, all door locks will \  
be released to provide easy access /  
to escape routes. \

By using the elevator that directly \  
connects to the hangar, one should /  
be able to escape from the lab \  
easily. /

Please remember that I have \  
used the name of my beautiful \  
ancestor for the activation /  
code. \

Glory to the Ashfords, \

Alexander Ashford \

~~~~~

~~~~~

FILE #8: ALLOY REPORT \  
FOUND IN: JEEP ROOM \

REPORT: \  
ENHANCED ANTI-DECAY /  
ALLOY \

Although we planned to utilize  
the enchanted anti-decay alloy  
called "Deploid" to create the  
storage capsule of the new  
B.O.W., we have had to cancel  
the plan. This is primarily  
based upon the fact that  
despite its excellent resistance  
to all kinds of liquid  
including strong acid, it easily  
dissolves when soaked with a  
mixture of the two chemicals,  
"Clement Alpha" and "Clement Sigma".

Due to the lethal nature of the  
new B.O.W., we cannot be too  
careful in choosing the material  
for their storage capsule

We have instead decided to use  
Deploid to create the plate  
portion of the "Eagle Plate",  
which shines in indigo-blue.

#### CLEMENT INFORMATION

The alpha type is used for gun  
maintenance and possesses no  
conspicuous characteristics.  
However, the sigma type  
will change its color to blue  
at a certain temperature.

(It is an odd coincidence that  
the temperature is exactly the  
same as the date of completion  
of this training facility.)

Based upon our analysis of the  
sigma type, we believe that Clement  
possesses more features. As new  
information is learned, we will  
update this file.

~~~~~  
~~~~~

FILE #9: PRISONER'S DIARY  
FOUND IN: PRISON BUNKROOM

May 13th  
This room stinks of death.  
Based upon the information  
I've found, I believe that I'm  
far south of the equator.

Lucky for me that Bob in  
the bunk below me is one of

those interesting types of guys... \

/

May 16th \

Today Bob told some crazy story /

of why he was put in this place \

with me. Bob said that he used /

to be an attendant of the head \

of this place. This "boss" /

named Alfred supposedly placed \

him in here because of a tiny /

little mistake. \

/

What does that mean? \

What's going to happen to me? /

\

May 20th /

Without warning, a group of \

military men took Bob to the /

building behind the guillotine \

stand. /

\

At midnight, I'll sneak out of /

here to see him. \

/

I've been hearing that anyone \

taken to that building never /

comes back. On top of that, there \

are these REALLY large plastic /

bags constantly being removed \

from that place. I'd better /

pray for Bob... \

/

May 21st \

I was wrong. I shouldn't have /

gone there. What is going on in \

there?! All I could hear was /

some insanely creepy laughter \

and the sound of Bob screaming! /

I don't know what to do. I can't \

stop thinking about it... /

\

Is that going to happen to me?! /

I can't let it... \

I just can't... /

\

May 27th /

Since my last entry, all of my \

fellow inmates have been taken /

to that building! I know that \

I am next... It's obvious that /

we were all here to be used as \

Alfred's guinea pigs. There's /

no way out! \

What am I going to do! /

\

~~~~~

~~~~~

\

FILE #10: ANATOMIST'S NOTE /

FOUND IN: ANATOMIST'S ROOM

There is a demon in my  
mind. I can't control the  
fierce impulses that the  
demon sometimes drives  
me to act upon. It is a  
brutal ceremony. With the  
demon next to me, I enjoy  
watching people agonize  
in pain, screaming and  
convulsing repeatedly  
as they die...

But, Sir Alfred was kind  
enough to acknowledge me,  
and has given me the  
facilities, chemicals,  
and "equipment" necessary  
to study everything.

I must never betray Sir  
Alfred's kindness.  
It is especially critical  
that no one discovers the  
sacred place that only  
he and I know about.  
I swear, the basement of  
this medical building  
will be kept secret.

Of course, I keep the  
key to the sacred place  
with me at all times...  
Even if an outsider sees  
it, they will never be  
able to tell that it is  
the key. I must remember  
that my life ends when I  
lose Sir Alfred's trust.

~~~~~

~~~~~

FILE #11: SECRETARY'S NOTE  
FOUND IN: PALACE SAVE ROOM

Four years have passed since  
I began serving Sir Alfred.

He doesn't trust anyone!  
Even though I am his attendant,  
I am strictly prohibited  
from entering his private house!  
What is his problem anyway?!

They say he lives with his twin  
sister Alexia in his private house  
on the hill.

Occasionally, I've seen someone  
standing by the window of the  
house. It might have been Alexia,  
whose extreme beauty is often  
talked about.

I once asked Sir Alfred about  
this, but it only enraged him.  
Even though I am his attendant,  
he will not show me any lenience.  
If I ask about her again, I could  
put my life at risk.

After all, it is a mystery why he  
so desperately tries to keep his  
private life with Alexia a secret.

Robert Dorson

~~~~~

~~~~~

FILE #12: D.I.J.'s DIARY  
FOUND IN: CASINO (BATTLE GAME ONLY)

During a heavy squall, a girl  
in a red outfit was brought to  
this island of Rockfort,  
my home.  
What could she possibly have  
done?

I've been living here quite  
some time now,  
but many who are brought to  
this island seldom leave  
alive.

Through the sounds of guns  
and fire, soldiers appeared.  
There was something going on.  
I went to the prison,  
but the girl in red was  
nowhere in sight.  
I hurried to the military  
training facility.  
The "man" of Rockfort was  
attacking her relentlessly.  
How stupid of me.

I got too close and almost got  
myself smashed by the shutters.  
But, thanks to my natural  
agility, I was able to get out  
of the situation and get  
outside.  
Anyone other than me would not  
have been so lucky.

Again, I was able to find the girl in red.  
There she was; in front of the residence.  
Then from behind her appeared a man with blonde hair.  
As he called to her, he approached her in a friendly manner and started saying something to her...  
and it happened abruptly.

The man with the blonde hair started to hurt the girl in red.  
"I have to save her."  
I thought to myself.  
But the man with the blonde hair went away.  
Who was that blonde haired man?  
What did he want from the girl in the red?

The self-destruction announcement and the emergency sired warned the end of Rockfort Island.  
I hurried to the hangar of the transport. The transport we were on took off as everything exploded into flames.  
With my neck risking effort, the girl in red slammed the monster out into the open sky.  
Sure enough, she was a Valkyrie, a goddess of destruction.

I couldn't believe it.  
The transport landed in a base on the icy Antartica.  
And on top of it all, the transport that landed before us spilled tons of the T-Virus and everything alive had already turned into zombies.

If I stayed, there was no way I could stay alive.  
I had to find a way to get out of there, quickly.  
I parted with the girl in the red.  
I started searching the base to see if there was anything I could use.

As I was resting in the dark, someone was coming. Whatever it was, it was right there.



The door suddenly closed and /  
there was no escape. I kept \  
slamming the doors. Then the /  
door opened. I exploded out of \  
there. But I was no chicken. /  
I stopped to turn around and \  
there she was, the girl in the /  
red, standing there looking at \  
me. /

Where was this place? /  
I was stuck in a room with \  
an elevator and an old cannon. /  
Where was I supposed \  
to go? /  
I was stranded. \  
I felt endless despair. /  
Then that blonde haired man \  
with the sunglasses appeared. /  
He had that girl in an arm \  
lock. /

Then a man in a black vest /  
came running after them. \  
The man with the blonde hair /  
disappeared into the prison \  
cell with the girl. /  
The man in the black vest \  
followed them. /  
I also hurried to chase after \  
them. /

It was a grueling fight, head /  
to head. Was the man who knew \  
that girl also a monster? /  
The fight looked like it could \  
last forever. /  
Then suddenly, there was an \  
explosion, which interfered /  
the fight. \

That was the last chance \  
I had to get out of there. /  
I snuck through the hatch of \  
the sub just as it was about /  
to close. \  
Finally, I was released from /  
a world of death and \  
I was able to come back to /  
a world where desire \  
and power ruled. /

D.I.J. \

~~~~~

~~~~~

FILE #13: NEWSPAPER CLIP /  
FOUND IN: UPPER CAROUSEL \

A 10 year old girl genius \  
graduated at the top of her class /  
from a prestigious university. \

The international corporation, \  
Umbrella Chemical Inc., offered /  
her the position of head \  
researcher. /

~~~~~  
~~~~~  
FILE #14: MESSAGE CARD \  
FOUND IN: ALFRED'S ROOM (ISLAND) \

My dear brother, \

I firmly believe that the \  
glory of the Ashford family /  
will be revived through your \  
courage and strength as /  
an honored soldier. \

Yours faithfully, \  
Alexia Ashford /

~~~~~  
~~~~~  
FILE #15: HUNK'S REPORT \  
FOUND IN: CONFERENCE ROOM \

Attn: Mr. Alfred Ashford, \  
head of the facility. /

Today at 16:32, \  
I arrived successfully from the \  
Umbrella transport base with the /  
large-scale B.O.W. capsule. \

Extreme care was taken during \  
transport, and all 108 check /  
points were confirmed condition \  
"green", in accordance with /  
standard procedures. \

It is currently being \  
stored in a freezer. /

There's one thing that I don't \  
understand. We are normally \  
assigned to special missions. /  
Why were we ordered to transport \  
a frozen capsule this time? /

I understand that this may be \  
classified as top-secret, but \  
without knowledge of the /

contents, our safety could be at risk during the transport. This is especially important if the contents are potentially harmful.

We would like to ask you to provide us with more information, should we be assigned similar missions in the future.

I still remember the good old days that I spent here in the military training center. Nothing has changed since then.

We will gear up for the next mission, today at 23:00.

Umbrella Special Forces Unit  
HUNK

~~~~~  
~~~~~

FILE #16: WORKER'S DIARY  
FOUND IN: WORKER'S BUNKROOM

October 30th  
When I joined Umbrella Inc., I thought that I would be able to live care-free for the rest of my life, being employed by this huge corporation.

It's a joke that I ended up being a driver at a place like this. I asked for a position change, but they completely ignored me. It feels more like a prison! Work is extremely demanding, and there's nothing fun about it. I'd rather be dead!

November 3rd  
My hard-earned vacation was canceled suddenly. I heard they failed to secure enough manpower due to a mistake made by the facility head, Alfred. That fool doesn't deserve forgiveness. He doesn't even treat us like human beings!

November 5th  
I heard an interesting story from a guy who's been working here for over 8 years. He must be awfully patient...

He says that there is a man who  
has been confined for over 10  
years, locked up in a cell  
located deep below here. People  
call him "Nosferatu" and are  
deathly afraid of him. What an  
absurd story!

November 10th  
At midnight I woke up to an  
ominous growling sound that  
seemed to be coming from deep  
under ground... I'm so pathetic  
to have been frightened by such  
a foolish story.

Then again, I suppose anyone  
would have a hard time  
maintaining their sanity if  
they were confined in a place  
like this!!

~~~~~  
~~~~~

FILE #17: ALEXANDER'S MEMO  
FOUND IN: BASE SAVE ROOM

My father, Edward, discovered the  
mother virus in cooperation with  
Lord Spencer, who was also a  
nobleman. They studied it for the  
purpose of military use.

Eventually their study took shape.  
They named a variation of the  
mother virus, the "T-virus".

To comoflague their research, they  
established Umbrella Chemical, Inc.

I majored in biogenetics and have  
been involved with a top secret  
project, supporting my father's  
research.

However, my research went through  
a difficult phase, and my father  
died in the middle of the project.

We are now at a major  
disadvantage against other  
researchers, as there is great  
competition in the field of  
T-virus research. I have  
disgraced the honorable name of  
the Ashford family that our  
great ancestor Veronica

established. \

If nothing is done, Umbrella will \  
be taken over by Spencer. I must \  
expedite the project to its \  
fullest, without being detected \  
by Spencer. \

After much thought, I decided to \  
establish a large-scale advanced \  
research facility. It will be \  
located in the transport terminal \  
that I created by using the \  
abandoned mine in the Antarctic. \

Within the facility, I'll have \  
a room built. It will be similar \  
to the design of my mansion, the \  
legacy of the late Trevor. \

I will be able to cherish my sweet \  
memories there... \

For security purposes, \  
this confidential project will be \  
given a code name. It is the name \  
of the beautiful ancestor of the \  
Ashford family, "Veronica" whom I \  
wish to revive so badly. \

I am confident that the result \  
of my research will be as \  
glorious as her name, and that \  
honor will be restored to the \  
Ashford family once again. \

~~~~~

~~~~~

FILE #18: BUTLER'S LETTER \  
FOUND IN: BASE SAVE ROOM \

Sir Alfred, \

Please forgive me, as I must tell \  
you of my abrupt departure by \  
leaving this letter. \

I first served your father, \  
Lord Alexander, and have for so \  
long shared in the joys and \  
sorrows of the Ashford family. \  
Lord Alexander disappeared \  
unexpectedly 15 years ago, then \  
an accident during an experiment \  
took the life of our dear Alexia. \

You were forced to become the \  
master of the family at a very \

young age, and nearly lost your  
sanity from the sorrow of having  
lost all of your family members  
at once.

There was nothing I could do,  
and I felt powerless.

I first thought that I should  
kill myself to apologize. I then  
realized that it would be an  
insult to our dear Lord Alexander  
and Alexia, in the other world...

Scott Harman

Butler,  
Ashford family

~~~~~

~~~~~

FILE #19: CONFESSION LETTER  
FOUND IN: UPPER CAROUSEL

Alexia, my sister, is a genius  
and possesses unmatched beauty.  
She is everything to me. I would  
overcome any obstacle and be  
willing to risk my life for her.  
For Alexia, I must revive the  
glorious Ashford family which  
fell during the era of my father,  
Alexander.

Together, we will restore our  
family name. Once that has  
been achieved, I'll build a  
palace where only nobles may  
gather. I cannot allow the  
unwashed to see my dear Alexia,  
to whom my life is devoted to.  
She reigns the world as a queen,  
with I as her servant.

That is my dream, and how sweet  
it will be. those accomplishment  
will be the proof of my love  
toward Alexia.  
It is the purpose of my existence.

All other people are meaningless,  
and they shall soon prostrate  
themselves before Alexia and I.

Devoted to my beloved Alexia,

Alfred Ashford

~~~~~  
~~~~~  
FILE #20: PASSAGE MEMO  
FOUND IN: MODEL ROOM

SECRET PASSAGE NOTE

The underground passage which leads to the mansion where Alexia and I live, has been badly damaged. Although I can never allow the unwashed to see Alexia, I cannot go on using the underground waterway that those local people made, either.

Oh yes... I think I'll have those prisoners build a bridge. It must be a gorgeous bridge that befits the perfection that is Alexia.

Of course, I must kill everyone who's involved in the construction of the bridge after it is done, so that no one will know about the existence of our mansion. But that is okay, as I have no problem executing such matters.

Once the bridge is completed, I'll seal the mansion entrance door at the end of the underground waterway. The entrance of the waterway is locked by the diorama trick, ensuring the secrecy of our mansion.

Alfred Ashford

~~~~~  
~~~~~  
FILE #21: VERONICA REPORT  
FOUND IN: ALEXANDER'S LAB

CODE: VERONICA REPORT

After many long years of research, I finally identified the inheritance element that administers the intelligence of man.

I even succeeded in manipulating the absolute value of intelligence artificially, by recomposing the base alignment of the element.

I then sampled the gene of our  
great ancestor, manipulated its  
element, then implanted it into  
the unfertilized egg of  
a surrogate mother.

What I didn't expect was that  
twins, a boy and a girl, were  
born. The boy had higher  
intelligence than normal, but  
not high enough for him to be  
considered a genius.

However, the girl had unmatched  
intelligence that easily allowed  
her to be calssified as a genius.  
She was exactly what I had been  
looking for, the revival of our  
great ancestor.

I already detemined their names;  
the girl's name, Alexia,  
and the boy's name, Alfred.

I'm certain that Alexia will  
elevate the name of the Ashford  
family to extreme glory.

Alexander Ashford

~~~~~  
~~~~~

FILE #22: ALFRED'S DIARY  
FOUND IN: BASE SAVE ROOM (after  
using HALBERD)

January 30th  
There's a sealed room in the  
hallway located inside of the  
Antartic facility. I don't  
know what is hidden there, but  
I do know how to get in.

I can use the three jewels that  
each one of our three family  
members wear as proof of being  
a legitimate descendant of the  
Ashford family. The only problem  
is, I do not know how I can gain  
possession of my father's proof.

February 17th  
I finally succeeded in entering  
that sealed room. I never could  
have imagined that such an insane  
secret existed regarding the birth  
of both Alexia and myself...



I hate my father. That fool,  
Alexander... Now it is obvious  
that we were merely created in  
an attempt to cover my father's  
blunder. I can never trust him  
again. I must regain the glory  
of the Ashford family with my  
sister.

I have nothing to be afraid of,  
as long as Alexia is with me.

March 3rd  
Alexia carried out the experiment  
on the human body that we've  
been talking about. Our useless  
father must be happy now, since  
he can finally contribute to  
the Ashford family.

The only thing we should be  
careful about is that the  
butler, Harman, does not  
become wise to our activities.

April 22nd  
The experiment resulted in failure.  
Our father was useless after all.  
Even worse, he turned into a  
dangerous monster that is  
completely out of control.

We tied him down and locked him  
up in an underground prison cell.  
However, Alexia seems to be close  
to a solution. Beyond all my  
expectations, she now says that  
she wishes to conduct the  
experiment on her own body.

On top of that, she feels she  
must be kept asleep for 15 years  
in order to accomplish the  
experiment. Thanks to that idiot,  
I can't see my dear Alexia for as  
long as 15 years.

Alexia is going to sleep, with all  
of her trust relying upon me.  
Now, I am the only one who can  
protect Alexia.

~~~~~

~~~~~

FILE #23: QUEEN ANT REPORT  
FOUND IN: ALEXIA'S LAB

RESEARCH REPORT  
ON QUEEN ANT

After discovering the remains of an ancient virus within the genes of a queen ant, I have been concentrating on the research of ants.

The ecosystem of the ants seems truly ideal to me. There is one queen ant in each anthill, and the soldier and worker ants are the queen's slaves. They dedicate their lives to the queen.

The death of the queen ant means the doom of the entire anthill. However, the soldier and worker ants can be easily replaced as long as the queen ant is alive. This is exactly the same relationship between myself and the other ignorant masses.

I have succeeded in creating an ideal virus by implanting the queen ant's gene into the mother virus that Spencer found.

I used my otherwise useless father as a test subject. However, as I expected, the virus caused a rapid change in his cells, triggering the complete destruction of his brain cells and body flesh.

Furthermore, a special type of poison gas was generated inside his body, that the blue herb had no effect against. Because of this, I created an antidote in case of emergency, and stored it inside of the weapon/chemical warehouse on the B2 floor.

I have decided to name this virus with unimaginable potential, the "T-Veronica" virus. When I find out how I can utilize the power of this wonderful virus, my great research will finally be complete.

Alexia Ashford

~~~~~  
~~~~~

FILE #24: VIRUS REPORT  
FOUND IN: CRYO STORAGE

VIRUS RESEARCH REPORT

Work continues on the  
"T-Veronica" virus which I  
extracted from the queen ant.  
The more research I conduct  
on it, the more I am impressed  
by how much potential it has.

I have finally implanted the virus  
into my own body, and discovered  
how to utilize its power. I will  
avoid making the mistake that I  
made on my father. I will suppress  
the activity of the virus at an  
ultra-low temperature, so that  
my cells will change slowly.

My calculations indicate that it  
will take 15 years before my body  
will gain immunity, and become  
able to coexist with the virus.

Until then, I have no choice but  
to trust the capsule that I will  
be in, to that inept but loyal  
soldier ant who is my brother.  
For me to obtain unlimited power,  
some risks need to be taken.

When I awaken, I will be  
the queen... And the "T-Veronica"  
virus will be unleashed upon the  
entire world by my children. Every  
last creature on earth will exist  
to serve me.

At that time, the world will  
achieve the perfect ecosystem,  
just like the anthill, but on a  
much grander scale.

Alexia Ashford

=====

= 10: PUZZLE SOLUTIONS =

=====

PALACE:

+++++

+ [ASHFORD LINEAGE PUZZLE] +

+ +





BASE (CLAIRE):

-----  
|[BOSS FIGHT #3: NOSFERATU]+ |  
|[DIFFICULTY: MEDIUM]+ |  
|I suppose you're wondering how a blindfolded man whose legs are tied together |  
|can be considered a medium level threat. Nosferatu's primary attack is to |  
|emit a purple cloud of poisonous gas. To add insult to injury, the gas will |  
|eventually poison you, making the game more complicated later, and the gas |  
|will knock you out of the zoom function on the SNIPER RIFLE as it does |  
|damage. He primarily does this attack when you move too far away from him, |  
|but not quite far enough. Instead of running to the far end of the platform, |  
|go towards the lower portion of it and stand somewhat close to the edge. |  
|There's no exact science to this, if you're at a good distance you'll usually |  
|just see a hazy outline when you zoom in on him. Once you're in position, |  
|aim at him and zoom in on the exposed heart area and fire when the shot is |  
|clear. If you scored a direct hit, he'll make a distinct noise. As he |  
|approaches, run back a little farther to keep the gas from poisoning you. |  
|Repeat this process until you run out of ammo. That's right, the SNIPER |  
|RIFLE has one shot less than you need to put him away. Equip your GRENADE |  
|LAUNCHER, get into range, and continue to fire into him. Those one or two |  
|GRENADE ROUNDS you had left should drop him like a fly... er, ant... and |  
|allow you to save Steve and escape from the base. If at all possible, try to |  
|kill him without getting poisoned. It will save you a lot of time later on. |  
|Alternatively, it IS possible to zoom in directly on the center of |  
|Nosferatu's heart and kill him in one shot, but you can play dozens of times |  
|before you'll get lucky enough to perform this feat, so don't bank on it. |  
-----

MTF (CHRIS):

-----  
|[BOSS FIGHT #4: GULP WORM]+ |  
|[DIFFICULTY: INFANTILE]+ |  
|Some of you may be familiar with the gravedigger in RE3. The gulp worm poses |  
|similar threats, only substitute the deadliness for being a tremendous |  
|nuisance. The worm's first attack is to come up close to you and rear up |  
|for a few seconds and howling. The howl will knock down rocks from above, |  
|which can and will hurt you. You can see the worm coming by watching the |  
|floor spew rocks near you, so run in the opposite direction from these. If |  
|the worm knocks you down, you might have the chance to get off one shot |  
|before he dives again, AVOID GETTING HIT. The worm will follow this attack |  
|up by burrowing; wait for it to bury itself and then run towards where it |  
|came from, though any open area will suffice. The worm will chase you and |  
|resurface very briefly to try to hit you, but if you stay in motion, it can |  
|be avoided easily enough (DON'T TRY TO SHOOT IT LIKE THIS). The cycle merely |  
|repeats from there; the fight isn't long by any means, but you are almost |  
|constantly moving. Four to six explosive arrows will do him in, though, as |  
|an alternative, you can waste about twenty-five percent of your ASSAULT RIFLE |  
|ammo to produce a similar effect. Staying in motion is the key to winning |  
|this battle, though a fast trigger finger doesn't hurt either. |  
-----

BASE (CLAIRE II):

-----  
|[BOSS FIGHT #5: STEVE TYRANT]+ |  
|[DIFFICULTY: IMPOSSIBLE]+ |  
|Immediately turn around using the quick turn and run like hell in the other |

|direction. You can't attack Steve, you can't do anything to slow him down, |  
|so sprint for the gate that is even now closing. You also cannot avoid his |  
|axe attack, and two hits from it will knock you down to the orange level of |  
|caution, so at that point it would be wise to use one of the full healing |  
|items you brought along. You will probably be hit at least twice. |

---

BASE (CHRIS II):

---

|+[BOSS FIGHT #6: ALEXIA I]+ |  
|+[DIFFICULTY: RELATIVELY EASY]+ |  
|I'll make one thing clear right now: UNDER NO CIRCUMSTANCES SHOULD YOU CHARGE |  
|AT ALEXIA. With some enemies you can do this as a means of faking them out, |  
|but if you try it on Alexia, she will execute you Nemesis-style except you'll |  
|be covered in flames in addition to having a tentacle rammed through your |  
|face. That said, spin around and make a run for a safe distance and begin |  
|firing your MAGNUM at her. About six shots will do, and since you should |  
|have about eleven left, this poses no problems. Just be weary that she will |  
|periodically do her flamethrower attack on you and you will probably be hit |  
|by it, so heal periodically and keep moving when you have to. |

---

|+[BOSS FIGHT #7: ALEXIA II]+ |  
|+[DIFFICULTY: MEDIUM]+ |  
|Start unloading into her with your MAGNUM. Alexia II attacks by spraying you |  
|with acid while her minions, the little tentabeasts, run around and slap you. |  
|Ignore these leeches and try to constantly seek safe ground to fire on. If |  
|you run too far up on the screen, as in closer to the door, you'll get bitch- |  
|slapped by a tentacle, which has been known to result in getting poisoned. |  
|Keep standing your ground where you can and fire into her with the MAGNUM |  
|until she transforms into her flying form. If you run out of MAGNUM ROUNDS, |  
|keep at it with the SHOTGUN. After so many rounds of this, there's one more |  
|cut scene where Alexia will be mauled by her ant creatures, turning her into |  
|a dragonfly monster (I don't get it). This, of course, means that the LINEAR |  
|LAUNCHER is done charging, so grab it, zoom in on her like you did with the |  
|SNIPER RIFLE and fire. Hail to the king, baby. |

---

=====  
= 12: ITEM LIST =  
=====

The items listed below are found in this format...

(ITEM NAME)  
(DISK), (PART OF GAME, AS DEFINED IN FAQ)  
(LOCATION, OR HOW TO ACQUIRE IT)  
(DESCRIPTION UPON EXAMINATION)

#### WEAPONS / AMMO

This section covers anything used to kill or that can be combined with another item to kill.

---

#### COMBAT KNIFE

DISK 1, PRISON; DISK 2, MTF (CHRIS), BASE (CHRIS II)  
FOUND IN: PRISON CELL (CLAIRE), DEFAULT (CHRIS), MANSION MAIN HALL (ALEXIA I ENCOUNTER)

This weapon is a veteran survivor's first choice.

-----  
HANDGUN (CLAIRE)  
DISK 1, PRISON  
HOLDS 15 BULLETS  
FOUND IN: WATCH TOWER  
M93R

An Italian handgun which uses 9mm X 19 rounds.

-----  
M93R PART  
DISK 1; PRISON  
FOUND IN: (open second DURALUMIN CASE)  
The M93R can be modified with this.

-----  
CUSTOM HANDGUN  
DISK 1, PRISON  
HOLDS 20 BULLETS  
FOUND IN: (combine M93R PART with HANDGUN (CLAIRE))  
M93R Burst  
It's an M93R equipped with a stock.  
It can be adjusted to fire 3 bullets in succession.

-----  
HANDGUN (CHRIS)  
DISK 2, MTF (CHRIS)  
FOUND IN: DEFAULT  
Glock 17  
A large size handgun that uses 9mm x 19 rounds.

-----  
ENHANCED HANDGUN  
DISK 2, MTF (CHRIS)  
HOLDS 18 BULLETS  
FOUND IN: FACILITY WEAPONS STORAGE (use workbench)  
Modified Glock 17.  
It's a modified Glock 17.

-----  
HANDGUN BULLETS  
BOTH DISKS, ALL PARTS  
HOLDS 15 BULLETS  
FOUND IN: PRISON CELL, PRISON HALLWAY, WATCH TOWER, MESS HALL, PRISON BUNKROOM (2), BROKEN BRIDGE, PALACE MAIN HALL, BATHROOM, PALACE SAVE ROOM, LONG HALLWAY, ARMORY, WATERWAY, WAITING ROOM, SHUTTER CORRIDOR (2), SEWER BALCONY (2), JEEP ROOM, ELEVATOR HALL, ALFRED'S STUDY, RESIDENCE ENTRYWAY, RESIDENCE HALL, RUINED DINING ROOM, CONFERENCE ROOM, ANATOMIST'S ROOM, CREMATION ROOM, TORTURE ROOM, CRATE ROOM, INFORMATION ROOM, FACILITY WEAPONS STORAGE, CASINO, AIRPORT SAVE ROOM, WORKER'S BUNKROOM (4), MACHINE ROOM (2), B.O.W. ROOM, BASE STORAGE (2), CAVE, TANK ROOM, HARRIER SAVE ROOM, CHEMICAL STORAGE, UPPER JEEP ROOM, ALBINOID ROOM, POWER SAVE ROOM, STERILE ROOM, ALEXIA'S LAB (2), BASE WEAPONS STORAGE (3), MANSION SAVE ROOM, SMALL DINING ROOM, ALEXANDER'S LAB  
9mm x 19 Rounds  
These can be used with the M93R and the Glock 17.

-----  
M-100P (2 SLOTS)  
DISK 1, PRISON  
FOUND IN: PRISON BUNKROOM  
A semi-automatic pistol which has a large sized special magazine.  
This handgun enables precise rapid shooting with little recoil.

-----  
BOW GUN  
DISK 1, MTF (CLAIRE)  
FOUND IN: RESEARCH ROOM



Cross Bow Handgun

A powerful bow gun which is mainly used for hunting.

---

BOW GUN ARROWS

DISK 1, PALACE, AIRPORT, MTF (CLAIRE); DISK 2, BASE (CLAIRE), MTF (CHRIS)

HOLDS 30 ARROWS

FOUND IN: WATERWAY, CARGO ROOM, FACILITY SAVE ROOM, TANK ROOM, FACILITY YARD, LOCKER ROOM (3), SAUNA, INFORMATION ROOM, RUINED DINING ROOM, TORTURE ROOM, B.O.W. ROOM, BASE SAVE ROOM, MORTUARY SAVE ROOM, CAVE, SOUTH TURNTABLE

An iron-made arrow for use with a bow gun.

---

BOW GUN POWDER

DISK 1, PALACE; DISK 2, BASE (CLAIRE),

HOLDS 10 POWDERS

FOUND IN: (open 1st DURALUMIN CASE), CASINO, WORKER'S BUNKROOM

This is gun powder for a bow gun arrow.

---

GUN POWDER ARROWS

BOTH DISKS, ANY PART

FOUND IN: (combine EXPLOSIVE POWDER with BOW GUN ARROWS)

An iron bow gun arrow combined with gun powder.

---

GOLD LUGERS (2 SLOTS)

DISK 1, MTF (CLAIRE)

FOUND IN: (Steve gives these to you in exchange for the SUB MACHINE GUN)

The grip is nicely decorated.

It uses 30 Luger rounds.

---

SUB MACHINE GUN (2 SLOTS)

DISK 1, MTF (CLAIRE); DISK 2, MTF (CHRIS)

FOUND IN: MORTUARY SAVE ROOM (CHRIS)

Ingram

A 38-caliber submachine gun. It uses DOT380 ammo.

---

GRENADE LAUNCHER

DISK 1, MTF (CLAIRE)

FOUND IN: AUXILIARY PRISON

M79 G. Launcher

This use 40mm rounds.

---

FLAME ROUNDS

DISK 1, PRISON; DISK 2, MTF (CHRIS), BASE (CLAIRE II)

HOLDS 6 ROUNDS

FOUND IN: SECURITY HALL, SEWER BALCONY, MANSION SAVE ROOM

A special bullet filled with napalm gel.

---

BOW GAS ROUNDS

DISK 1, PRISON

HOLDS 3 ROUNDS

FOUND IN: SECURITY HALL

These anti-B.O.W. gas bullets are filled with gas.

---

GRENADE ROUNDS

DISK 1, MTF (CLAIRE), AIRPORT; DISK 2, MTF (CHRIS), BASE (CLAIRE II)

HOLDS 6 ROUNDS

FOUND IN: AUXILIARY PRISON, CONTROL ROOM, AIRPORT SAVE ROOM, SECRET TUNNEL, MANSION SAVE ROOM

These can be used with the M79 Grenade Launcher.

---

ACID ROUNDS

DISK 1, MTF (CLAIRE); DISK 2, MTF (CHRIS)  
HOLDS 6 ROUNDS  
FOUND IN: EXPERIMENT ROOM, FACILITY WEAPONS STORAGE, HARRIER SAVE ROOM,  
INFORMATION ROOM  
A special bullet filled with sulfuric acid.

---

ASSAULT RIFLE (2 SLOTS)  
DISK 2, BASE (CLAIRE)  
FOUND IN: BASE WEAPONS STORAGE  
The AK47 Assault Rifle  
It uses 7.62mm bullets.

---

A. RIFLE CLIP  
DISK 2, MTF (CHRIS),  
FOUND IN: TYRANT STORAGE  
These are bullets for an AK47.

---

SNIPER RIFLE (2 SLOTS)  
DISK 2, BASE (CLAIRE)  
HOLDS 7 SHOTS  
FOUND IN: MINING ROOM  
MR7  
This is an American bolt action rifle.  
You can snipe a distant enemy with its scope.

---

SHOTGUN  
DISK 2, MTF (CHRIS)  
HOLDS 7 SHELLS  
FOUND IN: SEWER BALCONY  
SPAS 12  
A combat shotgun developed for military use.  
It uses 12 gauge shell

---

SHOTGUN SHELLS  
DISK 2, MTF (CHRIS), BASE (CHRIS I, CLAIRE II, CHRIS II)  
FOUND IN: HARRIER CORRIDOR, HARRIER SAVE ROOM, CHEMICAL STORAGE, OIL ROOM,  
INFORMATION ROOM, MODEL ROOM (2), BASE STORAGE, POWER SAVE ROOM, STERILE ROOM,  
MANSION SAVE ROOM, MANSION STUDY  
12 Gauge Shells  
These can be used with the SPAS 12

---

MAGNUM  
DISK 2, BASE (CHRIS I)  
HOLDS 6 BULLETS  
FOUND IN: BASE WEAPONS STORAGE  
Colt Python  
An American Gun. It uses 357 magnum rounds.

---

MAGNUM BULLETS  
DISK 2, BASE (CHRIS I)  
HOLDS 6 BULLETS  
FOUND IN: STERILE ROOM  
Magnum Cartridge  
This contains powerful bullets for a magnum gun.

---

LINEAR LAUNCHER (2 SLOTS)  
DISK 2, BASE (CHRIS)  
INFINITE ROUNDS  
FOUND IN: UPPER ANTHILL ROOM  
Anti-B.O.W. Linear Launcher

An advanced weapon developed to handle B.O.W.s.

---

DURALUMIN CASE

DISK 1, PALACE, PRISON; DISK 2, BASE (CHRIS)  
FOUND IN: BATHROOM, CREMATION ROOM, BASE STORAGE

The case is locked.

There must be a key hole somewhere.

(Flip to handle)

It's secured by a simple lock.

I could open this if I had a lockpick.

(With LOCKPICK)

It's secured by a simple lock.

Use the lockpick?

(Yes)

- 1) Bow Gun Powder was in the case.
  - 2) An enhancement part for the M93R was inside the duralumin case.
  - 3) Magnum rounds were in case.
- 

HEALING ITEMS / SAVE ITEMS

These items are ones you should seek out if your condition changes or need to save.

---

GREEN HERB

BOTH DISKS, ALL PARTS

FOUND IN: PRISON CELL, BARRACKS, MESS HALL, BROKEN BRIDGE (2), COURTYARD, PALACE SAVE ROOM, FACILITY SAVE ROOM (2), CONTROL ROOM (2), INFORMATION ROOM, RESIDENCE HALL, CONCEALED PASSAGE, SECRET PASSAGE, CASINO (2), CAROUSEL, AIRPORT SAVE ROOM (2), MACHINE ROOM (5), B.O.W. ROOM, BASE SAVE ROOM, BASE STORAGE, MORTUARY SAVE ROOM, CAVE, HARRIER CORRIDOR, TYRANT STORAGE, MODEL ROOM, SECRET TUNNEL, ALBINOID ROOM (2), POWER SAVE ROOM (2), ICE HALL (2), ANT HILL CORRIDOR (2), ALEXIA'S LAB, PLAYROOM, MANSION SAVE ROOM, Y-SHAPED HALL (2), SMALL DINING ROOM (2), ALEXANDER'S LAB (2), SECURITY ROOM (2)

This was made by breeding the herb from Raccoon city.

---

BLUE HERB

DISKS 2, BASE (CLAIRE), MTF (CHRIS), BASE (CHRIS I)

FOUND IN: MOTH HALLWAY (N/A), B.O.W. ROOM, BASE STORAGE, CAVE, HARRIER CORRIDOR, HARRIER SAVE ROOM (N/A), CHEMICAL STORAGE, ALBINOID ROOM, POWER SAVE ROOM, ICE HALL, ALEXIA'S LAB

This was made by breeding the herb from Raccoon city.

---

RED HERB

DISK 1, PALACE, MTF (CLAIRE), PRISON; DISK 2, MTF (CHRIS), BASE (CLAIRE II)

FOUND IN: LONG HALLWAY, FACILITY MAIN HALL, CREMATION ROOM, CHEMICAL STORAGE, SEWER BALCONY (2), MANSION SAVE ROOM

This was made by breeding the herb from Raccoon city.

---

FIRST-AID SPRAY

DISK 1, ALL PARTS EXCEPT AIRPORT; DISK 2, BASE (CLAIRE and CHRIS II)

FOUND IN: SECURITY HALL, BATHROOM, RESIDENCE ENTRYWAY, ANATOMIST'S ROOM, MODEL ROOM, WORKER'S BUNKROOM, MANSION STUDY

This spray fully restores your vitality.

---

INK RIBBON

BOTH DISKS, ALL PARTS (EXCEPT CLAIRE II)

FOUND IN: PRISON HALLWAY, PALACE SAVE ROOM, WAITING ROOM, FACILITY SAVE ROOM,  
MODEL ROOM, UPPER CAROUSEL, SEAPLANE, WORKER'S BUNKROOM, BASE SAVE ROOM (2),  
BASE STORAGE, MORTUARY SAVE ROOM, HARRIER SAVE ROOM, SEWER BALCONY, POWER SAVE  
ROOM, MANSION SAVE ROOM, SMALL DINING ROOM

Use this with a typewriter to save your progress.

---

#### CHARACTER SPECIFIC ITEMS

These items can be found in the "Standard" part of the item screen.

---

#### LIGHTER (CLAIRE, CHRIS)

FOUND IN: DEFAULT (CLAIRE), CAVE (CHRIS)

An oil lighter.

You can use it to light a dark area.

---

#### FAMILY PICTURE

FOUND IN: DEFAULT (STEVE)

It's a picture of Steve and his parents.

---

#### LOCKPICK

FOUND IN: PRISON CELL (CLAIRE)

Lockpick.

A simple lock can be opened with this.

---

#### PUZZLE ITEMS

These items are involved in the solving of puzzles.

---

#### EXTINGUISHER

DISK 1, PRISON; DISK 2, BASE (CHRIS I)

FOUND IN: EXECUTION ROOM

You can extinguish fire with this.

---

#### EMPTY EXTINGUISHER

DISK 1, PRISON

FOUND IN: (use EXTINGUISHER)

It's an empty extinguisher.

I must fill it with the extinguishant before I can use it.

---

#### BRIEFCASE

DISK 1, PRISON

FOUND IN: GRAVEYARD

A case made of metal.

The case seems to be closed.

Maybe if you examine it closely...

(Flip to handle)

There's a button.

Push it?

(Yes)

TG-01 was inside the briefcase.

There was also an explanation document for the special alloy TG-01.

---

#### TG-01

DISK 1, PRISON

FOUND IN: (examine BRIEFCASE)  
Newly developed special alloy.  
It cannot be detected by a metal detector.

---

STEERING WHEEL

DISK 1, PALACE

FOUND IN: ARMORY

This is used to steer a ship.

(Flip over)

It's a wheel used to steer a ship.

It has a octa-shaped projection.

---

HEMOSTATIC

DISK 1, MTF (CLAIRE)

FOUND IN: FACILITY SAVE ROOM

Medicine that is used to stop bleeding.

It should be used on someone who is wounded.

---

SKELETON PICTURE

DISK 1, MTF (CLAIRE)

FOUND IN: EXPERIMENT ROOM

A human skeleton is outlined in blood...

---

EARTHENWARE VASE

DISK 1, PALACE

FOUND IN: PORTRAIT ROOM

An earthenware vase with a nice flower design.

(Flip to top)

There appears to be something inside.

Take it?

(Yes)

The queen ant's object was in the vase.

---

QUEEN ANT OBJECT

DISK 1, PALACE

FOUND IN: (examine EARTHENWARE VASE)

A queen ant object that contains a red ruby.

---

KING ANT OBJECT

DISK 1, PALACE

FOUND IN: CASINO

A king ant object that contains a blue sapphire.

---

MUSIC BOX PLATE

DISK 1, PRIVATE RESIDENCE; DISK 2, CHRIS BASE (II)

FOUND IN: ALEXIA'S ROOM (BASE)

This plate is needed for a music box to play.

---

RUSTED SWORD

DISK 1, PRISON

FOUND IN: ARMOR ROOM

It's rusted and cannot be used as a weapon.

---

PIANO ROLL

DISK 1, PRISON

FOUND IN: ARMOR ROOM

Roll paper that is used for an auto-play piano.

If you set it, the music on the paper will be played.

---

CONTROL LEVER

DISK 1, AIRPORT (CLAIRE)

FOUND IN: SEAPLANE

This seems to have been removed from a control panel.

---

BAR CODE STICKER

DISK 2, BASE (CLAIRE)

FOUND IN: B.O.W. ROOM

An identification sticker used to sort the loads.

---

GAS MASK

DISK 2, BASE (CLAIRE)

FOUND IN: B.O.W. ROOM

Protect yourself from poison gas with this.

---

PLANT POT

DISK 2, BASE (CLAIRE)

FOUND IN: BASE SAVE ROOM

A plant pot. It appears to be an ordinary one.

(Flip to bottom)

Something is posted here.

Take it?

(Yes)

The Machine Room Key was found at the bottom of the pot.

---

LUGER REPLICCA

DISK 2, MTF (CHRIS)

FOUND IN: HARRIER SAVE ROOM

A replica gun modeled after the Luger.

It has nice decoration on it.

It can't be used as a weapon.

---

BATTERY PACK

DISK 2, MTF (CHRIS)

FOUND IN: HARRIER CORRIDOR

A large capacity battery pack.

This must be used to operate a big machine...

---

CLEMENT SIGMA

DISK 2, MTF (CHRIS)

FOUND IN: CHEMICAL STORAGE

It's a chemical used to dissolve enhanced alloy.

---

CLEMENT ALPHA

DISK 2, MTF (CHRIS)

FOUND IN: FACILITY WEAPONS STORAGE

It's a chemical used to dissolve enhanced alloy.

---

CLEMENT MIXTURE

DISK 2, MTF (CHRIS)

FOUND IN: (combine CLEMENT SIGMA and CLEMENT ALPHA)

Mixture of alpha type and sigma type.

this can dissolve the enhanced alloy Diploid.

---

TANK OBJECT

DISK 2, MTF (CHRIS)

FOUND IN: UPPER JEEP ROOM

A miniature old tank is placed on the base.

---

PAPER WEIGHT

DISK 2, BASE (CHRIS)

FOUND IN: BASE SAVE ROOM (use HALBERD on wall)

A tool used to hold documents so they don't scatter.

I can't figure out the meaning of the designs on it's top and bottom but this item seems to be related to Umbrella Inc.

---

BLUE JEWEL

DISK 2, BASE (CHRIS I and II)

FOUND IN: STATUE HALL

A large blue sapphire. It could be a decoration.

---

RED JEWEL

DISK 2, BASE (CHIRS I and II)

FOUND IN: STATUE HALL

A large red ruby that appears to be a decoration.

---

VALVE HANDLE

DISK 2, BASE (CLAIRE)

---

OCTA VALVE HANDLE

DISK 2, BASE (CLAIRE AND CHRIS I)

FOUND IN: (use the cutter in the BASE STORAGE), MINING ROOM

A tool used to open/close the valve.

---

SOCKET

DISK 2, BASE (CHRIS I)

FOUND IN: STATUE ROOM

This appears to be some kind of socket.

It has an octagonal hollow (examine hollow)

---

SQ. VALVE HANDLE

DISK 2, BASE (CHRIS I)

FOUND IN: STATUE ROOM (combine with SOCKET)

An Octa-shaped valve handle with a square socket.

---

CRYSTAL

DISK 2, CLAIRES BASE (II)

FOUND IN: BASE PRISON

A well-polished crystal.

It contains a card inside.

I could obtain the card if I could crack the crystal.

---

KEYS

These items are used to unlock doors.

---

HAWK EMBLEM

DISK 1, PRISON

FOUND IN: COMPUTER ROOM

An emblem carved with a hawk symbol.

It appears to be made of pure gold.

---

SP. ALLOY EMBLEM

DISK 1, PRISON

FOUND IN: (use TG-01 on 3D duplicator)

A picture of a hawk is carved on it.

It's made of newly-developed alloy TG-01.

---

PADLOCK KEY

DISK 1, PRISON

FOUND IN: EXECUTION ROOM

A simple key.

A padlock may be opened with this.

---

ID CARD

DISK 1, PALACE

FOUND IN: PALACE SAVE ROOM

An ID Card for an Umbrella employee.

(Flip over)

The word "NTC0394" is written on it.

---

BIOHAZARD CARD

DISK 1, AIRPORT (CLAIRE)

FOUND IN: CARGO ROOM

A card key shining in silver.

You can use this at the military training facility.

---

EAGLE PLATE

DISK 1, MTF (CLAIRE), PALACE; DISK 2, MTF (CHRIS)

FOUND IN: MODEL ROOM, CONFERENCE ROOM, ALBANOID ROOM

Ashford family's crest.

An eagle grasps a gold halberd.

The indigo blue plate portion appears to be made of special alloy.

---

EMBLEM CARD

DISK 1, MTF (CLAIRE)

FOUND IN: FACILITY BALCONY

This is a card key shining in indigo blue.

You can use this at the military training facility.

---

ARMY PROOF

DISK 1, MTF (CLAIRE); DISK 2, AIRPORT (CHRIS)

FOUND IN: CONTROL ROOM; BOARDING PLATFORM

A hex shaped stone object.

A picture of a jeep is carved on it.

---

AIR FORCE PROOF

DISK 1, PRIVATE RESIDENCE; DISK 2, AIRPORT (CHRIS)

FOUND IN: UPPER CAROUSEL; BOARDING PLATFORM

A hex shaped stone object.

A picture of a fighter is carved on it.

---

NAVY PROOF

DISK 1, PALACE; DISK 2, AIRPORT (CHRIS)

FOUND IN: COURTYARD; BOARDING PLATFORM

A hex shaped stone object.

A picture of a submarine is carved on it.

---

GOLD KEY

DISK 1, MTF (CLAIRE)

FOUND IN: MODEL ROOM

A golden key.

The Ashford family's crest is carved on it.

---

SILVER KEY

DISK 1, PRIVATE RESIDENCE

FOUND IN: ALEXIA'S ROOM

A key made of pure silver.



The Ashford family's crest is carved on it.

---

GLASS EYE

DISK 1, PRISON

FOUND IN: ANATOMIST'S ROOM

An eyeball model that is made of glass.

---

SILVER DRAGONFLY

DISK 1, PRIVATE RESIDENCE

FOUND IN: CAROUSEL

A dragonfly object.

It is designed so its wings can be detached.

Detach the wings?

(Yes)

The dragonfly wings have been detached.

---

A dragonfly object. All the wings are removed.

---

AIRPORT KEY

DISK 1, AIRPORT (CLAIRE)

FOUND IN: OIL ROOM

It's a key for the motor-driven shutter.

The word "K-402" is written on its tag.

---

MINING ROOM KEY

DISK 2, BASE (CLAIRE)

FOUND IN: BASE WEAPONS STORAGE

A key used to open the door of the mining room.

---

DETONATOR

DISK 2, BASE (CLAIRE)

FOUND IN: BASE WEAPONS STORAGE

A heat-sensitive detonator.

---

MACHINE ROOM KEY

DISK 2, BASE (CLAIRE)

FOUND IN: (flip over PLANT POT and examine it)

A key used to open the door of the machine room.

---

CHEM. STORAGE KEY

DISK 2, MTF (CHRIS)

FOUND IN: UPPER JEEP ROOM

A key made of metal.

The word "Chemical Warehouse" is on its tag.

---

DOOR KNOB

DISK 2, MTF (CHRIS)

FOUND IN: SOUTH TURNTABLE

This must have been removed from a door somewhere.

However, the knob is not broken.

---

TURN TABLE KEY

DISK 2, MTF (CHRIS)

FOUND IN: MODEL ROOM

It's a key used to move the turn table.

---

HALBERD

DISK 2, MTF (CHRIS)

FOUND IN: (combine CLEMENT MIXTURE with EAGLE PLATE)

It's an object that has been placed on the eagle plate.

It's made of gold and looks like a middle-age halberd.

---

ALFRED'S RING

DISK 2, BASE (CHRIS I)

FOUND IN: CRYO STORAGE

It appears the jewel portion can be removed.

Take the jewel? (Yes)

The metal portion has been removed and you've obtained the Alfred's Jewel.

---

ALFRED'S JEWEL

DISK 2, BASE (CHRIS I)

FOUND IN: EXAMINE ALFRED'S RING

A blue jewel that has been attached to Alfred's ring.

---

ALEXANDER'S PIERCE

DISK 2, BASE (CHRIS I)

FOUND IN: UPPER SHIPPING ROOM

It appears the jewel portion can be removed.

Take the jewel? (Yes)

The metal portion has been removed and you've obtained the Alexander's Jewel.

---

ALEXANDER'S JEWEL

DISK 2, BASE (CHRIS I)

FOUND IN: EXAMINE ALEXANDER'S PIERCE

A green jewel that has been attached to a pierce.

---

ALEXIA'S CHOKER

DISK 2, BASE (CHRIS II)

FOUND IN: MANSION MAIN HALL

It appears the jewel portion can be removed.

Take the jewel? (Yes)

The metal portion has been removed and you've obtained the Alexia's Jewel.

---

ALEXIA'S JEWEL

DISK 2, CHRIS BASE (II)

FOUND IN: EXAMINE ALEXIA'S

A Red jewel that has been attached to a choker.

---

WING OBJECT (4)

DISK 2, BASE (CHRIS I & II) (4)

FOUND IN: ANT HILL CORRIDOR, PLAYROOM (2), ALEXANDER'S LAB

It appears to be Dragonfly's wings.

It seems to be a part of something.

---

DRAGONFLY OBJECT

DISK 2, CHRIS BASE (II)

FOUND IN: SMALL DINING ROOM

It's a dragonfly object that is missing its wings.

---

GOLD DRAGONFLY

DISK 2, CHRIS BASE (II)

FOUND IN: (combine WING OBJECTs with DRAGONFLY OBJECT)

A dragonfly object made of jewels and gold.

All of the wings are attached.

---

SECURITY CARD

DISK 2, BASE (CLAIRE II, CHRIS II)

FOUND IN: BASE PRISON (break CRYSTAL)

A card used to release the security lock.

---

STERILE ROOM KEY  
DISK 2, BASE (CHRIS II)  
FOUND IN: BASE STUDY  
A biohazard symbol is carved on it.

---

#### SPECIAL ITEMS

These items appear after completing the game under certain circumstances.

---

#### ROCKET LAUNCHER (2 SLOTS)

DISK 1, PRISON

FOUND IN: DEFAULT (CLAIRE, A-RANK)

Another name for a Rocket Launcher is Bazooka.

You can defeat most enemies with one shot.

---

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= 13: UNANSWERED QUESTIONS / PARTING SHOTS =

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#### \* THE [PLO]T-VIRUS

In RE3, Jill was infected by the t-virus for around three days. In every other RE game, people were infected for days before they started showing symptoms and succumbing to the full effects of the infection. On Rockfort Island, it hits them so quickly, that their dinners are still warm by the time Claire is out and about. And it managed to infect absolutely everything on the island including the graveyard. BLARG!

#### \* WESKER AND RODRIGO

This is really a two-part question, but what injured Rodrigo in the first place? He holds his side like it was a gut shot, but who would've shot him? Which brings me to the second point about how Wesker supposedly has a special ops team running around the island, but you never hear gunfire, see their bodies, or experience their influence aside from Wesker doing his thing and sending out the hunters. I can't really go with their assumption that some of the zombies are former members of Wesker's force either, but that could serve to explain a point or two. The whole thing's rather vague.

#### \* ALFRED ASHFORD

The reigning champ of speed cross-dressing until 1998. He will be missed. And this guy seriously cannot catch a break; even his self-destruct system sucks!

#### \* SOMEWHERE IN THE SOUTH ATLANTIC...

...there's a Tyrant, possibly still alive, possibly in chunks, floating around in the water. Why doesn't this worry anyone else? Also, Rockfort Island is still there, near as I can figure.

#### \* WESKER VS ALEXIA

I'm still trying to determine what being infected with T-Veronica, which to my recollection is T-virus + ant DNA, does to give one the ability to spray fire at will. I also find it amusing that, despite morphing into a hideous ant mutant, Alexia went out of her way to morph out some hair-resembling

tentacles on the top of her head after transforming, because one must always look their best when taking over the world, hideous ant mutant or no.

\* "SOMEONE'S IN THE KITCHEN WITH DNA!"

It may just be me, but the whole CODE: VERONICA REPORT sounded like a bunch of faux-intellectual hooey to me, not that I know anything about genetics. Could serve to emphasize the whole Alexander and Alfred not being quite as s-m-r-t as they were supposed to be point, but it does raise an interesting question, that is, who the heck is the mother? I suppose it doesn't matter, but for a family that likes to fawn on some distant ancestral matriarch, it sure seems kind of odd that no one mentions these things. Speaking of which, what exactly did the original Veronica DO that made her so special anyway?

\* AUTO-AIM

I'm playing through battle mode with Wesker, my trusty knife at my side. I try to target the zombie in front of me, but instead, I am directed to the explosive barrel that my knife can't even pop. What's wrong with this picture?

\* THE GAME, OVERALL

The reason why the publishing of this walkthrough was so delayed was because I truly did not like this game. The entire plot felt like a "bad trip". It played out like a B sci-fi movie. In certain instances, I had to shut it off after certain cut-scenes because I couldn't stop laughing. There was little suspense; I don't think I was scared once. While all survival/horror games are, to some degree, contrived, this game truly felt like the whole ordeal was all too convenient. Alexia comes out just in time to see her brother and wreck Claire and Steve's escape! Miraculously, Chris can find a way out of the bombed training facility! Chris found a socket to make the octa-valve square again! Alexia doesn't care enough to hurt Claire! I could come up with examples all day long (and the voice acting was a joke, can no one pronounce "sorry" without it coming out "sore-y?").

It's one of those "good concept, flawed in the execution" scenarios, but it is canon, and unlike Gaiden, cannot be ignored no matter how little sense it makes.

=====  
= 14: FREQUENTLY ASKED QUESTIONS =  
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Q: Muchitsujo?

A: ... It means chaos and disorder in Japanese. I'm not Japanese myself, but I can never think of screen names for anything.

-----  
Q: Why did you write this?

A: The first time I played through this I was reading a guide I wasn't too happy with for numerous reasons. Mostly, I would play the game in spurts and then be redirected to a place from my save room that I couldn't remember how to get to. I've always had fun with the RE series anyway, I thought I'd have a little fun writing a detailed, quick FAQ for it, partially for my own usage.

-----  
Q: Where did you save when you were playing through this?

A: Well, as usual, when I was actually playing through and not writing the FAQ,

I tried to keep the saves to the minimum. As for Chris, I think I skipped the save until the default one as you enter Antarctica, then saved in the POWER SAVE ROOM since that's really the only one you have before the end of it all.

---

Q: So how many times did you beat the game?

A: Officially, thrice this time around. The reason being I kind of got fed up with the details of the game once I got through Claire's portion, and wouldn't touch the game or the walkthrough for a while. At that point, I had only finished the walkthrough to Alfred's big speech, so going through the whole mess again was almost a necessity. Plus, since this is the longest RE game to date, I wanted to make sure this guide allowed for optimal speed. The third time it was just me trying to decipher the A-ranking.

---

Q: How long did it take you?

A: First time through, when I was still screwing around for the most part, it took me 4:40:57. Good enough for a B-ranking, but not quite A material. Second time it took me 3:02:27 following it directly and not screwing around and somehow, I still got a B-ranking, despite saving only three times. Third time through, I got all of the MAPS, all of the FILES, didn't save except for the Disk 2 switch, and completed it in 2:59:41 with an A-ranking. Since completing the game in under three hours isn't entirely reasonable, I'd say it was a combination of the previous three factors.

---

Q: What system was this ported from?

A: I've heard it was the Japanese version of Code: Veronica Complete for the Dreamcast. I can't confirm this, seeing as how I don't 1) own a Dreamcase or a PS2 (at this time) and 2) import games whenever possible. I've noticed a few subtle differences from the recycled FAQs, namely, the D.I.J. Diary is placed in the file register around the time Claire gains access to the Casino in the regular game (as opposed to at the end) and Rodrigo seems to be strangely absent from the Battle Mode. In other versions of the game, he would be hiding behind a bunch of boxes in the Lower Turntable Room, or so I've heard. There's also no option to change the difficulty level.

---

Q: Why not have Claire take the Nosferatu down with another weapon and leave the GRENADE LAUNCHER for Chris?

A: There aren't a ton of rounds later on in the game. Chris needs bullets for taking out zombies (plus the CUSTOM HANDGUN vs Nosferatu bit gets tedious, I've tried it), same principle with the ASSAULT RIFLE, and the BOW GUN with GUN POWDER ARROWS is all but crucial in killing hunters early on, while there's no part that you should really NEED the GRENADE LAUNCHER considering the kind of ammo it spends to get the job done.

---

Q: What happens if I don't give Rodrigo the HEMOSTAT?

A: Not much. Claire keeps her lighter, which means Chris never gets the SUB MACHINE GUNS. Additionally, without the LOCKPICK, Claire can't get the goodies around the base or open any of the DURALUMIN CASEs. The Gulp Worm fight also loses some of its meaning.

---

Q: If I left an item on Rockfort as Claire, will it still be there for Chris to pick up?

A: Absolutely, provided you can reach it.

---

Q: I ignored your good advice and took the DOOR KNOB early. What now?

A: A HUNTER will now join you in the CHEMICAL STORAGE. Have fun with that.

-----  
Q: Are there enemies in the areas where scanner machine are before you trigger them?

A: Yep, typically a horde of zombies.

-----  
Q: Hey, why didn't you have me take a better weapon for fighting Alexia II?

A: I decided to sacrifice power for healing versatility. If enough people can't hack it, I'll put in a disclaimer warning about it.

-----  
Q: Who is the D.I.J.?

A: Short answer is the mouse that Claire sees running out when she opens the locker in Antartica. Long answer is that there's been quite a bit of speculation as to who this mouse might be. Some thought this might be the Ashford's butler, mutated somehow. This is unreasonable even considering the standard set by this game, though the whereabouts of Scott Harman are still unknown and probably will remain so. My own theory is that Alexander Ashford admits to being capable of manipulating the intelligence gene, and he had to start somewhere, so this particular mouse is one of his research subjects. Seems like the simplest answer, though no one seems to have any clear idea of what D.I.J. stands for.

=====  
= 15: FUTURE UPDATES =  
=====

I'm planning on updating this as soon as I fully recover from my experiences writing it.

Some things I may add/fix in the future are...

- \*ASCII art (oh, the pain... help)
- \*Damage chart for the enemies
- \*Corresponding updates in the items section for where to find what goodies you can get from the battle mode game
- \*Wesker's Report, depending on if anyone can get me the hook-up or point me to one that I can use, so long as I mention them in the credits.

=====  
= 16: CONTACT INFO =  
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Logically, there are going to be a few guidelines for contacting me.

First and foremost, I can only hope you've done a search function on the FAQ or read through the entire thing for the answer to your question BEFORE you decide to e-mail. I may just not answer the question and redirect you where to find the answer otherwise. If your question is good, it may make it in here. Despite my attitude, I can be pretty helpful.

Second of all, I prefer my e-mails in English. I can understand a little bit of Japanese, but I really prefer my mail in English. Common speaking English, no 1337, no ebonics, if I cannot understand you or am too frustrated with your means of phrasing, I don't need to respond. Simple as that.

Third, I'm not interested in fan fiction. Let's get that clear right now.

I have fun with this, I do NOT live vicariously through it. No photos, no "inside" information, no BS. There is no guarantee (actually, there's closer to a guarantee I won't) that I will take anything of that nature seriously.

Fourth, I'm sorry if I'm not hardcore enough for your gaming tastes. I don't play through these games with only the knife and I might do so only if I were horribly bored. I can't pull off some neverending combo in a fighting game that would send you to your doom. The most I've ever done is get a ninja before the end of the first act of FF:Tactics. That's good enough for me.

You don't like it, you write a better FAQ. Same reason as the rest of us.

Fifth, and most importantly, by e-mailing me any sort of conspiracy theory or otherwise wacked-out analysis of the events in the game, you're pretty much giving me the right to make mention of it and possibly debase the idea in here in whatever manner I deem to be appropriate at the time (anonymously, of course. Even if it is mostly a flame, it will not be referred to by name). Legitimate questions will be answered, interesting theories will be added, but everything else has a very slim chance to get in. No guarantees, approval always pending.

Don't harass me either. Multiple e-mails won't get your mail read any faster, but it may get you blocked. Same theory applies to flaming. Like all things on the internet, maybe one of these days we'll connect, but you're running on your time and I'm running on my time. Just the way it is.

That said, my e-mail is fearfaq(at)hotmail.com (replace the at with an @, I do this to mess with the spambots. Try to be good and give me some idea of what you're talking about in the e-mail title. E-mails are usually the best route as I'm not around the message boards on GameFAQs too often; they slow me down from writing the next guide and debates as to whether or not Gaiden is canon HURT (though I think I successfully resolved that debate).

=====  
= 17: FINAL NOTES =  
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As all good FAQ / Walkthroughs come to an end, so must come the shout outs.

Props to:

- Capcom, for catering to my apocalyptic / B-horror movie needs. The name Resident Evil and characters in it are their trademark. The introduction is primarily taken from the game itself.
- Gamesages, because I snatched the copy of the ending bonuses from them. It would be an even bigger pain to figure that out on my own.
- CJayC, for being an all around good chap and putting up the gamefaqs site you are likely using. Along with the disclaimer in the beginning. Posting this as well, cheers.
- TWilde, for writing the plot analysis I've been a long-time reader of. Your attention to detail is incredible, your wit is excellent.
- Stephen Ng, and the people over at the FAQs section of IGN. Like CJayC and the GameFAQs crew, they also work exceptionally hard to bring you the best.
- Leo Chan, and all the others over at Neoseeker, for all the reasons

given for the other FAQ sites and more.

- The people who run RE sites, because sometimes I need to refresh my memory, or at least access information on upcoming games and release dates. They also sometimes have information on special features like Wesker's Report and for cheapskates like me who don't like to pre-order, thanks a lot.
- People who write FAQs, thanks for keeping me from being the designated tech support for my friends. And vice versa.
- The Smashing Pumpkins, they made fine music. I had to do this because of Alfred's "rat in a cage" comment.
- Modest Mouse, see above, except I had to do this because of Antartica.

No props to:

- Those who would infringe on the copy rights. I don't make money off of any of this, but seriously, that shit ain't cool yo, and it doesn't take that much to get permission.

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